

Silicon Times Report

*"STReport; The Original * Independent * OnLine Magazine"
(Since 1987)*

September 29, 1995

No. 1139

Silicon Times Report International OnLine Magazine
Post Office Box 6672
Jacksonville, Florida 32221-6155

*STR Electronic Publishing Inc.
A subsidiary of
STR Worldwide CompNews Inc.*

R.F. Mariano, Editor
Featured in ITCNet's ITC_STREPORT Echo
Voice: 1-904-786-8805 10am-4pm EST
STR Publishing Support BBS
** THE BOUNTY INTERNATIONAL BBS **
*Featuring: * 5.0GB * of Download Files*

**** Mustang Software's WILDCAT! BBS v4.11 ****

Fully Networked within the following Nets:
ITCNet 85:881/250 JAX HUB
FIDO Net 1:112/35 ~ Prowl ~ USPOLNet ~ FNET 350 ~ Nest 90:301/3
Delivered via Subscriber List through Internet

904-786-4176 MULTI-NODE 24hrs-7 days
2400-115.2 bps V.32-34 v.42 bis 28.8
USRobotics D/S Data/Fax 28.8 V.34 Everything
FAX: 904-783-3319 24hrs

The Bounty STReport Support Central	1-904-786-4176
FNET. 620 : Leif's World	1-904-573-0734
FNET. 690 : PASTE BBS	1-206-284-8493
FNET. 489 : Steal Your Face BBS	1-908-920-7981
MNET - Toad Hall BBS	1-617-567-8642

09/29/95 STR 1139

"The Original * Independent * OnLine Magazine!"

- CPU INDUSTRY REPORT	- Micrografx ABC 3D	- QEMM & Win95
- COREL 6.0	- HP buys Convex	- China Slams Pirates
- Sony PSX	- Frankie's Corner	- Intel Prgrmr Jailed
- Mr.T's CATnips	- FLIPOUT Review	- Jaguar NewsBits

APPLE WOOS IBM!

NETSCAPE, More FLAWS!

MCI Launches High-Speed Net!

STReport International OnLine Magazine
*The Original * Independent * OnLine Magazine*
-* FEATURING WEEKLY *
"Accurate UPTO-DATE News and Information"
Current Events, Original Articles, Tips, Rumors, and Information
Hardware - Software - Corporate - R & D - Imports

STReport's BBS - The Bounty BBS, invites all BBS systems, worldwide, to participate in the ITC, Fido, Internet, PROWL, USENET, USPOLNet, NEST, F-Net, Mail Networks. You may also call The Bounty BBS direct @ 1-904-786-4176. Enjoy the wonder and excitement of exchanging all types of useful information relative to all computer types, worldwide, through the use of excellent International Networking Systems. SysOps and users alike worldwide, are welcome to join STReport's International Conferences. ITC Node is 85:881/250, The Fido Node is 1:112/35, Crossnet Code is #34813, and the "Lead Node" is #620. All computer enthusiasts, hobbyist or commercial, on all platforms and BBS systems are invited to participate.

NEW WEB SITE: <http://www.streport.com> (10/01/95)

CIS ~ PRODIGY ~ DELPHI ~ GENIE ~ BIX ~ FIDO ~ ITC ~ NEST ~ EURONET ~ CIX ~ USENET
USPOLNET CLEVELAND FREE-NET ~ INTERNET ~ PROWL ~ FNET ~ AOL

Florida Lotto

P *LottoMan v1.35 Results: 09/23/95: 3 matches in 3 plays*



From the Editor's Desk...

One thing that makes the computing community so small even though there are people from all over the world involved is the quickness and ease of telecommunications. Modem usage has more than quadrupled in the last twenty four months. This is no easy feat. The "shake-out" in the modem market was barely felt because of the robust nature of the market itself. A good example is Hayes for even though the "good ship Hayes was upon the "Shoals of Chapter eleven", they are recovering from the danger. Some observers had stated Hayes will be stronger and wiser than they were before their misfortune.

Meanwhile the ISDN "Rapture" sings a siren's song to many.. Industry observers have stated that "ISDN is clearly the wave of the future in reliable telecommunications. The only pitfall for ISDN and larger bandwidth service is the wildly different range of costs from region to another in the USA. Another major pitfall is the fact that there is major shortage of telco personnel who have any real knowledge of ISDN, T1 and T3 lines.

