

January  
1990

Volume 5  
Issue 1

# AMIGAZette

\$2.50

The AMIGAZette is the official publication of the Sacramento Amiga Computer Club.

The General Meeting Will  
Be On December 27th.



Founded 1986

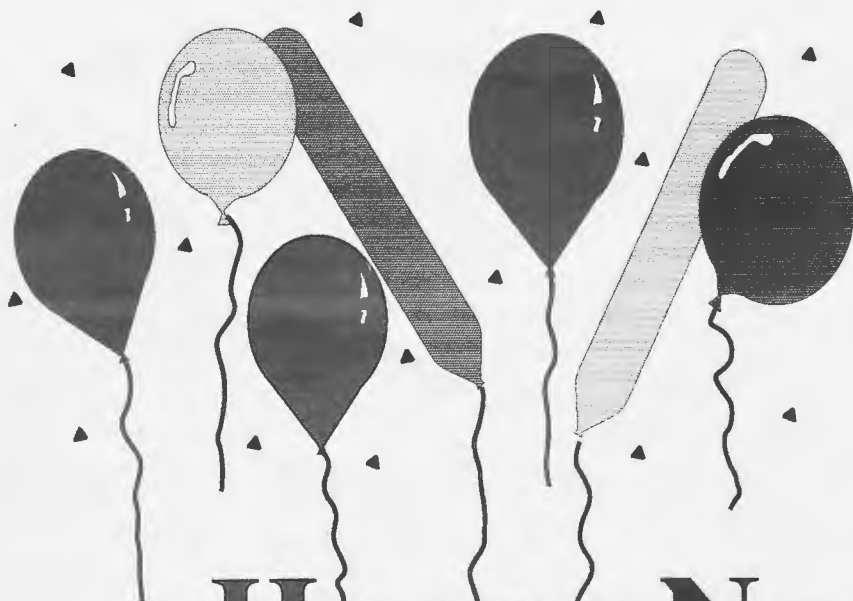
SACC meets at the Pac Bell building at 2700 Watt Avenue. The meeting starts at 7:00 P.M. sharp.

This months meeting will feature the popular SIG night. Several computers will be on hand to demonstrate programs from games to desk-top-publishing.

Badge Killer Demo Contest winners numbers 1 and 2 will also be shown on the large screen!

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# Happy New Year!

# LINES OF COMMUNICATION

by Linda Marquess

Finding myself short of words this month, I thought that I would share with you the words of others. Messages posted to Usenet frequently carry .signature lines including interesting quotes and disclaimers. Here is a collection of some of my favorites. I hope some of these will give you a :-)  
 <--[read sideways, for the uninitiated].

There's nothing in this world quite so dangerous as a bored engineer.

filler: Sometimes you need to put extra junk in just to get the news past the censors

Never ascribe to malice that which can adequately be explained by stupidity.

"...when hasn't gibberish been legal C?" --

NTSC, Never Twice the Same Color

Gibberish is spoken here.

DISCLAIMER: It's all YOUR fault.

"Hey OS/2, wanna race??"

The opinions expressed here are in no way connected with my employer, unless of course they're good enough to get me a healthy raise...

There once was a signature here, but I dunno where it went.

Modern Amish: Thou shalt not need any computer that is not IBM compatible.

Amigas have 4097 colours, the last being Ocarine the colour of MAGIC !!



Se habla Amiga? Help others to learn your favorite program or assist in your area of expertise. Remember, you were new once, too. If you'd like to add your name to our list, sign up at a general meeting or contact me at 991-0415

AMIGO	PHONE	HOURS	HELP AREA
Walker Ayres	487-3202	noon-10PM	BASIC
Greg Pringle	452-7381	5:30-10PM	Hardware
John Warren	662-8754	9AM-3PM	Games/Carpool
Jack Cannon	722-7404	reas. hrs.	Dr. T's/Music
Dave Bloch	441-6816	eves/wknds	Video
Lindsey Fong	AmigaLink BBS (modem)		Anything
Brian Cox	488-3964	reas. hrs.	BASIC
Fred Sakai	488-4343	reas. hrs.	Desktop Publ.
Linda Marquess	991-0415	7PM-Midnight	CLI, Anything
Steve Goodrich	361-7566	6PM-10PM	Beginners, Maxiplan, Word Perfect
			CLI
Woody Bear	723-1710	reas. hrs.	Telecom
John Zacharias	363-9153	eves+wknds	Desktop Publ., Video
Jan Zacharias	363-9153		Video, Graphics
Ken Free	292-3151	before 10 PM	CLI, Utilities, General



