

The **N**ews *Lake County Area Computer Enthusiasts*

JOURNAL

VOLUME 10, NUMBER 4

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COMPUTERS



July 1992

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This Month's Meeting
Sycamore Newport
Public Library
Gurnee, IL

Next Meeting
July 11, 1992

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MEMBERSHIP

Membership in L.C.A.C.E. is open to all individuals and families interested in personal computing. Annual dues are \$20.00 per individual/family and includes a one year subscription to the News Journal, and access to clubs libraries. Membership may be obtained at the monthly meetings or by calling or writing the club at the above address.

MEETINGS

L.C.A.C.E. meetings are held on the second Saturday of each month, at the Warren-Newport Public Library, 244 O'Plains Rd. Gurnee, IL. Meetings begin at 11:00 am. We do not require you to be a member to attend our meetings, they are free and open to the public.

NEW JOURNAL ADVERTISEMENT

For information on placing ads, please write our Public Relation Chairman at the above address, or call (708) 587-9156.

ADVERTISING

Rates: Full Page - \$25, Half Page - \$15, Quarter Page - \$10, Business Cards - \$5. Discounts are given for advance purchase of 12 consecutive ads. Send camera ready copy and payment by the 15th of the month preceding publications to above address.

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ATARI DESKTOP PUBLISHING

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Deadline Approaching For Next Months Articles

Remember, the deadline for all articles submitted to *The News Journal* is the 15th of each month. Send your articles, via disk to the clubs P.O. Box, or upload to Pegasus BBS (708) 623-9570 or PYTHON BBS (708) 680-5105 prior to this date. Your articles may be edited for length and clarity.

The Pres. Says!!

by *Steve Kostelnik*

Please help !!

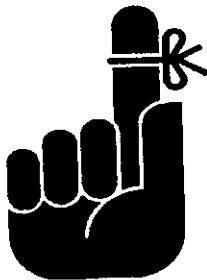
This is my second try at this newsletter for our club and it has not gone very well. I need some cooperation from all the members to try a little harder to met the deadlines. Doing this on the 30th of the month does set well with me and Larry nor are you able to get the quality that the members have become accustom to. Any and all help will be greatly appreciated !!

The Milwaukee Atari Fest had good attendance compared to other local shows. The attendance was similar to last years in Milwaukee and Indianapolis. What separated this show from other local shows was the attendance of many major developers and distributors including Bob Brodie from ATARI Corp., It was very interesting to talk to the likes of Dave Small, Code Head, I.S.D., SoftLogik, I.C.D., Dorothy Brumleve, WizWorks, Genie, plus many local vendors from Milwaukee and Chicago. Many thanks go out to all the people from MAST who put together a good show and for helping to keep the ATARI community alive and well in the midwest.

by

Dave Moriarty

Time to Renew?



Check your label!

Well here it is, the middle of summer. Interestingly enough the slowest time of the year for computer use. The BBS is almost not called at all, and most, myself included, are busy cooking outside on the grill.

The L.C.A.C.E. Picnic will be in August. It gives us all a chance to meet with our fellow members for a little fun in the great outdoors. Let's not forget our common interest, the thing that brings us together once a month, helping others. I bet you all thought that I was going to say computers. You would have been almost right, but most of what goes on at our monthly meetings is helping one another. Yes, the common thread is computers, but the underlying fact is that we are there to help our members in anyway we can.

Speaking of helping, Gencon will be held at the MECCA in Milwaukee, August 20th thru the 23rd. The hours will be from 8:00am till Midnight each day. These hours offer a great opportunity for anyone to help out. If you are interested in helping with MIDI Maze, just contact Lee Musial at 1-414-462-7557, or just show up at GENCON and volunteer. Have a great summer and I'll see you at the picnic.

**THE NEXT MEETING IS
JULY 11, 1992**

Get up and go for it



V.P. RAM

I would like to thank Bob Brodie for attending our June meeting. He answered many questions from the crowd and provided some interesting insight as to what is happening at Atari. It was very encouraging to hear that Atari will soon be advertising even though it is for the LYNX. If this machine is properly marketed, it could provide Atari with much needed revenue. As long as the machines are available in quantity when the ads are running, it should be a very successful campaign! It was also very refreshing to hear that the computer side of the business will also get some additional attention.

