

May
1990

Volume 5
Issue 5

AMIGAZette

\$2.50

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

The general meeting will be on the regular night this month, April 25th.



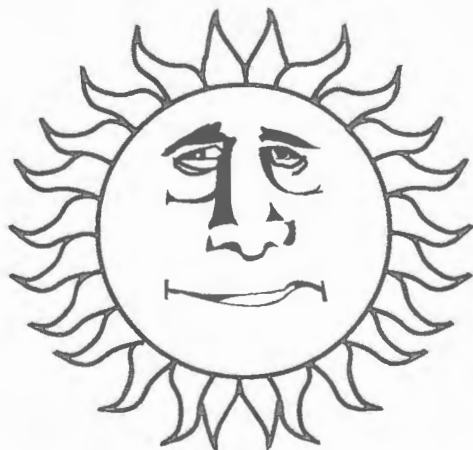
Founded 1986

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

This month's meeting has been moved again. This time back to our **regular day**. See Matt's column on page 2 for details.

Three times a charm? This month, we will once again try and have a demo of the voice recognition hardware/software package **VoRec One**. Robert Du Gae will give the demo, that is, if everything goes as planned!

Also with luck, we will have a demo of "**It Came From The Desert II**". Don't miss it! See ya all there.

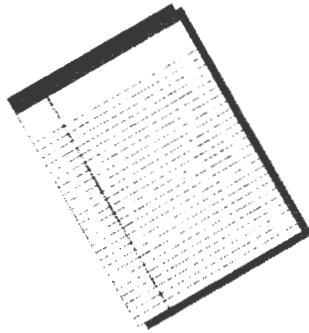


*Happy Mother's Day!
May 13th.*

Newsletter Contents

Bits 'n' Bytes	2
From The Editor	3
Ram@Home	4
BBS & Sig Numbers	6
Sig Calendar	7
It Came From the Desert I	8
Lib News	9
It Came From the Desert II	9
Classifieds	9
Stunt Racer	10
Random Man	10
Deadline Information	11

Bits 'n' Bytes by Matthew Monsoor



On April 4th I received a call from Pacific Bell...seems that the organization, "People Reaching Out", (who had reserved the 25th of April) had a problem and needed our help!! "People Reaching Out" had set the 25th as the annual awards and recognition night months ago. Anyway, San Juan School district decided that the 25th would be a great night for the schools open house! So now we have students that were going to be recognized not able to make the banquet because of "Open House" the same night.

Question... would we please switch nights with "People Reaching Out" and take the 25th (our normal 4th Wednesday) and give them the 26th! For your information the Board of Directors has agreed to switch nights with this group and have our April General Membership Meeting on April 25th. *PLEASE TAKE NOTE!* For those who do not know, "People Reaching Out" provides alcohol and drug counseling along with other services for youth. (For more information call 971-3300)

Next, I would like to know how many members, because they chose to NOT purchase a modem (for that printer, memory, or other addition), feel that they are not recognized as members because they are not on the BBS?? Well, there is a way that you can submit an article for this newsletter!! or place a classified ad!! and you don't even need a modem!!

One way is to bring a disk with your article for Amigazette to either a Library outing, a general meeting or just mail it to our post office box (a disk will be returned to you). We only ask that it be in the form of Scribble, Wordperfect or normal text file. Just make sure that it DOES NOT CONTAIN CARRIAGE RETURNS at the end of every line!!!

No word processor???

That's ok!!! Send either typed or printed page to our Post Office Box. Rudi Cilibrasi has volunteered to get them posted in the Amigazette. The same holds true with the FREE Posting of Classified ads for members!

This club is YOUR CLUB!! You have an idea or suggestion?? WE (as the Board of Directors) want to hear about them. We work for you as members and want to see you get more out of the club other than

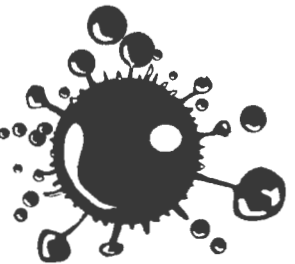
getting a newsletter once a month, having access to a BBS, or access to a disk library with over 600 disks!!! We have SIG's (Special Interest Groups)...These Groups are here so that WE can LEARN, Together, how to do 'this' or 'that'! We also have the Amigo members who are available to answer YOUR question just by calling them.And the Board of Directors and Club Elected Officers phones are also listed because you elected us to do a job; and keep SACC interesting, alive, ENJOYABLE!

We can only do what we know what you would like done...we can help you enjoy the camaraderie of owning an Amiga if we know what you would like to see out of this club!!