## Letter to the Editor

Dear Editor,

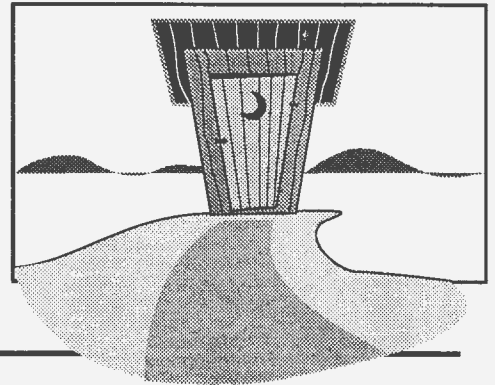
A few months back, I decided to subscribe to Antic's *Amiga Plus* magazine with the monthly disk. Along with the subscription, they advertised a \$15 coupon for CompuServe.

I have received 3 issues of the magazine now and it and the CompuServe coupon have been disappointing. The magazine contains little of interest and the programs on the disk aren't nearly as good as what the SACC disk of the month contains.

However, worst of all, there has been no \$15 coupon for CompuServe. I have written to the publisher twice now, over a month has passed and no response at all.

No one in the Amiga community needs these kinds of problems, I say we prune this "bad apple" from the tree. *Amazing Computing* and *AmigaWorld* are two fine magazines that I have never had a problem with, I'm going to stick with them. I wouldn't recommend anyone subscribe to *Amiga Plus*.

Steve E. Riley  
Arcturus Software



# Holiday Greetings from COMPUTERTIME

## NEW LOWER 2000 PRICES

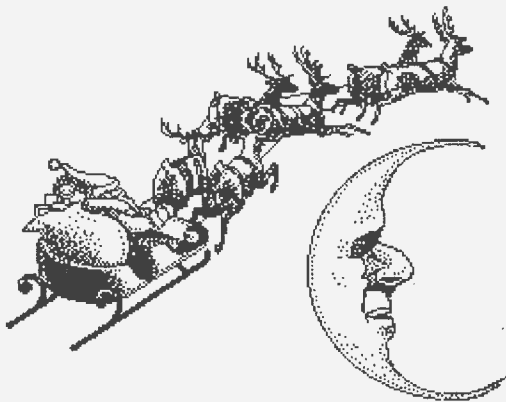
AMIGA 2000 \$1550.00\*

AMIGA 2000HD \$2275.00\*

AMIGA 2500 \$3325.00\*

AMIGA 2500/30 \$3900.00\*

\*ALL PACKAGES ABOVE INCLUDE AMIGA  
CHRISTMAS PACK



## COMPUTERTIME

8040-D GREENBACK LANE  
CITRUS HEIGHTS, CA 95610

(916) 723-4000

(916) 969-4111

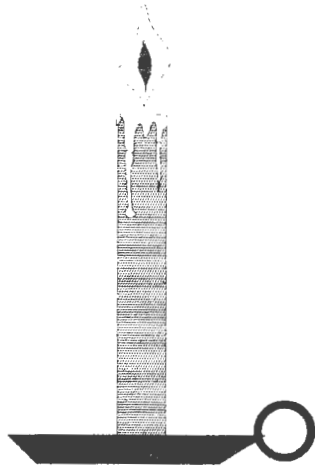
OPEN TILL 9:00PM  
WEEKDAYS  
FOR CHRISTMAS

**SPECIAL LIMITED PACKAGE**  
AMIGA 2000HD WITH COMMODORE  
XT BRIDGEBOARD

**\$2375.00**

---

Ram@Home  
by  
Rob Super



Christmas Spirit

'Twas the night before Christmas  
when all through the house  
Not a creature was stirring,  
except for my mouse.

The stockings were hung  
by the woodstove with care  
But how could I sleep  
with my *Jet* in the air?

I should have been nestled  
all snug in my bed,  
With visions of software  
a-dance in my head;

My wife in the bedroom,  
the dogs on the rug,  
Had long been asleep,  
all cozy and snug,

When from my Amiga  
there arose such a clatter,  
That I figured the hard drive  
was trashing its platter;

Then a window appeared  
on the screen in a flash:  
Whatever this was  
it wasn't a crash!