New more powerful machines are on the horizon with an actual updating of business software. This has been a major stumbling block for Atari in having their machines accepted for serious business applications. We have excellent desk top publishing software but were years behind in business software. Many people who have asked my advice about which computer to buy have shied away from Atari because it does not run Lotus 123 or the newer version of WordPerfect. LDW Power was an excellent program at one time, but it is two years behind the current releases of Lotus 123 or Excel. Atari is now trying to upgrade the LDW Power spreadsheet program and develop some additional business applications. If this really happens, it will provide more opportunities to recommend Atari computers for serious business users.

Speaking of new software, I am writing this with my father's day gift, Calligrapher Gold. I have been thinking of buying the MAC version of WordPerfect since I had not been able to find an Atari based word processor with many of the features that I wanted. That was until I saw the Calligrapher demo at the Milwaukee Atarifest. I was sold! At last, a word processor that has the features of the newer programs that are on the DOS or MAC machines. This program will be a good tool for my sons' school papers and my business correspondence. I will demo the program at a meeting as soon as I learn how to use all of the

features of the program. I hope to write a review for next month's newsletter.

Remember to mark August 8th on your calendar. We will have our annual picnic at the Old School House Forest Preserve in shelter B. The preserve is off of St. Mary Road in Libertyville just south of Route 176. The club is providing drinks (soda and beer) and the main course (hotdogs, hamburgers and brats). All we ask you to bring is a dish to pass, either a dessert or a salad. Also, please let me know how many from your family are coming and if you can help at the picnic. There will be a sign up sheet at the July meeting or leave me a message on either Pegasus or Python BBS. There will be volleyball or baseball for the more athletically inclined members of the club. The picnic will start around 10:30.

See you at the meeting!

Larry Grauzas

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MINI MEMBERSHIP SURVEY FOR 1992

Recent membership roster for 1992 when broken down by owners of various computer models has shown that 35% are CLASSIC 8 BITTERS, 45% ST and 18% MEGA.

Members come from all over the map. From Rockford to Waukegan and from Streamwood to Wauwatosa Wisconsin. Strange sounding names? You bet, but it shows the area covered by L.C.A.C.E.

The age range is from 20 to 70! Laddies and gentlemen of all kinds of skills and trades with one common bond, running and making ATARI computers work for people.

"MR. G"

Secretary's Report

Steve Kostelnik started the meeting at 12:05pm. He asked for the officers' reports.

Larry Grauzas Talked about the picnic on August 8th. He asked for a count of who was coming and for help at the picnic. He also announced that he was giving a Spectre cartridge demo.

Larry Grauzas Sr. talked about a CompuServe article on 8 bit computers. He also said that he is giving a Print Shop demo.

Dwight Johnson read the Treasurer's report. He also listed the new ST PD disks which included a Calligrapher and Warp Nine demos. He also mentioned that Pegasus BBS is up and running.

Steve Yeaton said that he received four renewals. He also mentioned that Atari donated two sweatshirts for the raffle.

Lee Musial from MilAtari spoke about the upcoming Gen Con show in Milwaukee. It will be at the Meca August 20 to 23. He said that Atari is replacing the STs they use for the shows with TTs and Falcons. He asked us to sign petition to have the Midi Maze program upgraded for these machines.

Dave Moriarty asked for newsletter articles.

Larry Grauzas read last meeting's minutes.

Steve Kostelnik introduced some guests celebrities attending the meeting, Bob Brodie from Atari, Dorothy Brumleve and Doug Wheeler and Jeff Williams from ICD.

Bob Brodie talked about a new LYNX ad campaign, GDOS, Atari european market share, mass marketing and new directions in business programs.

Larry Grauzas asked if there was interest in having a mid month MAC SIG meeting.

Steve Kostelnik ended the meeting at 1:05 pm.