(Ed

note:

Thanks alot
Matt for all
the plugs!



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



From The Editor

Wow how time flies! It doesn't really seem all that long ago when I took over the reins as editor. This issue marks my 25th issue of the Amigazette, and while I've had my ups and downs, in general, it's been fun. As with all jobs (those that don't pay!) eventually instead of looking forward to the job it becomes more of a dull cumbersome task. I'm sad to say that that's finally happened to me. The breaking point was when I picked up a Mac Nexus newsletter again and noticed that while their club has around the same number of members as ours, the Mac group is somehow able to motivate several different writers each month to publish a very superior looking newsletter. I've tried several different ideas to motivate new writers, and each time it's failed. This last time I even offered free use of software for a month, and while I did get a couple of new writers it still seemed like no one really cared. Each month I spend quite a few hours putting the newsletter together, and usually my only recognition lately comes when someone notices a mistake and makes sure everyone and their pooch hears about it. Well if you haven't guessed by now, the job of putting together the Amigazette just isn't fun for me anymore.

With that it should come as no big surprise.... here it comes... that I have decided to step down as editor of the Amigazette. I feel I've done as much as I can for this publication and that it is time for someone new to step forward. I feel that since I have done the job for quite some time that it is only

justifiable that I hand pick my predecessor. I want to see someone new, someone who hasn't done anything for the club yet, and is sitting back waiting for a job to come their way. It's time to see some new "blood", giving us time and time again contributors a rest. So please, don't disappoint me, come forward, take the pen, and become editor of one of the best Amiga newsletters around.

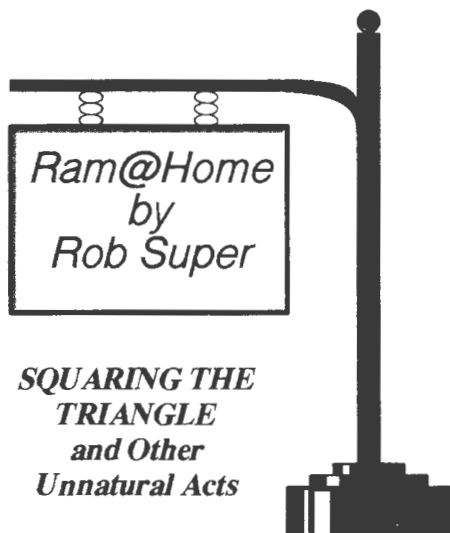
Now while I got your attention and you're thinking of becoming the editor, let me explain the job a little bit and the required hardware needed to do the task of putting together a monthly newsletter. Each month, just before the deadline, you begin wondering what are you going to put together this month with no articles, except for Rob Super who's article will be uploaded judiciously each month and excellently written at that. (Thanks alot Rob!). Other than that articles seem to trickle in, and usually by the deadline or a few days after (what's a deadline?) you find yourself with enough material for about 12 pages. Using Professional Page, with pre-set templates, it will usually take about 3 hours (8 - 10 the first few months) to put together, and then about another hour to print it. This is the first proof. Looking over it, you'll usually find some errors. Time to correct and reprint, about another 2 hours. So all in all a few hours work a month. Trying to organize the task of advertising can also take up a another hour depending on how much work your advertising coordinator has been able to accomplish.

Hardware needed? Better hold your breath. Over the past year or so I've built my system up (at least my wife thinks so... hehehe) for the express purpose of making the task of putting together the Amigazette faster and easier. My last purchase was a Commodore 68020 board. I now

have an Amiga 2500, 5 megs of memory, 2 hard drives totaling over 145 megs, a Digiview setup, and an HP Deskjet Plus printer. Quite a hefty inventory. While I may have gone all out, the new editor certainly doesn't need all this hardware. However, the absolute minimum I'd recommend would be a system with a hard disk with at least 5 - 8 megs of free space (For software along with associated clip art packages), at least 3 megs of CPU memory, and access to either a 300 dots per inch laser/ink jet printer or even better, a Post Script printer. Oh yes, and a modem! This equipment is a must, trying to put together a newsletter with 2 floppy drives and 1 meg of memory would be extremely difficult and the quality of the newsletter would surely suffer.

So is there someone out there that with that kind of equipment interested? If so call me, if I happen to receive more than one call (slim chance, but we can only hope) and all are sincere, it might be a good idea to try having 2 or 3 co-editors, rotating the task of putting the newsletter together each month. Regardless of what happens, I'll still be around to give the new editor a few lessons on Professional Page and if needed we'll do the first few issues together until you feel confident enough to go at it on your own.