I clicked the strange icon:  
the screen came aglow,  
Casting luster of midday  
on the keyboard below,

Then, what should appear  
to make tremble my lips  
But a miniature sleigh  
pulled by eight microchips,

With a little old elf  
whose white beard (none finer!)  
Made me think for a moment  
it might be Jay Miner.

More rapid than Intels  
his coursers they came,  
And he pointed, and clicked,  
and called them by name:

"Now Denise! now Paula!  
now Fat Agnus too!  
On, all of you RAM chips,  
on, the whole slew!

To the top of the heap!  
To the top of the stack!  
Push away! Push away!  
Never shift back!"

As data in RAM,  
when power's withdrawn,  
Quietly vanishes  
and quickly is gone,

So off of the screen  
the coursers they rolled,  
And with them the sleigh  
(and its driver too) scrolled.

In a twinkling I heard,  
at a 14 Mhz clip,  
The pawing and prancing  
of each microchip,

And, turning my head  
to locate the sound,  
Saw them land on the printer  
in one graceful bound.

The driver was dressed

from his foot to his neck  
In a beige plastic suit  
with a rainbow-hued check,

And he held a big bundle  
hoisted aloft,  
Filled with his wares,  
some hard and some soft.

How his LEDs twinkled!  
How his hard drives did run!  
How his processor boards  
Ran rings round the Sun!

He had a paint program  
that drew things and faces,  
And one for 3-D  
that created whole places;

A data base disk  
that stored text and pictures  
Without any frustrating  
programming strictures;

He'd a broad range of games,  
some that giggled and squeaked,  
And some that brought shudders  
with the havoc they wreaked;

And a flight simulator  
that opens the skies  
For true-to-life combat  
in which nobody dies:

I knew from his visit  
I'd nothing to dread,  
Except that I might NEVER  
find time for bed.

He spoke not a word  
but searched through his load,  
And filled up my memories  
with magical code,

Then he sprang to his sleigh,  
to his team gave a whistle,  
And they rose to the screen

like the down of a thistle,

And laying his finger  
aside of his nose,  
And giving a nod,  
his window he closed.

But I heard him exclaim,  
ere he shrank out of sight,  
"Happy Diskmas to all,  
and to all a good byte!"

With profound apologies, and thanks, to Clement C.  
Moore.

# Inventory Clearance After Christmas Sale

Up to 75% Off  
Selected Items

Open Sunday Dec 24th 9am - 4pm

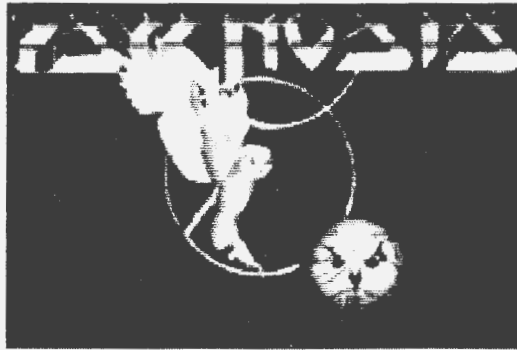
**CANDY  
COMPUTER**

685-7247

447-4445

9744 Elk Grove - Florin Rd  
Elk Grove, CA 95624

## Ballistix Review by Charles Elkins



As a young boy I spent many an afternoon hunkered down in a circle with my bag of marbles, challenging the neighborhood kids to a game. Later in life, I developed an acute addiction for pinball machines, squandering quarter after quarter on those slanted tables!

Well, I'm alot older now, but those boyhood pleasures still remain. Now I've got an Amiga computer and a game that combines elements of **Both** pinball and marbles together in a very slick package from *Psygnosis Software*. *Ballistix*!

*Psygnosis*, a European software company, has a reputation for cranking out games with stunning graphics, and they have come through once again with the release of *Ballistix*. You have the choice of a one or two player game. In one-player mode the playing field is slanted towards you as a pinball machine would be, there is no computer opponent here, it is just you against the laws of gravity (although the laws are somewhat bent at times). In two-player mode you are pitted against a friend, or even an enemy, it makes no difference, as long as he/she can hold a joystick. After your choice, you then have the option to change some of the game's parameters to fit your playing abilities. There are two options screens for a total of eight adjustable parameters. These range from ball speed and life span to number of goals and games it takes to win a match. There are default values for each and it is not necessary to enter the options screens prior to playing.