52 people attended the meeting.

by

Larry Grauzas

ATARI WRITER 80, A REAL WINNER

From the ATARIFEST held at Milwaukee comes a report about this 80 column word processor. My experience with this program is very limited and I may goof up, but I will go ahead with this report anyway. At least, I'm writing an article, which is more than some of you are doing!

After much manipulation of wires, disks, and stuff, and with a lot of effort, I succeeded in getting the program to boot. Depending on which CLASSIC computer you have, (I used my trusty 130XE) you must use the appropriate disk side, one side of the disk says program for 800, XL, XE version and the other side is for 130XE only. The program displays 80 columns on the screen, so you can see just how your document will look printed.

80 COLUMN SCREEN FOR THE ATARI VIII BIT COMPUTERS

From the table of contents, there's a chapter on WRITING, EDITING, PRINTING, PRINT FORMATTING, PRINTER CONTROLS, PROOF READING, MAIL MERGE, and much more. I picked up the book (only) from one of our meeting swaps and the XEP80 interface from the recent MILWAUKEE fest (some one in OHIO had one for sale a very reasonable price of only \$35). You know some of the lucky members who worked for the CHICAGO FEST picked up the XEP80 for only \$15.00! One of the members was DICK LYONS! You know I offered him \$16.00 for it, but he refused, just think he could have made a whole buck! Dick, I just know you were holding out for 50 cents more! Any how, I now have my very own XEP80 and it seems to be working swell.

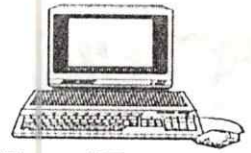
I was talking to DAVE MORIARTY at the fest and he told me that there was another 80 column word processor on disk only. If any of you know of it will you please let me know?

Hope to see you at the next meeting,

Respectfully,

"Mr. G"

ST Public Domain Library Update



UTILITY DISK (MA-366)

CTERM1

Cowboy Term V1.10 - A terminal program for any Atari ST in medium or high resolution. Its features include a 20-number dialing list, automatic dialing with auto logo macros, "dial 'til you drop", the ability to call other programs, and a VT52 terminal emulator. It's small, fast, and very powerful. It's also a memory miser, and can run easily on an unmodified 520 ST; even with a 100K ramdisk!

DOSTESTR

DOS Tester Disk Operational Speed Tester V1.02 - A quick and dirty disk speed checker.

FASTBASE

Fastbase - This is a limited shareware version of a database that has some of its capacity curtailed. You get a maximum of 20 fields (total of all databases in memory), a maximum record memory of 10,000 bytes, and a maximum number of 5 databases. In the registered version, you get 200 fields, unlimited record memory, and up to 22 databases. You also get a bound, typeset manual. New to this version is that you are now able to print images that you have attached to records, as long as you own one of the supporting printers or a compatible model.

IMGVIEWR

Image Viewer - An .IMG file viewer. It will show both bitmapped (monoplane) images in its four windows, and also multi-plane .IMG files. Yes, that means color images! The windows in the viewer are fully functional, and all of their GEM gadgets work. You can even push the image-filled window right off the screen with the move bar and park it for awhile to make room for other windows, and then move it back again.

LQEFFECT

LQ Effector Program - A program which programs Epson LQ printers to use most of their built-in abilities. It feature access to all of the built-in typestyles, cartridges, and special effects fonts. This program builds a string of control codes to be saved as a file for future use. When sending

this file to the printer, it sets up the device in accordance with the features you selected with this program.

QVIEW

Quick View, The ST File Reader V1.4 - A program developed for viewing text files. Although it may usually suffice to "Show" a file from the ST's desktop, this does not allow the file to be viewed randomly. Quick View allows a file to be loaded into memory and viewed. The file can also be printed to the printer. The program runs on any ST; color or monochrome.