Additionally, the FCC and the DOJ have launched a formal investigations into alleged price fixing, the unusually high rates being charged in certain areas of the country for ISDN, T1 and T3 service and possible cooperative efforts between major providers to keep the pricing high. Prices for both for the lines themselves and access are being analyzed, meaning the phone companies and the providers offering access via such hookups. It is expected that as a result of the investigation the newest of Telcom Industries will be the first of the "new generation" of telco services to be "creatively" regulated. This reporter feels the prices are far too high and are artificially inflated to minimize the work load on telco services country wide.

"What the telco and service providers do not seem to realize or, perhaps they simply don't care is the unfair

competitive edge they are giving to foreign corporations who compete directly with US Corporations. The prices for similar services overseas are considerably lower and often government regulated." One industry observer noted. He further stated; "If something is not done soon the financial damage to many US business will no longer be considered recoverable." Next week we begin our preliminary Comdex Fall'95 coverage. Don't miss it!

Ralph

Of Special Note:

<http://www.streport.com>

STReport is now ready to offer much more in the way of serving the Networks, Online Services and Internet's vast, fast growing site list and userbase. We now have our very own WEB/NewsGroup/FTP Site and although its in its early stages of construction, do stop by and have a look see. Since We've received numerous requests to receive STReport from a wide variety of Internet addressees, we were compelled to put together an Internet distribution/ mailing list for those who wished to receive STReport on a regular basis, the file is ZIPPED, then UUENCODED. Unfortunately, we've also received a number of opinions that the UUENCODING was a real pain to deal with. So, as of October 01,1995, you'll be able to download STReport directly from our very own SERVER & WEB Site. While there, be sure to join our STR list. In any case, our current Internet mailing list will continue to be used for at least the next eight weeks. Each of our readers will have by then, received their information packet about how they may upgrade their personal STR News Services.

• **STReport's Staff**

DEDICATED TO SERVING YOU!

Ralph F. Mariano, Publisher - Editor

Dana P. Jacobson, Editor, Current Affairs

• **Section Editors**

PC SECTION

R.F. Mariano

MAC SECTION

J. Deegan

ATARI SECTION

D. P. Jacobson

PORTABLE COMPUTERS & ENTERTAINMENT

Marty Mankins

• **STReport Staff Editors:**

Michael Arthur
John Szczepanik
Doyle Helms
Jeff Coe
Melanie Bell
Marty Mankins

John Deegan
Paul Guillot
Frank Sereno
Steve Keipe
Jay Levy
Carl Prehn

Brad Martin
Joseph Mirando
John Duckworth
Guillaume Brasseur
Jeff Kovach
Paul Charchian

Contributing Correspondents:

Dominick J. Fontana
Eric Jerue
Ed Westhusing
Bruno Puglia
Craig Harris
Patrick Hudlow

Norman Boucher
Ron Deal
Glenwood Drake
Paul Haris
Allen Chang
Leonard Worzala

Clemens Chin
Mike Barnwell
Vernon W.Smith
Kevin Miller
Tim Holt
Tom Sherwin

Please submit ALL letters, rebuttals, articles, reviews, etc...

via E-Mail to:

CompuServe	70007,4454
Prodigy	CZGJ44A
Delphi	RMARIANO
GEnie	ST.REPORT
BIX	RMARIANO
FIDONET	1:112/35
ITC NET	85:881/253
AOL	STReport
Internet	rmariano@streport.com
Internet	CZGJ44A@prodigy.com
Internet	RMARIANO@delphi.com
Internet	70007.4454.compuserve.com
Internet	STReport@AOL.Com
WORLD WIDE WEB	http://www.streport.com

IMPORTANT NOTICE

STReport, with its policy of not accepting any PAID advertising, has over the years developed the reputation of "saying it like it really is". When it comes to our editorials, product evaluations, reviews and over-views, we shall always keep our readers interests first and foremost. With the user in mind, STReport further pledges to maintain the reader confidence that has been developed over the years and to continue "living up to such". All we ask is that our readers make certain the manufacturers, publishers etc., know exactly where the information about their products appeared. In closing, we shall arduously endeavor to meet and further develop the high standards of straight forwardness our readers have come to expect in each and every issue.