Well that's it. I really do hope someone steps forward. The June issue will be my last issue. Telling the club that I'll stay as editor until someone steps forward would be carrying out my own sentence of life as a never ending editor. So if someone doesn't step forward by then, the club will simply not have a newsletter. I've had fun, I've enjoyed it, and I've learned alot. I look forward to just writing articles for the new editor. So it's time to pass the torch, and see what new talent can do for the future issues of our club's newsletter, the Amigazette.



**SQUARING THE
TRIANGLE
and Other
Unnatural Acts**

VOLCANO, CA -- Ahh, springtime in the foothills. The trees are turning green, except that the bark beetles are turning some brown. The tour buses, each capable of holding half the town's population, have reappeared. The buses are filled with blossom-peepers who, on their annual migration to Daffodil Hill, make a ritual stop at Volcano's public toilets. (Put on suspenders and a cowboy hat, hang out by the general store waiting for the blue-rinse set to ask earnest, touristy questions so you can make up answers.) The arrival of spring with Daylight Saving and other rites always makes it a bit harder to spend time at the computer. This year especially, the long evenings are filled with chainsaws and smoke as we hustle to clean up the damage from February's storm: this, the fourth dry year in a row, probably means the burn season will be cut short. But there's always a little time for the keyboard, and so, after getting the pine pitch off my hands, I've been tinkering a bit with last month's "TriangleGame" program.

That program used the computer to generate a form, the Sierpinski Gasket, that would have required hours, probably days, to

produce manually. But speed in executing a particular task is only part of such a program's significance. Equally important is the fact that it encourages us to play with possibilities that would otherwise go unexamined. The Sierpinski Gasket is the kind of curiosity that, a few years ago, Martin Gardner (do I remember his name correctly?) might have discussed in the back pages of *Scientific American*. Reading about it there, one might have wondered if the same process worked for other shapes, or what would have happened if third-points were used in place of half-points. There was small chance of pursuing such questions as it would have required more time, energy and theory than most of us could muster. But with a program like "TriangleGame" in hand it's a trivial matter to experiment and get answers.

One of the first questions that came to mind was whether or not a Sierpinski Gasket would be generated in a non-equilateral triangle. As I thought about how the process worked it seemed that it would, but why not try it? A few keystrokes changed the program to specify a very lopsided triangle; running the program did indeed produce a gasket: a lopsided triangle full of lopsided triangles. If you have last month's program, either typed in or downloaded from "AMIGALink" ("TriGame.lzh" in the Misfits room), you can try this by simply changing the location of one of the triangle's vertices. Just locate the program's "SetCorners:" module (the first one in the listing), and notice the first three lines of the module: each line places one of the three vertices by specifying

its x and y screen coordinates. ("c1x" is Corner number 1's X coordinate, etc.) Changing any number after an "=" sign in these lines will move a vertex. In order to stay within the screen an x-coordinate (such as "c2x") should "=" between 5 and 635, while y-coordinates (e.g. "c1y") should be between 5 and 195. (And note that, unless you also change or delete some of the "LOCATE" statements in the "SetCorners:" module, certain screen embellishments--like the numbering of the triangle's points--will appear misplaced. This looks sloppy but does not affect the functioning of the plotting routines, so we'll not spend time here correcting such details.) Remember to work with a **COPY** of the program and to **RENAME** the copy before saving it: then don't be afraid to experiment with moving the vertices or making any of the changes discussed below.

A more interesting program alteration with a less predictable result involved changing the shape from a triangle to a rectangle. The first step was deleting the entire "First2Tosses:" module from the program. (It added some mildly interesting information to the start of the triangle program but would need modification to work with other shapes: I decided to skip it.) Then, to change the shape to a rectangle, delete the first three lines of the "SetCorners:" module and replace them with these four lines:

```
c1x=85; c1y=5
c2x=555; c2y=5
c3x=85; c3y=175
c4x=555; c4y=175
```

Finally, change the "Toss:"

module to make it randomly recognize four, rather than three, corners: delete all eight lines of the module and replace them with these ten:

```
t=INT(RND*4)+1
IF t=1 THEN
x2=c1x: y2=c1y
ELSEIF t=2 THEN
x2=c2x: y2=c2y
ELSEIF t=3 THEN
x2=c3x: y2=c3y
ELSE
x2=c4x: y2=c4y
END IF
```