UTILITY DISK (MA-367)

1STWORD

1st Word - The earlier 1985 version of this popular word processing program has been released into the public domain as a demo. The current commercial version may be purchased from the holder of the copyright GST Software. The program is particularly useful in an environment where document cut and paste is a common activity. It has been designed to be very easy to learn and operate without imposing unnecessary overheads on the experienced user. Full advantage is taken of user-oriented GEM features such as windows, icons, drop-down menus and forms. This insures that the only time you need to use the keyboard is when you are typing text. Complex editing tasks such as cut and paste or changes in document layout or style can be achieved by use of the mouse only.

AVANT

Avant Vector V1.2 Demo - Avant Vector takes a raster image and automatically turns it into a vector graphic. It is also a vector graphics package enabling you to create illustrations. The documentation file states that the user needs one megabyte of memory and runs in ST High, TT Medium and TT High resolutions. However, the demo version definitely also runs in ST Medium resolution. This demo version has had the "Save" routine completely removed (though you can print out from it) and some of the other functions have been cut down.

CONFIG

DC Floppy Configuration V1.0 - A program which easily allows you to locally add or remove the floppy disk drive from your system, as well as set the step-rate for the drive.

OUTLINER

Outliner - A program which will load any normal DEGAS picture (un-compressed) in any of the ST's 3 resolutions is almost entirely mouse driven using drop-down menus and as such is very easy to use.

WRITE-ON

Write On - A demo of this upcoming word processing program. It is a multi-font word processor with graphics and macros. It can load up to 20 GEM fonts and has the ability to load graphics into your document and to resize them. With macros, you can automate any sequence of keystrokes. The program also has paragraph tagging, a feature found on high-end desktop publishing packages.

GAME DISK (MA-368)

BANG

BANG! V1.0 The idea of the game is to mark the position of mines on a grid without uncovering them. The size of the grid varies depending on the level of play, as does the number of mines to be found. The game is played against the clock and finishes when you either uncover a mine, or you have correctly marked all the mines in the grid.

BARBS

Barbarian II - A demo of this side-view, hack-em-and-slash-em scrolling arcade game.

CATA

Attack of the Mutant Caterpillar - A 3D game which was made with the new version of STOS 3D. The object of the game is to prevent the mutant caterpillar from reaching the 3D village which is in front of you when the game begins. You can navigate around the village using the mouse, joystick, or keyboard, and blast any caterpillars within range. The background and the radar can be toggled on or off as you prefer.

GAME DISK (MA-369)

ROBOCOD

Another adventure of the character introduced in James Pond, Underwater Agent and continued in ST Cod. However, now the lovable little fish is Robocod! Dr. Maybe is back and he's out to destroy Christmas through the use of his penguin

bombs hidden in San North Pole toy factory. Now James Pond, secret agent for F.I.S.H., will have to infiltrate the factory in his Robocod expanse suit and destroy Dr. Maybe's henchmen and render the bomb harmless. A cute side-view arcade game. Three levels of the commercial game's nine levels are featured in this demo.

ROULETTE

Roulette - You can choose to have 1-3 players in this computer version of the casinos game. All players start with \$200. The object of the game: Win the most money without going broke. Nice graphics and sound of the spinning wheel.

VIDEOKID

Video Kid - A demo of a side-view scrolling arcade game. The storyline is that the Kid was dimensionally planed into the TV World after his parents bought him a VCR. The main problem he faces in his new environment is the constantly scrolling background. While frantically attempting to fight off the many monsters, he must also make sure that he doesn't get caught in a dead end and crushed into fine powder by the constantly moving scenery. This disk is set up to autoboot this program. To boot the other programs on this disk, put in another disk to get a desktop and then access the program on this disk.

GAME DISK (MA-370)

CRICKET

Cricket - An overhead-view strategy game with some arcade elements. All instructions are contained within the program. This disk is set to autoboot his program. To boot the other programs on this disk, put in another disk to get a desktop and then access the program on this disk.

INSDSTE

Inside STe - Two little disk fillers

SHUFFLIN

Shuffle - A game which makes a puzzle with rectangular pieces out of a picture file, and lets you put the pictures back together. It can read NEOchrome, DEGAS (uncompressed), Spectrum and Doodle (an old format for the Commodore 64) format pictures. Due to space limitations, no pictures are included on this disk, so you'll have to obtain some from elsewhere in the library, should you not already have some suitable ones on hand.