Play unfolds in a rectangular rink surrounded by what appears to be skeletal remains of failed *Ballistix* players. You quickly realize that this competition is taken very seriously! A half-lizard-like corpse announces the game's commencement and a skeletal arm releases the ball into play at midcourt. From here on in it is do or die time! You must maneuver the game ball by shooting marbles at it, directing it towards and into your opponent's goal box (a la

hockey), meanwhile defending your own goal. Goals are wildly cheered by the avid fans in attendance. There are all sorts of obstacles that change from one level to the next - bumpers, acid pools, hyper-space holes, pipes, barriers, magnets, troughs, and red arrows that speed the ball in their pointed direction. Also scattered randomly about the playing field are

bonuses such as goal shields, land mines that release a wild spray of marbles that can either help or hinder you, extra points, and letters that you can gather to spell **RICOCHE**T for a whopping 10,000 bonus points!

There are 50 one-player levels and 80 two-player levels that can be accessed in increments of five, the four in between these accessible levels must be won in order to get to the next one. I found the two-player mode to be better than the one-player game, although it is no slouch by any means! In fact, my only complaint with this game is that there is no computer opponent in the one-player mode. But this is a trivial gripe, the authors of this game have done a top-notch job - the action is fast and furious, the music and sound effects are great, and the up and down-screen scrolling is very smooth! I highly recommend this one to all the *Amiga* gamers out there!

**RATING - "\*\*\*\*\*"**



## Fractured Fairy Tale

(Editor's note: What follows is from the Fractured Fairy Tale Room on the club's BBS. The tale is made up of several different callers who add to the story with their imagination. Give the BBS a call and add to the fairy tale.)

Once Upon a time....

There was a princess in another land far far away. The king had planned a marriage for her to an ugly prince in a nearby kingdom to avoid a war. But alas, she was in love with Prince Gooney, and according to NAG 2.0, must marry him soon or be forced to live life with the ugly one.

There did also dwell a bold warrior in this kingdom, Sir Modem of Baud, whose great delight was it to port messages of Love, Death, and Taxes throughout all the known kingdoms. One day, he received an Urgent Summons.

It was from the Wozzard of Wiz who performed magical things with DVIII, sometimes it seemed he was Director. "You must come at once, urgent!"

It had taken Sir Modem many Bits to reach the Wiz so that he could talk to Wozzard, and this bit of news caused Sir Modem to say, "Please say that again!"

"Larger and less capable kingdoms, the followers of the Great Blue Giant and the great WOZ are trying to Drop my carrier", said the Wozzard!!

All of a sudden (My favorite phrase), fellow knight Sir Basic rode his quick steed ABCompiler towards the two. He shouted frantically, "The evil Guru is destroying the town of Nottensavedyet!!! You must come quickly!!!" The Wiz calmly stated "I shall use my spell of 19.2 baud to transport us there."

Unfortunately his CRC had expired.

The Wiz's spell fizzled and was force to use the lesser spell of 1200 baud. When they arrived it was too late for the doomed village. The houses were blinking an ominous red familiar glow. The houses also had strange numbers inscribed upon them. No one new what they meant but it was clear that the town of Nottensavedyet was the latest victim of the infamous Guru.

Then came a red glow from over the horizon ... a tinkling of bells was heard, and a jolly laugh echoed through the town. Little packages came billowing down from a small craft that was soaring over the rooftops, and hackers looked up from their computers with glee as they saw 9600 baud modems floating down their chimney

But alas! they were incompatible with each other...the dreaded fairy Stan Dard had given each to their own. Stan!, the villagers cried, let us speak unto

each other in the same voice. Lest we be left in the land of 24's.

But alas, Stan would not. He was teaming up with the vile villain Unix, who was mad at all of humanity since girls thought he was no fun on a date. Back in their castle Stan and Unix worked on their ultimate plan. The unleashing of the Super-user on the poor unsuspecting villagers.

But the villagers also had a plan to combat Stan Dard and Gu Ru. They contracted with a local computer store to make the ultimate anti-virus killer, just to stop the Super-User from invading their new 9600 modems. Now it was a race to see who would complete their weapons first. Would it be the Stan and Gu, or would it be the friendly AMIGAoids in the village...

Alas, the world is yet to see the most devastating System crash known to man.

But that's another story...

But wait..... there's more

So he took off for a few days at the beach...

To Be Continued (as more people add to it!)