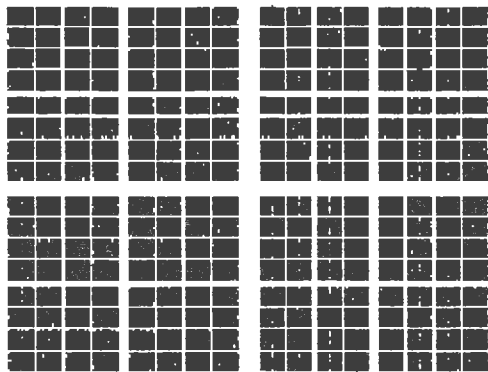


Figure 1

Running the program in this form produces a disappointing result: just a rectangle "solidly" filled in with points. Think out what happens as each point is placed you'll understand why this occurs. Now try making this small modification to the "FindPoint:" module: in both the first and second lines of that module, change the final number "2" to "2.1". Now rerun the program and see if you can figure out why the result (shown in Figure 1) is so different. Try experimenting with other numbers in the first two lines of "FindPoint:".

Both the triangle and the rectangle have only acute interior

angles. Let's try using something with an obtuse interior angle. All we have to do is move one corner of the rectangle. Starting with the version of the program we just ran, I changed the third line of the "SetCorners:" module to read:

```
c3x=470: c3y=70
```

and ran the program again. Another triangle pattern (Figure 2) was generated!

On further thought I realized that if I'd tried hard enough the triangle shapes could have been predicted. But what I would never have foreseen is the apparent randomness of the pattern of triangles within the enclosing triangle. While the smaller shapes are all triangles, their placement appears scattered and arbitrary, completely unlike the previous forms that had been generated. Why? Try this: in the "SetCorners:" module, delete the line that reads "c3x=470: c3y=70"; now from the "Toss:" module delete the two lines "ELSEIF t=3 THEN" and "x2=c3x: y2=c3y". Run the program: the triangles and squares have come full circle to produce the Sierpinski Gasket again!

I don't yet understand the mechanism by which that fourth, interior point causes the regular Sierpinski pattern to break up into a more disordered-appearing, yet still highly structured, arrangement. But tinkering around this way has given me a better appreciation of the power of small changes, greater wonder at the complexity that can grow out

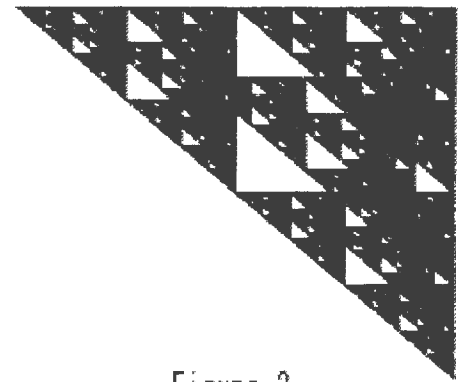


Figure 2

of simplicity, and some feel for the fertile interplay between randomness and order. These may have been simple changes to a simple program, but the answers produced were interesting in the best possible way: they raised more questions. It's obvious that this kind of experimentation could go on indefinitely, but, I'll stop here. For now.

One of the most important qualities of the computer is that it encourages us to ask questions: it's so easy to make a change and then play it again. "What if" is a phrase that's become associated with spreadsheets, but it's no less applicable to other computer aided jobs. We ask "what if" every time we cut and paste to rearrange words on a page, every time we toy with the RGB sliders in a paint program, every time we modify the "rules" of a form-generating program like "TriangleGame". Such facility encourages us to try more experiments, evaluate more options, take more chances. Quite apart from its ability to spew out such "practical results" as form letters and financial reports, the role of the personal computer as a brain stimulant has made it irreplaceable. Life without these machines has become unthinkable.



You've seen the rest... now try the BEST!

A M E R I C A N
PEOPLE

SPECIAL OFFER FOR
SACC MEMBERS

Sign up NOW and receive \$25.00 of online credit! Just call our modem signup number (below) and when asked "Where did you hear about us?" just type in SACC Your account will automatically be credited with \$25.00 of FREE online connect time.

"THE KING OF THE HILL"

For the Amiga, PLink is by far the largest and most active network... Its public domain library is one of the best around with thousands of files ready for downloading. Of the four networks discussed...Plink has the lowest signup fee and some of the lowest hourly rates. Plink offers a lot for your money.

Lou Wallace, Amiga World, 5/89



People/Link's AmigaZone NOTICE BASES are a hotbed of information. Need Help? Simply post your question, and chances are your problem will be solved by the next time you log in. Talk directly to industry leaders. Software authors, hardware engineers and technical and support reps hang out in the AmigaZone! People from dozens of Amiga products companies like Gold Disk, Lattice, WordPerfect, ASDG, MSS, NewTek, PP&S, MicroIllusions and New Horizons. Writers and editors from Amiga World, INFO, Amiga Resource, Compute!, Computer Shopper, Amazing Computing, Jumpdisk, and others use the AmigaZone as a prime source of information. You can, too.