THE STAFF & EDITORS

SYSOP NEWS & CYBERWORLD REPORT

"The Leading Hard Copy News Source

in

the BBS & Online Telecommunications World"

Your own personal copy mailed to your home every month; STReport's special offer! Annual Subscription Rate of \$15.95!! (normally 20.95). Include the STR offer number (STR-21) for your discount.

send your subscription to:

**BBS Press Services, Inc.
8125 S.W. 21st Street
Topeka, KS 66615**

Or, to order by phone, Please Call:

1-913-478-3157.....(Voice) 1-913-478-9239.....(Data)

1-913-478-1189.....(FAX)

Checks, MasterCard & Visa ok, Please include Full Name, Address, home Number, Card type, number & expiration date when ordering. If by mail, please sign your personal order.

STR INDUSTRY REPORT

LATE BREAKING INDUSTRY-WIDE NEWS

Computer Products Update - CPU Report
Weekly Happenings in the Computer World

Compiled by: Dana P. Jacobson

General Computer News

CompUSA Plans New Stores

Superstore retailer CompUSA Inc. is planning to open 13 additional outlets between now and mid-1996.

The new stores will be located in Burbank, California; Monrovia, California; Colorado Springs, Colorado; Westminster, Colorado; Wilmington, Delaware; Altamonte Springs, Florida; Boise, Idaho; Nashua, New Hampshire; Nashville, Tennessee; El Paso, Texas; Houston; San Antonio; and Dale City, Virginia. CompUSA will also open new training centers in Schaumburg, Illinois, and New York.

"We are extremely pleased to announce these new locations as part of our plans to open 15 to 20 new superstores during fiscal 1996," says James F. Halpin, CompUSA's president and CEO. "We are committed to growing our store base and remaining the nation's leading computer superstore retailer."

CompUSA, based in Dallas, currently operates superstores in 41 major metropolitan areas throughout the U.S. CompUSA's superstores average 26,000 square feet and include technical departments and classroom training facilities.

Brother Readies E-Book Technology

Brother International Corp. and Franklin Electronic Publishers Inc. have announced a strategic alliance that will place Franklin's electronic book technology inside Brother's portable electronic typewriters and personal word processors.

The new Brother products, scheduled for release in 1996, will feature slots that allow users to plug in any of more than 30 Franklin Bookman cartridge-based dictionaries, encyclopedias and reference books. The data will be displayed in a full-sized format that's approximately 3.3 times larger than the image provided by the current handheld Bookman reader.

"This joint venture is a win-win partnership," says Morton E. David, Franklin Electronic Publishers' chairman and CEO. Brother expands the functionality of its products, while Franklin expands Bookman technology beyond Franklin-branded products to gain additional outlets for Bookman cartridges." The deal's terms weren't disclosed.

Sun to Launch Internet Terminals

Sun Microsystems Inc. officials say their firm and others are trying to create machines that would sell for just a few hundred dollars and access the Internet and other networks, a move observers say may ultimately shake up PC design. "The computers would be little more than a microprocessor and a few other chips, keyboard, screen and a communications connection," says business writer Evan Ramstad of The Associated Press. "They would be able to access and manipulate sophisticated programs and data on other computers." Ramstad says a new Sun programming language called Java allows software creators to make products that can easily be sent across a network, whether a

telephone line, cable system or wireless.

"For instance," notes AP, "a person would not need a personal finance program in their home computer to interact with a bank. The portion of the program that the person needs would download upon request from the bank and vanish when the work is done. With less need for hard drives, floppy disks or CD-ROMs, a computer could be streamlined and produced for less money. That would be important for people unable to afford today's desktop PCs, which start around \$1,000."

Observers say it may take several years for such machines to reach stores, but Sun Chairman/CEO Scott McNealy said some firms have created prototypes and he expects Sun to be working with them. Also, he said, the ability to connect to networks and manipulate Java-based programs could be added to video game machines and other consumer electronics devices at little cost. While Sun reportedly is talking to several electronics makers about such integration, McNealy declined to comment specifically.

Adobe Illustrator Updated

Adobe Systems Inc. has released Adobe Illustrator 4.1 for Windows, an update of its illustration and design program. The Mountain View, California, software publisher has also cut the program's price from \$695 to \$495.

The update adds compatibility for Windows 95, allowing users to run the 16-bit application under the new operating system. The software, which ships on floppy disks, also adds TrueType support and comes bundled with Adobe Type Manager 3.02, Adobe Separator, Adobe Streamline 3.0 for Windows and Adobe TypeAlign. Also provided is Adobe Type On Call, a CD-ROM featuring 200 free fonts and more than 2,000 typefaces that can be purchased and unlocked.