LYNX Game Reviews

BATMAN RETURNS

1 player horizontal game
Atari Corp. \$44.95

OVERVIEW: Yes, Bruce Wayne's back, in this Lynx license of the 1992 hot summer movie with Keaton, Pfeiffer, and DeVito. Catwoman and the Penguin have formed an alliance, and their plan is to defame Batman and place themselves in political power. Now Batman must save both the town and his reputation, while bringing in his opponents for their punishment.

Closely mirroring the movie's plot, **BATMAN RETURNS** makes you the defender of Gotham City, as you run, jump, and fight through four scrolling levels. Your enemies are a motley crew of thugs, police, and penguins, while you fight back with Batarangs, acid vials, and your fists. Even with battle armor, Batman is a frail creature with limited health; if he takes too much damage, the game ends.

GAMEPLAY: As the description implies, **BATMAN RETURNS** is an action-arcade game in the traditional run/jump style. You have a limited amount of Batarangs and acid vials, though icons throughout the game give more equipment and health. While the general location of enemies is fixed, their actions and appearances are not, making patterns impossible.

This is a hard game, as the deck is clearly stacked against the player. You have one life, no continues, and no passwords to defeat a seemingly endless number of opponents and their various attacks. Though four levels might not sound like much, each level is dozens of screens large, and the high difficulty of this game will make finishing the first stage a major accomplishment.

GRAPHICS/SOUND: The graphics on **BATMAN RETURNS** can do no wrong. Gotham City on the Lynx perfectly captures the unique

architecture and moody atmosphere of the movie. The enemies are distinctive and easily identified, and Batman's acrobatic flips and cape-flapping jumps are among the best effects ever on a Lynx. A pulsating theme music plays in the background, while the majority of gamesounds are recognizable but not noteworthy.

SUMMARY: **BATMAN RETURNS** is a respectable action game, and the Lynx version would be equally enjoyable on any other platform. It offers solid action and a serious challenge wrapped up in a hot license, making a package that's guaranteed to sell more Lynxes.

GAMEPLAY:	8	GRAPHICS:	9
SOUND:	6.5	OVERALL:	8

HOCKEY

1-2 players horizontal & vertical game
Atari Corp. \$39.95

OVERVIEW: It's a cold fact that the current Lynx library is short in sports titles. This trend is fading, however, first with **AWESOME GOLF** and **CHECKERED FLAG**, and now with **HOCKEY** for the Lynx. As the title indicates, this is a portable version of the winter sport, and an unofficial translation of **MARIO LEMIEUX HOCKEY** on the Sega Genesis. The action is seen from a mid-court arena seat, as one or two players lead a team of five skaters and a goalie, trying to score as many points as possible over three periods. All of the familiar elements of hockey are here: face-offs, tie-breaker shootouts, two-minute penalties, and the obligatory fist-fights.

GAMEPLAY: Lynx **HOCKEY** contains enough statistics and options to satisfy most players. Periods can be 5 or 10 minutes long, the computer opponent can be set to easy or normal play, and rules, penalties, and fights can be toggled on or off. There's a league of 22 teams, with each team rated

in abilities like skating speed, defense, and goalie skills. The default settings are modelled after the 1991 NHL, but you can rearrange or randomize the league, and an eight-letter password keeps track of the new ratings. If you're not in the mood for a long game, you can practice the fighting and shoot-out sequences.

The actual hockey contest is a one-game bout, with no provisions for season play or a tournament. While you control one player, the computer handles the rest of the team reasonably well. Player selection (with OPTION 1) and puck-passing (with button B) are manageable, but shooting for the goal is quirky. To shoot, button A is tapped once or twice and aimed with the control pad, a system that's more complicated than it sounds. Scoring is possible, but you'll need some time to get the hang of the system.