### **BBS Numbers**

**AMIGALink**, SACC Official Bullentin Board

(916)447-3842 or (916)447-3843 or

(916)991-8553

Sysop: Lindsey Fong

**AMIGALINK II**, Genisis

(916)387-1328

Sysop: Dan Kelly

**Other Local Bulletin Boards:**

**AMIGA Express**

(916)635-5749 6PM - 11PM ONLY

**Another BBS**

(916)863-0180 1200/2400 24Hrs.

Sysop: Andy Wood

**Another AMIGA BBS**

(916)682-1740 3/12/2400 24 Hrs.

**The Computer Chapel**

(916)641-2400 1200/2400 24Hrs.

Sysop: Pete Howard

**Bear's Byte**

(916)722-7423 300/1200 24 Hrs.

Sysop: Woodie Bear

**Nebula-2**

(916)351-6482 1200/2400

5PM - 8PM Weekdays 24Hrs. WeekendsOnly

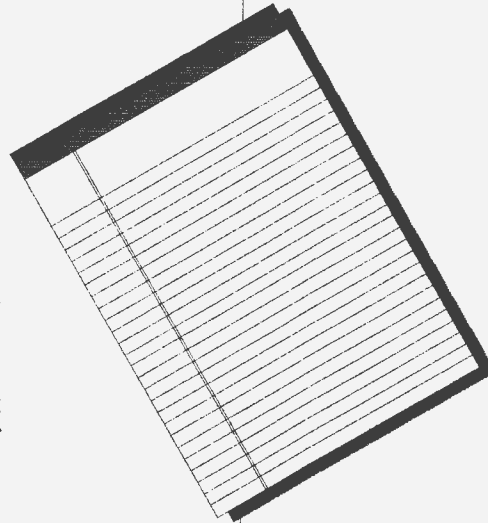
Sysop: Bob Pauwee

**The Out of**

(916)369-7560 300/1200 24Hrs.

Sysop: Shetani

# Library News by Matthew Monsoor



I'm not the kind of person that can instigate a conversation yet get me started and it may be hard stopping me. "Yes, that's me", I said. Can't instigate a conversation nor think of what to write for this months Amigazette.

Could it be there is nothing good in the library to write about? Naw! Over 600 disks worth of nothing? Well I found a small selection of AMuse disks. I don't know why they are labeled AMuse 40-44 because nowhere to be found on the disks are numbers included in the icon. Anyway I looked through them and found a few interesting things.

**AMuse40 DISPLAY HACKS:** various display hacks; catch up on lost hacks.

**AMuse41 JOY OF PRINTING:** some printer drivers and fonts; also PROFF a text formatting program.

**AMuse42 MOVIE:** that's where a copy of Eric Graham's 1986 juggler animation is!

**AMuse43 HAM PICS:** Digiview sideshow from way back.

**AMuse44 FUN & GAMES:** empire, daleks, jive, eoms sound familiar?

Do you enjoy getting the 'Disk of the Month' or using the Library for copies of the Fred Fish disks. Do you use one of the two Bulletin Board Systems running in support of the club. Or is it that you like the meetings and the chance of winning the raffle?

We'll enjoy SACC now because unless you do something we will have no club, no SIG's, no DoM's or library (maybe I'll still have it?). We need participation from you to set the direction for SACC! Run for office! It doesn't take very much of your time. (You want to spend some time try being librarian)

I would like to see at least 2-3 members running for the same office when we have elections in January! This is a meeting everyone should attend and remember join early and get the January DoM FREE! Start the new year right! Is the 90's going to be the decade of Amiga? UNIX? both? YOU CAN MAKE IT HAPPEN!

Remember:

No Library outing in December and the January outing will be on Saturday the 20th at Puts Electronics, 6108 Watt Ave. North Highlands, 338-2000.