Registered users of any previous version of Adobe Illustrator for Windows may upgrade for \$49. Users of Macromedia FreeHand for Windows and any version of CorelDraw can upgrade for \$149.

Hewlett-Packard to Acquire Convex

For \$150 million in stock, Hewlett-Packard Co. has agreed to buy struggling Convex Computer Corp. HP already had a 5 percent stake in the Richardson, Texas, firm. Writer William M. Bulkeley of The Wall Street Journal sees the HP move as "preserving a high-end technology partner and continuing the supercomputer industry shakeout."

The Palo Alto, California, buyer says it will exchange HP common stock with a value of \$4.83 for each of Convex's 26.7 million shares outstanding. "The agreement," says Bulkeley, "marks the end of the road for Convex, a venture-finance backed firm that was started 13 years ago to build the first mini-supercomputer. It later built full-fledged supercomputers used for weather forecasting, seismic modeling and industrial design."

But, says the paper, "demand for supercomputers has shrunk with the end of the Cold War and the reduction of Defense Department spending on high-end computers," and Convex reported losses in most quarters for the past four years.

Analyst John Logan of Boston's Aberdeen Group told the paper the acquisition gives HP a full line of scientific computers from workstations to supercomputers and will make the buyer a tougher competitor for IBM and Silicon Graphics Inc., two companies that also have their own compatible lines of high-performance workstations and massively parallel supercomputers.

Netscape Buys Collabra for \$109M

Web browser publisher Netscape Communications Corp. is laying out nearly \$109 million to buy Collabra Software Inc., a producer of a groupware program that competes with Lotus Notes. "The price is large," comments business writer Evan Ramstad of The Associated Press, "for a company that, like Netscape, has been around for just two years and is relatively unknown beyond Silicon Valley, where both are based." AP says Netscape will give 1.85 million shares to the owners of privately-held Collabra. Based on the company's closing share price of \$58.75

Thursday, the transaction would be worth \$108.7 million. Collabra publishes Collabra Share in the groupware category of software intended for networked computerists.

Writes Ramstad, "Analysts say the big valuations reflect a belief that programs like Collabra Share and Lotus Notes will become more prominent in corporations, particularly as they are made to work with the Internet. The products could ultimately act as a transparent bridge between internal networks at companies and the Internet, a quasi-public data network." Officials with Netscape says the firm plans to weave Collabra Share with its Netscape Navigator program for browsing the World Wide Web portion of the Internet.

Collabra Share, which provides a way for group conferences and other information sharing to occur on office computers, is said to be "generally simpler to use than Lotus Notes but lacks data replication and other features of Notes," Ramstad commented. Netscape CEO Jim Barksdale told the wire service, "Most of our revenue comes from customers who use our software to facilitate intra-company communications. This will allow people to use our software to do collaborative document sharing."

He added it will take several months to integrate the Netscape and Collabra products, saying Netscape also will continue to develop and market Collabra as a stand-alone program. Ramstad said Lotus also is working on making Notes capable of browsing the Web.

Apple Sees End to Supply Problem

Apple Computer Inc. CEO Michael Spindler says that by next month his firm will have largely overcome the supply constraints that have cut into its sales and profits this year. "There has been a steep ramp of new technology" coming out of Apple in upgrades of 75 percent of its product line, Spindler told Barbara Grady of the Reuter News Service, adding that there had been "some supply hiccups." Speaking with reporters after a speech in San Francisco, Spindler defended his company's progress in bringing new products to market. Grady notes that during much of this year, Apple's sales potential was limited by shortages of supplies needed to produce enough PowerMac computers and other products to meet strong demand. Two weeks ago, Apple said those supply problems would curtail its sales and earnings in its fiscal fourth quarter ending Sept. 30.

"People were lured into the belief that we made the product transition last year. We did that in 25 percent of the business, and that went smoothly," Spindler observed, referring to Apple's introduction of its PowerMac computers, based on the PowerPC chip developed by Apple, IBM and Motorola Inc.