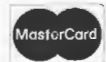
If it's files you're after, you'll think you've gone to heaven. The AmigaZone LIBRARIES set the standard - the newest programs, network, demos, animations, and utilities of all descriptions await your downloading pleasure. Our fast Windowed Xmodem transfer protocol is now part of all the best and most popular terminal software, and it is FAST!. All AmigaZone files are sysop-tested for your peace of mind. Care to share your own creations? Uploading is FREE during non-prime connect time. Unlike a BBS there's no required "ratio" of uploads to downloads. Feel free to grab all the hottest freely-distributable software you've read about.



People/Link is PEOPLE oriented. The AmigaZone's LIVE CONFERENCES are where you can meet your friends or make new ones, live, online. Every evening is devoted to a special topic like Music & MIDI, Programming, Graphics & Video, Games. And every Sunday night it's "AmigaMANIA" - dozens of fellow Amigans online with you from all over the world. Chat with those famous folks you've always wanted to meet! Bill Hawes helps ARExx users in a special class each month. It's a cozy atmosphere with lots of friendly people who can help you get the most out of your Amiga experience.

Sign up NOW or for more info, call People/Link : **BY VOICE** : (800)-524-0100, or (312)-648-0660, 9:00am to 5:00pm, Mon-Fri, Central Time. **BY MODEM**: (800)-826-8855, 24 hours a day at 300/1200/2400 baud.

PEOPLE/LINK is a service mark (sm) of American Home Network.



BBS Numbers

AMIGALink, SACC Official

Bulletin 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)725-2639 1200/2400 24Hrs.
Sysop: Andy Wood

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

**SPECIAL INTEREST
GROUPS**

Do you need help?
Do you want to learn?

Present your questions at these meetings. Look at the calendar for dates and times.

DESKTOP PUBLISHING
Note: Special meeting at Put's,
April 28th, Call Put's for
details.

Leader: Fred Sakai
Phone: 488-4343

GRAPHICS SIG

Leader: Peter Marquess
Phone: 991-0415

HARDWARE SIG

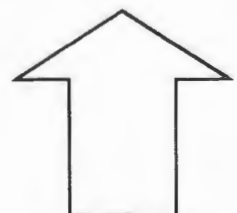
Leader: Greg Pringle
Tim Baltad
Phone: 452-7381
Call for Date and Time.

TELECOM SIG

Leader: Woodie Bear
Phone: 723-1710

VIDEO SIG

Leader: John Zacharias
Phone: 363-9153



MAY 1990

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5 Newsletter Deadline
6	7	8	7:00 pm 9 Video Sig Board Meeting	10	11	Library 12 Candy Telecom SIG 1 pm
13	14	15	16 Desktop SIG 7 pm	17	18	19 Graphics SIG 7 pm
20	21	22	23 GENERAL MEETING 7 pm	24	25	26
27	28	29	30	31		

It Came From The Desert

by
Ashley Greywolf

How long are you willing to wait for an adventure game to get back to you from the land of disk access? If you don't like to wait don't get "IT CAME FROM THE DESERT" by Cinemaware, a 1950's-giant bug-science fiction-horror-movie style adventure game. Aarg!!! If the prospect of waiting every time you do something does not bother you, read on. The game box contains three disks and an instruction manual.

I have good news and bad news. The bad news is that some parts of the game are difficult to control with a joy stick and the game accesses the disk a lot! The good news is there is good animation, plenty of sound, and entertaining arcade action.

The point of the game is to collect enough evidence to convince the town mayor to call out the troops and kill off the mutant ants. Although I did not get very far, there appears to be two types of play in the game, an adventure and an arcade section. The adventure section of "Desert" is very similar to single player D&D paperback books where the player reads a section, chooses one of a few selections and, based on the selection, flips to a specified page. Instead of flipping to a page every time a course of action is taken, the computer goes to the disk; this became very irritating after a



while. With a single drive system, a lot of disk swapping goes on as the adventure section and arcade section seem to be on disks two and three, respectively. In order to get from one place to another you go to the map, yet another look at the disk, and move the pointer to the desired location. This brings up the other point of bad news, it is very hard to hit some of the smaller targets on the map with the joy stick. Once you decide on a location, the game deducts the appropriate amount of time from the day and, with yet another look at the disk, there you are.