## DASH SOFTWARE

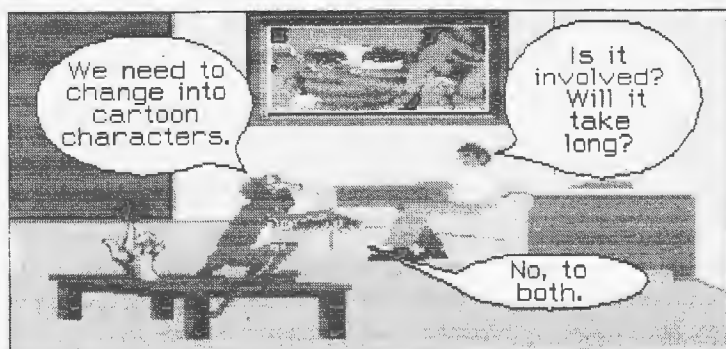
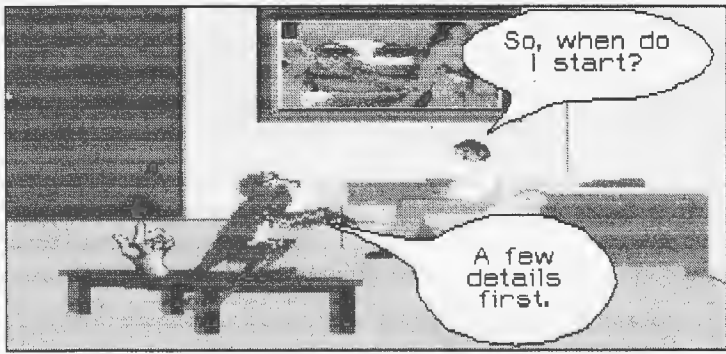
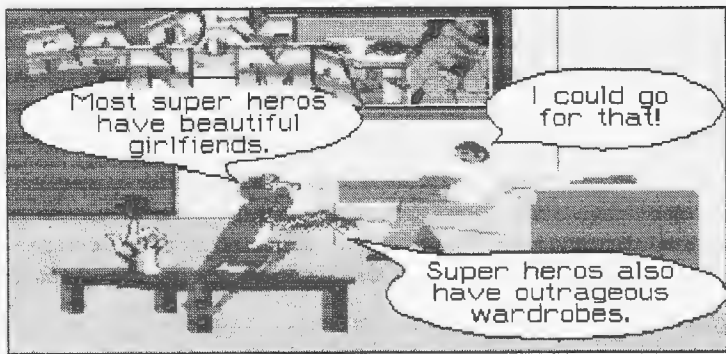
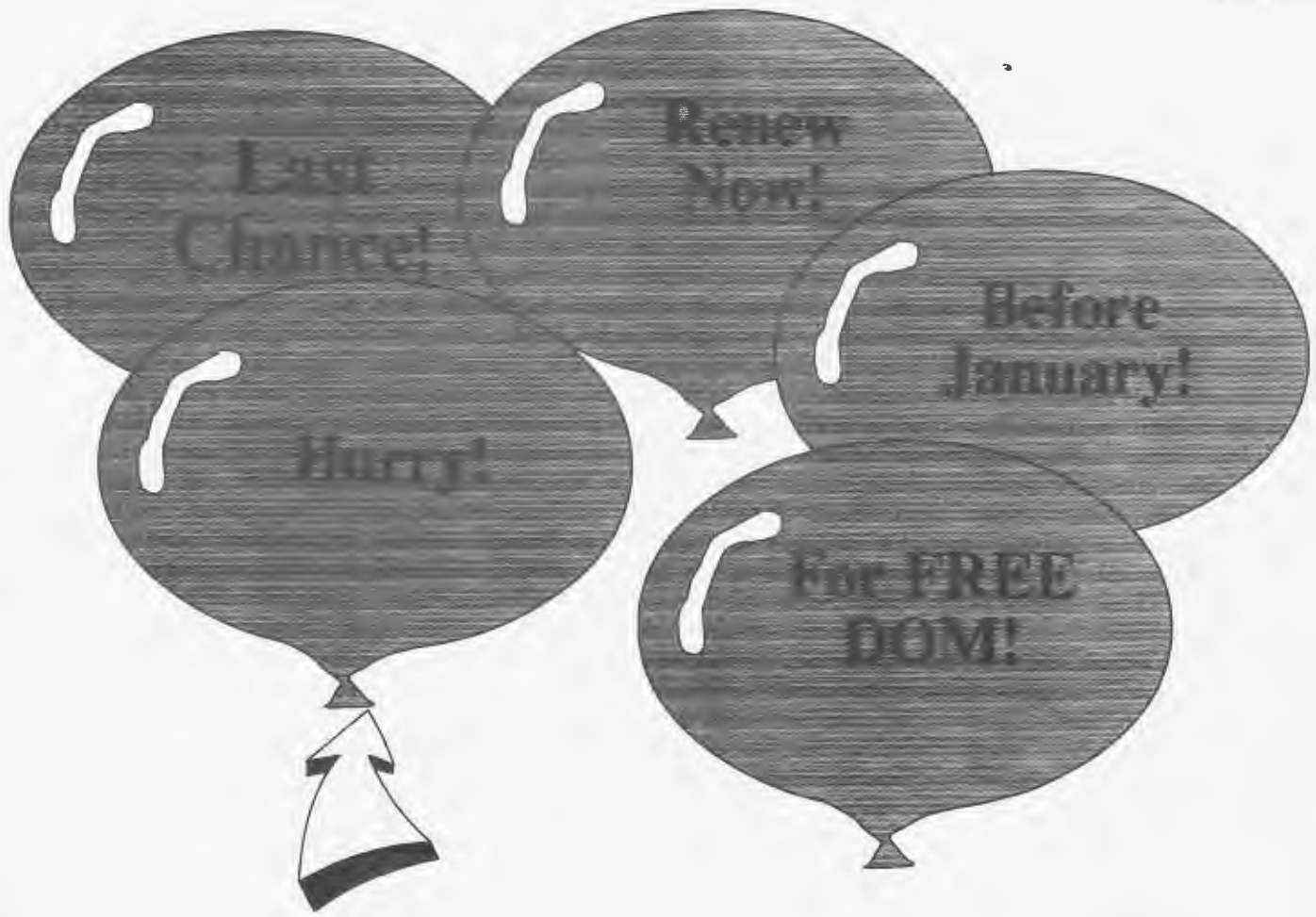
SLASHES PRICES