This year was more complex, he said, as the rest of Apple's product line was being upgraded to work with PowerPC chips. "When you introduce this many technologically complex transitions," said Spindler, "it's bound that things will happen. It isn't an easy subject. Saying they couldn't figure demand -- that's not it. In part it is a massive transformation of the entire product line this quarter." Now, though, he said, 90 percent of Apple's product line is powered by PowerPC microprocessors. When asked when the company may begin to see revenue gains from the new products, Spindler said he hoped to see some revenue payback in fiscal 1996.

Apple's board is scheduled to meet next week, and Spindler said "we are going to tell them what we are going to do next year." Grady notes that speculation about Apple in recent days since it warned of a shortfall in fourth quarter results "has focused on whether its board might alter Spindler's role as CEO and whether Apple and IBM might finally decide to coordinate efforts around one computer platform, namely Apple's PowerMac and Macintosh operating system." Spindler declined comment about IBM or speculation of renewed talks between the companies.

MCI Launches High-Speed Network

MCI Communications Corp. says it has deployed the world's fastest telecommunications network. The company states that the network, which uses Northern Telecom's Transport Node OC-192 transmission system, can send information at speeds of 10 gigabits--10 billion bits of information--per second. It notes that the network is four times faster than its nearest competitors. The 10 gigabit traffic is being carried initially along a 125-mile stretch of MCI's network from Dallas to Longview, Texas. MCI notes that the service marks the first time that the OC-192 technology has been successfully deployed in a commercial telecommunications network.

MCI says it eventually plans to use the high-speed, high- capacity technology throughout its network structure, giving customers swifter access to a wide range of services, including interactive multimedia, teleconferencing and medical imaging. MCI hopes to multiplex its network capacity to 40 gigabits in the next two to three years. The company notes that at 40 gigabits the entire U.S. Mail list of names and addresses could be transmitted from New York to Los Angeles in about four seconds, while a single optic fiber could carry over 500,000 simultaneous Internet conversations.

Apple Tries to Persuade IBM

Word is Apple Computer Inc. is trying to persuade IBM to abandon its own OS/2 operating system for the Macintosh and, instead, market Apple's system. Apple Chairman A.C. Makkula is quoted in The Wall Street Journal this morning as saying, "It would make a very, very powerful alternative if IBM chose the Mac operating system."

Journal reporters Jim Carlton and Laurie Hays say Makkula confirmed his firm and IBM have held talks on the possible move, characterized by analysts as an effort by Apple to improve its competition with Microsoft Corp.'s Windows operating systems. Also, the Journal reports IBM made a bid for Apple in September 1994, offering \$4.5 billion, according to people familiar with the talks. The sources says IBM's \$40 per share bid was not high enough. Apple sought \$60 per share or more, they say.

PowerBook 5300 Shipments Resume

Apple Computer Inc. has resumed shipments of its PowerBook 5300 notebook computer line and announced an immediate \$100 price reduction on the systems. On Sept. 14, Apple reported a safety problem with the lithium-ion battery packs in two early-production PowerBook 5300 models. The Cupertino, California, computer maker immediately halted shipments, and says it has contacted virtually all of the fewer than 1,000 buyers. Apple has replaced all of the lithium-ion batteries with nickel-metal-hydride (NiMH) power packs.

"The PowerBook 5300 is the most powerful PowerBook Apple has produced yet, and we're back in full production, using NiMH batteries," says David Nagel, Apple's vice president for worldwide research and development. With the price cut, the PowerPC 603e-based PowerBook 5300 line now starts at about \$2,099 for a monochrome model featuring 8MB of RAM and a 500MB hard disk. The top-of-the-line system, featuring an active-matrix color display, 32MB of RAM and a 1.1GB hard disk, now sells for about \$6,399.

Another ..Netscape Flaw Reported

Members of the Internet's "Cypherpunks" discussion group report uncovering a third security flaw in the popular web browser software from Netscape Communications Corp. The same flaw has been found in similar programs from other publishers.

Unlike the prior glitches, however, the latest Netscape flaw doesn't lend itself to the theft of multiple credit-card numbers. "Instead," writes Jared Sandberg in this morning's Wall Street Journal, "it could allow a savvy hacker to damage an Internet user's computer, such as crashing the computer or deleting files."

As reported previously, the Cypherpunk group, which includes mathematicians and hobbyists who discuss security methods of cryptography, last month broke by "brute force" Netscape's "key" that protects sensitive data. Last week, other members found a flaw that could let intruders essentially pick the lock in Netscape's software.