The arcade sections are smooth and easy to control with the joy stick. Some of the arcade sections include playing chicken, shooting ants, throwing grenades at ants, putting out fires, and escaping from the hospital. Losing in any arcade section necessitates a trip to the hospital. If you cannot escape from the hospital, you lose game days, and time is the one thing you don't have in abundance.

In both the adventure and arcade

sections there are good animation, sound effects and background music.

Every background is very detailed with good use of color (there is a pet slug in the apartment). Also the sky gets darker as evening approaches. The first of the three disks contains an animated sequence with voice over and music which sets the stage for the game. It is very

detailed and the illusion of motion and depth is handled smoothly.

There is music for each unique location on the map (eg. the farms all have farm music). There are at least five different background tracks; also, there is a veritable plethora of sound effects.

Of the two draw backs to the game, one could be over looked; that is, I did not find the lack of mouse control over the map area that irritating. What put me off the game was the excessive disk access time, it sometimes took as much as 15 seconds to bring up a screen. If you can live with the disk access problem then you will probably enjoy the game immensely.



Library News by Ken Barton

Library Outing schedule for 1990

MAY 12 Candy Computers
JUNE 16 Cumputertime
JULY 11 Puts Electronics
AUG 11 Candy Computers
SEPT 15 Cumputertime
OCT 13 Puts Electronics
NOV 17 Candy Computers

Hours for all Library Outings 10:00AM
to 4:00PM

LIBRARIAN PHONE!!

The other night I was sitting at my computer and the Librarian Answering Machine came on about 10 times, but whoever was calling left NO MESSAGE. I can't answer the answering machine as it has no phone connected to it!!!! and with no message left I could not call back whoever was calling.

When you call the Librarian on 344-6993 you will be answered by a ANSWERING MACHINE.. remember I can't answer it, as no Phone is connected to it. I can hear your call but cant answer it! If I am in sitting at my computer I'll call you right back, if you leave a phone number! If am not at the computer I'll call you as soon as I check the answering machine, unless its 3am or some other wild hour.

PLEASE leave Name and Phone number, after the beep, and any other message such as times I can call back.

If you are like me, I find I JUST MUST HAVE some software from the CLUB Library the day after the Library Outing!!! So I set up the Answering Machine that way you can call any time, I can call you back and set up a time to come out get copies of what you need without waiting for the next Library Outing.. Neat Huh!

New addition to the Library
ClubLib 234-242, 8 disks of fonts and 1 disk with pictures of all the fonts on the disks

ClubLib 243, Music Demo II, A self-running and self-booting music demo.

Clublib 244, Wings Demo.. Cinemaware demo of a new Game.

ClubLib 245. Ultra Sounds #4 self-running and booting Music demo

ClubLib 246. Bars and Pipes Midi music demo

Fred Fish 301 thru 330. See Club Catalog disk for Listings.

!!!! Notice !!!!

The Club CATALOG DISK has been UPDATED and Zipped!! As of March 24 1990.

The disk contains:
Aquarium, a DataBase to view all the Fred Fish disks listing

DOM-aquarium a Data Base to view all SACC Disk of the month disk listing

ClubLib, FAUG, T-BAG, NAPD and Amicus files that must be viewed with Softwood File II demo this to is on the disk.

PAKZip with DOCS to unzip them all!!!

Classifieds

For Sale:

A1000 StarboardII, 2 Megs, and SCSI controller daughterboard. - \$400

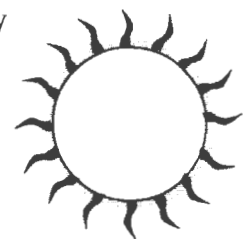
I ran my 40M Miniscribe with this just fine, but fear of 1.4 drove me to the trade-in. And this won't run well on a 2000. The best price on this I've seen, new, is about \$540. Not counting what I went through to get the SCSI properly mounted and running. Leave me e-mail here, or call my 'chine at 361-3641. Thanx. Ramero.

It Came From The Desert III! by Ashley Greywolf

What do you do after you finish playing "It Came from the Desert"? You play "It Came from the Desert II" naturally. The game comes on one disk and requires that the user assemble Desert II from the original game onto three blank disks. The Game disk comes with a single page of instructions; one of the paragraphs describe how to set the game up for play on floppy or hard drive. The game set up took me about twenty minutes. Most of the time is taken by reading and writing the disks, the user is prompted periodically to swap disks.