### ON AMIGA SOFTWARE

	RETAIL	DASH
PAGESTREAM	\$199.95	\$139.95
WORDPERFECT	\$329.00	CALL
MICROFICHE FILER+	\$180.00	\$124.95
SUPERPLAN	\$150.00	\$109.95
X-CAD DESIGNER	\$149.95	\$104.95
LEISURE SUIT LARRY	\$49.95	\$29.95
MAXIPLAN 500	\$149.95	CALL
MASTERPIECE FONTS	\$199.95	\$154.95

4035-D Grass Valley Hwy Auburn 889-2706  
In Black Forest Plaza - Dry Creek & 49

prices limited to stock on hand.



# Sacramento Amiga Computer Club

Application for Membership or Renewal

DATE: \_\_\_\_\_

LAST NAME: \_\_\_\_\_

FIRST NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

CITY: \_\_\_\_\_

STATE: \_\_\_\_\_ ZIP: \_\_\_\_\_

HOME PHONE: \_\_\_\_\_

WORK PHONE: \_\_\_\_\_



Founded 1986

I wish my name and address to remain confidential and it may only be distributed among club officers and appointed chairpersons only when necessary.

Please indicate the areas you have an interest in. This information will be made available to the leaders of the Special Interest Groups (SIGs).

- |   |  |   |
|---|--|---|
| <input type="checkbox"/> A-Rexx             | <input type="checkbox"/> Animation           | <input type="checkbox"/> Assembly Programming |
| <input type="checkbox"/> Basic Programming  | <input type="checkbox"/> Beginners           | <input type="checkbox"/> Business             |
| <input type="checkbox"/> C Programming      | <input type="checkbox"/> Desk Top Publishing | <input type="checkbox"/> Digitizing           |
| <input type="checkbox"/> Education          | <input type="checkbox"/> Games               | <input type="checkbox"/> Graphics             |
| <input type="checkbox"/> Grass Valley Area  | <input type="checkbox"/> Hardware            | <input type="checkbox"/> Midi & Music         |
| <input type="checkbox"/> Telecommunications | <input type="checkbox"/> Video               | <input type="checkbox"/> 3-D & Ray Trace      |

## Hardware info:

Amiga type:  500  1000  2000  2500  3000

Monitor: Make \_\_\_\_\_ Model \_\_\_\_\_

Memory amount: Internal \_\_\_\_\_ K External \_\_\_\_\_ K Make \_\_\_\_\_

Drives: 3.5" \_\_\_\_\_ 5.25" \_\_\_\_\_ Makes \_\_\_\_\_

Modem:  None  300/1200  2400  9600 up Make \_\_\_\_\_

Printer: Make \_\_\_\_\_ Model \_\_\_\_\_

Hard Drives: Make \_\_\_\_\_ Capacity \_\_\_\_\_

Emulators:  64  XT Bridgeboard  AT Bridgeboard  A-MAX(Mac)