The latest flaw actually goes beyond Netscape. "It first reared its head seven years ago when Cornell graduate student Robert Morris used it to create a 'worm' that crippled thousands of computers on the Internet," Sandberg writes. "Last February, the same kind of flaw was found in the popular Mosaic program created by the University of Illinois. But that strain of the flaw was more serious than its latest appearance because it affected the computers that store many users' credit-card numbers. Now experts are discovering that the flaw shows up in other so-called Web browsers such as Links and Arena." Of the programming quality of many browsers, security researcher William Cheswick of AT&T Corp.'s Bell Laboratories commented to the Journal, "We're so glad that the network dog dances, we don't realize that it's rabid."

Meanwhile, Netscape Vice President Marc Andreessen told the paper his company will issue fixes for the recent

glitches later this week, adding it is unclear whether anything other than temporarily crashing a user's computer could result from the recent flaw. However, he said, once users adopt the modified software, "this won't be around long enough to cause a problem."

Still, notes Sandberg, others online worry that another variation of the flaw will prove more difficult to cope with in the coming months. President Bruce Fancher of Phantom Access Technologies Inc., operator of the Mindvox Internet access service, said a variation of the security hole has been found in several UNIX software packages that run on thousands of Internet computers. It could cause far more damage than the Netscape flaw.

"This is going to be a big problem," he warned, adding he has been told computer vandals already are devising software toolkits to exploit the hole. "This flaw is an easy mistake to make, but it's also easy to fix," he said. The Journal says the latest flaw came to light early Friday when a reader of the Cypherpunk mailing list discovered the glitch and posted a message to the Internet.

Cops Fear Net "could" Hide Drug Money

New, rechargeable "smart" credit cards could allow drug barons and other criminals to launder profits via the Internet, international law enforcers say, calling for tighter checks on the technology. Reporting from Paris, the Reuter News Service observed, "The digital cash cards, which make it possible to order goods and services from home personal computers, could also allow money transactions and bypass the banking system. Payments made with the cards, which are marketed by the Mondex firm in Britain, are carried out through an electronic chip."

Ronald Noble, a U.S. Treasury official leading the Financial Action Task Force, told the wire service, "The chip can contain millions of dollars. Unlike Visa cards, there is no registration of each operation. It's a way of moving vast sums of money with no record of the transaction. The makers are looking at ways of tying the cards up to Internet."

Speaking after the agency's annual meeting in Paris, Noble said the group had met the makers of the card about what he called "cybercash" and that they were being very cooperative about money laundering concerns. He said, "The Colombian Cali cartel is believed to generate revenues of seven billion dollars a year -- that's the combined revenues of Toyota, Boeing and Pepsi."

China Punishes 12 Pirate Firms

Twelve compact disc factories have been penalized by the Chinese government in Beijing for copyright theft. United Press International quotes a report in the China Daily, an official state newspaper, as saying the State Copyright Administration has banned the 12 factories from reproducing works that included U.S. films and Hong Kong pop music until they receive proper authorization from the legal copyright owners.

The paper says the factories - - located in Beijing, Shanghai, Nanjing, Guangzhou and Shenzhen, some of the country's largest -- were found to have forged or made false claims about documents giving them rights to reproduce the works on compact and laser discs. A copyright administration spokesman said the government plans a campaign aimed at fighting piracy and copyright violations, adding, "Those who break the law to a serious extent will be caught and bound over to the courts."

As noted earlier, China and the U.S. reached a landmark agreement in February to curb the abuse of intellectual property rights in China and provide greater market access for U.S. companies. Prior to the signing of the accord, Chinese authorities closed seven compact disc factories in southern China cited by Washington as the worst pirates of laser and compact discs. They also destroyed more than 2 million pirated compact discs and pieces of computer software. "Since then, however," says UPI, "enforcement has been sporadic and the government has refrained from factory closures and the seizure and destruction of pirated products."

Ex-Intel Programmer Jailed

Accused of stealing millions of dollars worth of Intel Corp.'s Pentium chip production secrets and giving them to a rival computer company, a software engineer has been jailed in Arizona. The FBI arrested 43-year-old William Gaede at his home in Mesa, Arizona, Saturday. The Associated Press reports Gaede, an Argentine national who worked

for Intel in Chandler, Arizona, in 1993-94, was being held at the Maricopa County Jail in Phoenix pending a hearing before a federal magistrate.