Gameplay is brisk, though you might briefly lose track of the puck in a crowd. The computer opposition plays very well even on the easy setting, and tends to rush your goalie for a quick score. When enabled, fights can occur fairly often, but you can choose not to enter them. Common hockey penalties are supported, such as offsides and the two-line pass, but the loser of a fight is punished, which is inaccurate. Several screens of game stats are available any time, covering trivia like "number of successful checks" and "% of time on offense". The shoot-out sequence at the end of a tied game is worth mentioning: The Lynx is held vertically as each team takes four shots at the opponent's goal.

GRAPHICS/SOUND: The graphics of HOCKEY are reasonable. The best scenes are before the game starts, with player poses and digitized scenes shown while selecting teams and options. The rink holds small but recognizable players, a referee, and an even smaller but workable puck, along with game scores and clocks. The scrolling is a little jumpy and could have been better, and the near-digitized fights are detracted with cartoon-like special effects.

In contrast, sounds offer little worth mentioning. Aside from a stirring title theme, music consists of short, simple renditions of the American and Canadian National Anthems, and assorted rally

tunes. The game is often quiet, with bland effects, simple sirens and whistles, and an unnatural silence from the crowd.

SUMMARY: HOCKEY on the Lynx is a good, but not great, video version of the sport. A few minor flaws, like the quirky shooting controls and the lackluster sound effects, keep it from doing better. Still, for Lynx sports fans who can bear its weak points, this card is a good buy.

GAMEPLAY:	7	GRAPHICS:	7
SOUND:	5.5	OVERALL:	7

RAMPART

1-2 players, horizontal game
Atari Corp., \$29.95

OVERVIEW: Longtime players fondly remember the Golden Age of video games, where flashy graphics and sound didn't matter as much as a solid idea backed with good game play. Even though most of today's games fall into recycled formulas, every now and then there's a title that gets attention simply for daring to be different.

Such is the case with RAMPART, an adaptation of the Atari Games' arcade machine. The player is the warlord of an enclosed castle; cannons are placed behind the walls and used to repel enemy attacks. After each battle, holes in the wall must be patched with Tetris-like pieces before the next attack, else the game ends. One player can compete against a computer-controlled navy through eight levels, or two players can fight each other, with or without the computer.

GAMEPLAY: Lynx RAMPART is a near-complete copy of the original. The Lynx controls are a respectable substitute for the arcade's trackball. In a one-player game, a level ends after enduring a number of attacks, and survival is the final goal. Against the computer, the difficulty starts off moderate and builds gradually, with higher stages having more ships and stranger-shaped wall pieces. A two-player game ends when one player loses, and all games have a limited number of continues. There is one difference that devoted fans will

notice: On the Lynx, all ships can drop off ground forces, which makes defending your shoreline very important. This change makes the game more difficult, but not unplayable.

GRAPHICS/SOUND: RAMPART in the arcade used simple but uninspired graphics, which the Lynx duplicates exactly. To compensate, this version also shows a number of elegant animated and still images between breaks in the action. There are not too many sounds, but the ones present are well done, with explosions, musical themes and dirges, and digitized voices.

SUMMARY: RAMPART on the Lynx is a good adaptation, and is a welcome change from today's recycled arcade themes. For those who've never tried this unusual game, its original blend of action and strategy can be quite addictive, and is well recommended.

GAMEPLAY: 8.5 GRAPHICS: 9.5
SOUND: 9 OVERALL: 8.5

HYDRA

1 player, horizontal game
Atari Corp., \$39.95

OVERVIEW: You are known as Hydra, though no government will admit you exist. You are a mercenary whose specialty is the transport of "sensitive" packages, using your Hydrafoil, a one-man armed speedboat. Even so, there is competition from other agents, and danger from those who don't want your cargo delivered. Only the best survive, but that's okay -- you are the best. Maybe.

This is HYDRA for the Lynx, an adaptation of the Atari Games arcade title. The action is seen from behind your boat which you pilot through nine levels of rivers and oceans. Along the way, you can get money bags for bonuses and crystals for extra fuel. There are also gun embankments, enemy crafts, and other nuisances, though your Hydrafoil can fly temporarily to escape dangers. Finish a stage and you can try to win more money in a bonus stage, then buy better weapons for the next job.