Genlock: \_\_\_\_\_ Midi \_\_\_\_\_

Digitizers, Video: \_\_\_\_\_ Sound \_\_\_\_\_

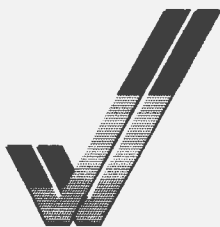
Other Hardware Info: \_\_\_\_\_

Favorite Recreation Program \_\_\_\_\_

Favorite Productivity Program \_\_\_\_\_

**SEND TO:** SACC, Attn: Club Dues, PO Box 19784, Sacramento, CA 95819-0784. Please remit the amount corresponding to the month in which you become a member. Jan-\$34, Feb-\$32, Mar-\$30, Apr-\$28, May-\$26, Jun-\$24, Jul-\$22, Aug-\$20, Sep-\$18, Oct-\$40, Nov-\$38, Dec-\$36. The last three months of the year include dues for the following year. All renewals are \$24.00 during Jan. and Feb., new member fees apply for all applications received after February. Send check or M.O. to SACC, *No cash please!*

For more info call the SACC Hotline at 991-0220



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**Deadlines**

All commercial ads and user articles can be uploaded to **SACC BBS** at **447-3842**

or **991-8553**. The deadline for articles and space reservations for the February edition of **AMIGAZette** is **January 5th**.



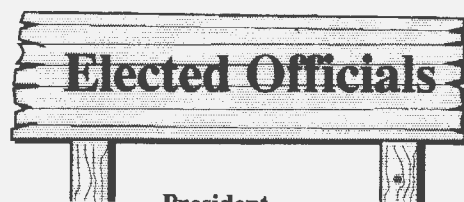
**Commercial Ad Sizes/Prices**

1/4 Page	3.5" x 5"	\$15.00
1/2 Vertical	3.5" x 10"	\$25.00
1/2 Horizontal	7.5" x 5"	\$25.00
Full Page	7.5" x 10"	\$45.00
Back Page	7.5" x 8"	\$45.00

If you have any questions about placing an ad, please call the Editor. Full payment should accompany your order made payable to **SACC**. Unless otherwise arranged, your ad and payment should be sent to:

**Amigazette Editor**  
**Sacramento Amiga Computer Club**  
**P.O. Box 19784**  
**Sacramento, Ca 95819-0784**

This newsletter is printed as a service to members of the **Sacramento Amiga Computer Club** and is paid for using the dues of each member. Several stores are given copies of the **Amigazette** to be given to prospective and new **Amiga** owners in hopes of enlisting a new member to **SACC**. In addition **SACC** is now selling a combination pack of the club's **Disk-of-the-month** and this newsletter for non-members that may be interested in the club.



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Pete Marquess 991-0415

**Asst. SIG Coord.**

Brian Cox 488-3964

**Librarian**

Matthew Monsoor 983-6054

**Advertising Coord.**

Mark Baggs 923-0124

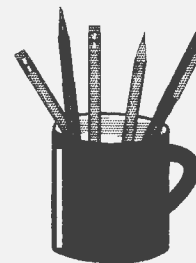
**New Member Coord.**

Brian Cox 488-3964

**Sargent of Arms**

Kevin Sparks

**Amigazette Contributors**



**Editor**

Robert Du Gauge

**Photographer**

Fred Sakai

**Advertising**

Mark Baggs

**ArtWork**

Desktop Artist I

City Desk, Art Companion- Volumes 1-3

Robert Du Gauge & Digi-view

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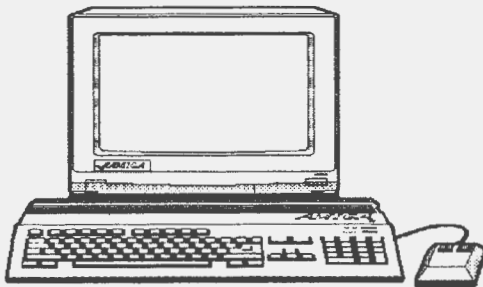
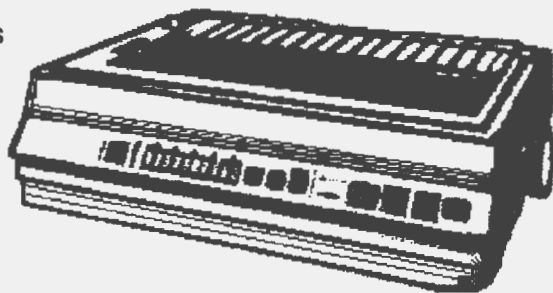
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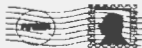
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