If you liked "Desert" you will love "Desert II." There are all the elements of a good sequel "you-know-who" is back, five years have passed, some of the characters have died, some new characters have been added. The hero of this story is a fugitive so there is the added thrill of trying not to get caught as well as defeating the ants.

The game still accesses the disk a lot; however, the map section works better in "Desert II." I found it a lot easier to hit the smaller targets that I tended to miss in the original version. The game can be played from a hard drive; it has an icon which brings up easy to follow instructions to install "Desert" on a hard drive. Once again, if you can put up with the disk access time or have a hard drive this is a very good game.



Stunt Track Racer

Review by
Steve Goodrich

Consider yourself a pretty good driver? Are you prepared for the challenge of your life? Do you have nerves of steel? Yes? Then prepare for the ultimate driving challenge.

Stunt Track Racer, by MicroPLAY Software is a refreshing change from other racing simulations. You are a veteran racer trying to make a comeback in the year 2008. Unfortunately, you must start as a rookie on the easiest of the four circuits and become circuit champion before advancing to the next circuit. Each circuit consists of two tracks and you must race against two computer controlled racers on each track. Have I forgotten to mention that these are not ordinary tracks? With names like Stepping Stones, Roller Coaster, Big Ramp, Hump Back, Ski Jump, High Jump, Draw Bridge, and Little Ramp; each track has its own set of peculiarities and eccentricities which you will

have to master to successfully advance. Each course is built on an elevated ramp and consists of banks, turns, jumps, and hills.

Each course name provides an apt description of what you will encounter on that course. All you have to do is complete three laps of the circuit ahead of your opposition and you win 2 points. You win 1 point for the fastest lap time and at the end of each round, bonus points are awarded for the best overall lap and race times. Earn enough points and you advance. What could be easier?

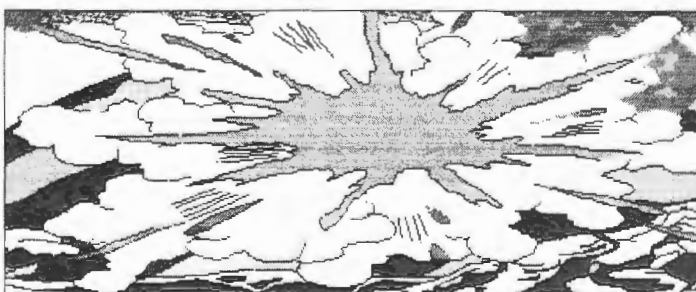
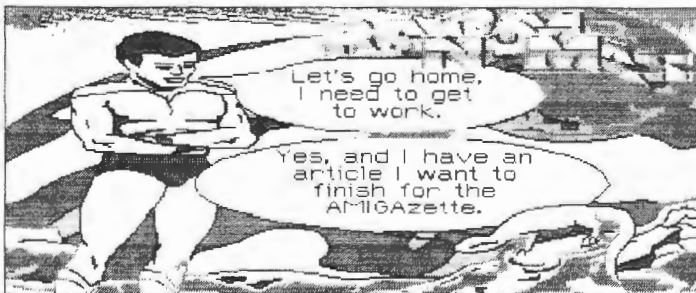
Stunt Track Racer is easy in the practice mode but when you add the competition of the racing mode it becomes stressful. If you lose your concentration for a second you will probably find yourself flying off the track. And it's a long way down! And your opponent doesn't stop and wait while the crane puts your vehicle back onto the track! And if you crash, or hit too hard from the jumps, you will wreck your car and lose the race.

Should you manage to conquer the 8 tracks and

become king of the hill, you can start all over in the "Super" class. In this mode, the vehicles are considerably faster and your competition fiercer.

There is one neat feature of this game that I haven't mentioned yet. It is designed in such a way as to allow you to experience Negative G-Forces without riding on a roller coaster or an airplane. You can actually feel your "heart skip a beat" when jumping a cavern or driving over a hilltop at too fast a speed and it doesn't matter whether you are a driver or a spectator. It took some amazing graphics and super sound effects to create this sensation, but the result is really unique. For this alone, the game is worth purchasing.

Even if you cannot drive like Parnelli Jones, you will still find this game fun. In practice mode, my 5 year old daughter and her friends manage to stay on the track most of the time. I personally like this game and think you will too!



by Ashley GreyWolf



AMIGAZette was published using an **AMIGA 2500** and **Professional Page**. **AMIGA** is a registered trademark of

Commodore-AMIGA, Inc. Professional Page, is a registered trademark of Gold Disk, Inc. **Sacramento Amiga Computer Club, SACC, the SACC logo, and AMIGAZette** are registered trademarks of the **Sacramento Amiga Computer Club**. All contents of this newsletter, except for the articles used by permission, are (C) 1990 by the **Sacramento Amiga Computer Club**. The articles, drawings, and other material which are submitted and printed in the **AMIGAZette** are the views of the contributor, and not necessarily the views of SACC or the **AMIGAZette** staff. All rights reserved.