GAMEPLAY: HYDRA on the Lynx loses very little on the way to the Lynx. A single hit will destroy your Hydrafoil, but that's not a problem, as your survival is measured in fuel; the only way the game ends is if your gas tanks are empty. This version is slightly easier when compared to the arcade, but remains of average difficulty. Unlimited continues are available, but resets your score. There is no randomness to the location of objects, on each level, but the later levels use a large number of enemies and obstacles, coupled with a rarity of fuel, to keep the game from being finished quickly.

All of the buttons are used to fire weapons, change weapons and activate your craft's air-lifting boost. There's a minor quibble with the controls -- you press down to accelerate and up to decelerate, but it has no effect on playability. Unlike ROADBLASTERS, the steering is more gradual, makes driving and aiming with the joystick reasonable.

GRAPHICS/SOUND: The digitized game elements of the arcade HYDRA are respectable on the small screen, though the colors make some items look a little muddled. Also, judging collisions requires a little experience; your first few forays will feature lots of collisions with obstacles you thought you avoided. Sounds fit the action accordingly, consisting mostly of the roar of your engines, chimes when items have been picked up, a wide variety of weapons fire, and the obligatory explosions.

SUMMARY: It must be said that HYDRA borrows heavily from the game ROADBLASTERS, and offers little that's different or unusual. That doesn't make it any less fun or exciting, however, and this Lynx version is a decent adaptation that will be enjoyed by action players and fans of the arcade.

GAMEPLAY: 8 GRAPHICS: 7.5
SOUND: 7.5 OVERALL: 8

ARTICLES

NEEDED!!



Pegasus BBS

Serving Lake County Illinois since 1983

Immediate validation,
access (time/ratio) increased with donations
Very active message bases
Group info & meeting schedules
Online news reports (ST-Reports & Znet)
Online Games
DL, Atari ST, Atari 8-bit, M SDOS
DL/UL access on 1st call
DL/UL Xmodem, Ymodem & Zmodem
NO PIRATES

(708) 623-9570

24 Hours - 7 Days

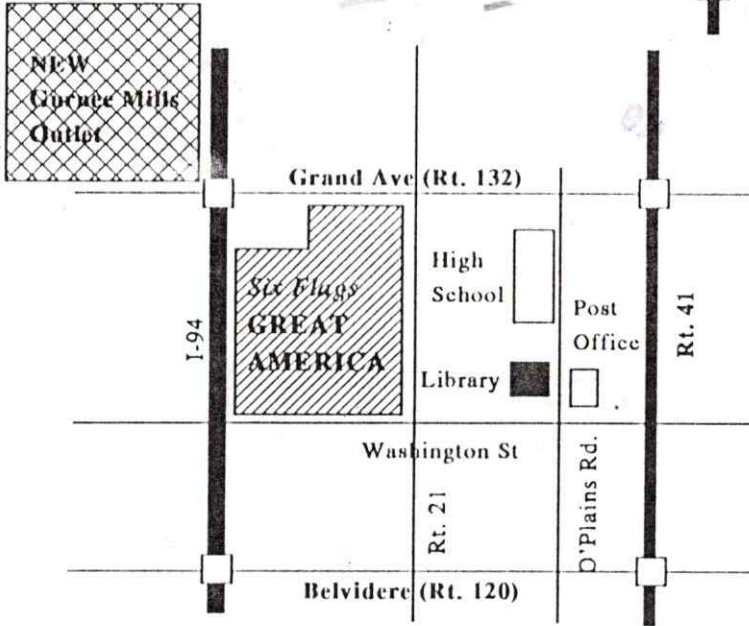
300/1200/2400 baud

Next Meeting

Saturday
July 11, 1992

Warren-Newport
Public Library
224 N. O'Plains Rd
Gurnee, IL

For More info Call
L.C.A.C.E. HOTLINE
(708) 623-3815



L.C.A.C.E.

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