The staff of **AMIGAZette** and the officers and Board of Directors of the **Sacramento Amiga Computer Club** do not advocate or encourage the use of any product or service advertised herein for illegal purposes. **AMIGAZette** and SACC assume no liability, implied or otherwise, for the use of any product, service or article contained herein for any purpose whatsoever. The readers of **AMIGAZette** hereby agree to use all said products, services and article suggestions at their own risk, with no liabilities to be assumed by **AMIGAZette** or SACC in any way, shape or form.

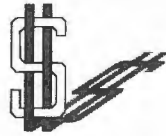
Camera ready art done on an **AST TurboLaser/PS** and **HP Deskjet Plus**. Printing and binding by **LithoCom**. Mailing by **Cleveland Mailing**.

Permission is hereby granted to reproduce any text contained in this publication for non-commercial purposes, under the following conditions. An article must be reproduced in its entirety, with full credit given to author and to the **AMIGAZette(SACC)** as source. All other changes must be approved in writing, in advance, by the author or SACC.

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 June edition of **AMIGAZette** is **May 5th**.



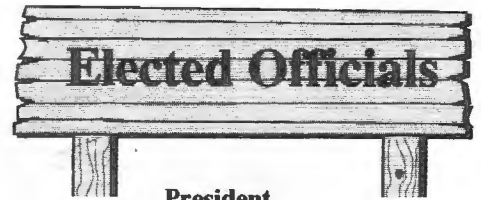
Commercial Ad Sizes/Prices

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.



President

Matthew Monsoor 983-6054

Vice President

Pete Howard 920-4289

Secretary

Willie Hunt 925-6663

Treasurer

Brian Cox 488-3964

Board of Directors

Robert Du Gaue 383-7966

Rudi Cilibrasi 362-9380

Fred Saka 488-4343

Dave Bandimere 292-3769

Linda Marquess 991-0415

Appointed Chairpersons

AMIGAZette Editor

Robert Du Gaue 383-7966

SIG Coordinator

Woodie Bear 723-1710

Asst. SIG Coord.

Brian Cox 488-3964

Librarian

Ken Barton 344-6993

Advertising Coord.

Mark Baggs 923-0124

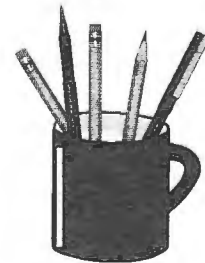
New Member Coord.

Brian Cox 488-3964

Sargent of Arms

Kevin Sparks 635-7970

Amigazette
Contributors



Editor

Robert Du Gaue

Photographer

Fred Sakai

Advertising

Mark Baggs

ArtWork

Desktop Artist I

City Desk, Art Companion- Volumes 1-3

Robert Du Gaue & Digi-view

eclips by AlohaFonts

Contributing Writers:

Rob Super

Matthew Monsoor

Ken Barton

Robert Du Gaue

Steve Goodrich

Ashley Greywolf

ANNOUNCING CLASSES AVAILABLE

AMIGA FOR BEGINNERS
WORKBENCH BASICS
FOR THE BEGINNING AMIGA USER

PAGESTREAM
STATE OF THE ART
DESKTOP PUBLISHING

PUT'S CLI

- 1> BOTH CLASSES OFFER INDIVIDUAL, "HANDS-ON" TRAINING.
- 1> CALL FOR TIMES AND RESERVATIONS
- 1> CARL FAHLE 368-0620 EVENINGS

DESKTOP PUBLISHING SOFTWARE

PAGESTREAM v. 1.8
ONLY \$139⁹⁵

PROFESSIONAL PAGE v. 1.3
ONLY \$249⁹⁵

PAGESTREAM FONT DISKS
ONLY \$26⁹⁵ EACH.

PUT'S CLI

- 1> FREE DIGITIZING (LIMIT 2 PER PERSON PER DAY)
- 1> LASER PRINTING SERVICE ONLY .75¢ PER PAGE

PUT'S ELECTRONICS 338-2000

SACC
P.O. Box 19784
Sacramento, CA 95819-0784



Bulk Rate
U.S. Postage
PAID
Sacramento, Ca
Permit No. 1884

Charles Peter Lotz
1760 Markston Rd #33
Sacramento CA 95825