Gaede was charged with mail fraud and interstate transportation of stolen property. AP says an FBI complaint alleged Gaede sent videotapes with instructions for making Intel's Pentium microprocessor to Advanced Micro Devices Inc., which, says the bureau, immediately returned the material to Intel.

As reported earlier, Gaede, who also worked for AMD from 1983 to 1993, told The New York Times in May he stole secrets from both computer companies and gave the information to China, Iran and Cuba. The newspaper reported the information included designs and instructions on how to make the '386, '486 and Pentium chips that power most personal computers. Gaede said he was first motivated by a love of communism but later stole for personal gain.

Says AP, "The information he passed to Cuba was given to the Soviet Union and East Germany in the last years of the Cold War, Gaede has said. His account of his involvement with foreign governments could not be confirmed." Meanwhile, the San Jose Mercury News reported yesterday Gaede fled for Argentina after a storage locker he rented was broken into and plans for Intel devices were discovered. The paper did not say who broke into the locker or when. Gaede had been living in Mesa since returning from Buenos Aires this summer.

High Court to Rule on Copyrights

The U.S. Supreme Court has agreed to decide for the first time whether U.S. copyright laws protect computer software. The justices will review an appellate court ruling that sided with Borland International Inc. in its computer spreadsheet copyright fight with Lotus Development Corp.

Lotus sued Borland in 1990 for imitating the menu structure of its 1-2-3 spreadsheet software. A federal trial judge in Boston ruled that Borland's Quattro program copied 1-2-3's system of menus and commands, but the decision was later overturned by the federal appeals court. Borland has since sold Quattro to Novell.

In its Supreme Court appeal, Lotus stated that the appeals court decision "has the potential to undo a generation of copyright protection." It added that software developers "can no longer tell whether, or to what extent, their creative efforts will receive effective (copyright) protection." A ruling by the Supreme Court is expected sometime this winter.

Rolling Stones Come to CD-ROM

Following Bob Dylan and the Beatles, the Rolling Stones have finally found their way to CD-ROM, announcing a disc that will feature music from the double-platinum album "Voodoo Lounge." A statement from Virgin Records, which is marketing the product, says the Voodoo Lounge CD-ROM will offer "a multi-faceted interactive adventure presented in a totally immersive environment." Adds the statement, "Filled with dozens of themes -- ranging from the dark and mysterious to the risqué and hilarious -- the disk's sophisticated architecture insures that no two user experiences will be the same," promising to reflect the band members' "personalities, aesthetic tastes, and humor."

The disc, developed by Los Angeles-based Second Vision New Media and set for release this autumn, is set on "a sprawling plantation featuring numerous rooms, including secluded party areas, courtyards, bathrooms, the Voodoo Lounge bar, and VIP areas accessible only with a special laminate pass. ... While roaming the 3-D environment, the user is apt to bump into various shady denizens, Rolling Stones entourage stalwarts, glamorous scenesters, and the Rolling Stones band members, who talk and interact with visitors."

Online Payment Spec Released

Microsoft Corp. and Visa International have published a specification that aims to secure electronic payments over public and private networks, including the Internet's World Wide Web. The open specification, known as Secure Transaction Technology (STT), is designed to make shoppers and merchants more confident about the security of online credit card transactions. By providing a technology that's integrated with the current bank card system, Microsoft and Visa hope STT will serve as a reliable payment system for software providers to incorporate in their products. To encourage widespread adoption of STT, Microsoft and Visa are making the specification available at no charge to all card brands, financial institutions, software developers and the Internet community.

"This specification will help enable the electronic commerce marketplace by calming some of the anxieties many consumers and businesses currently have about conducting transactions over electronic networks," says Richard Lonergan, executive vice president of Visa's point of transaction division. "Millions of cardholders and merchants expect security and protection whenever they use or accept a Visa card -- and we want to make sure that's the case whether they're using it at the point of sale or on the Internet."

"Consumers, merchants and financial institutions will soon have a highly secure environment for conducting transactions in the 'anytime, anywhere' world of electronic commerce," says Craig Mundie, senior vice president of Microsoft's commercial systems division. "Because STT is designed to provide strong authentication and was developed with Visa, software developers can design and deploy solutions that will ensure the highest levels of security." The specification can be downloaded from either the Visa (<http://www.visa.com>) or Microsoft (<http://www.microsoft.com>) Web sites.



Corel News Updates STR InfoFile

IPFs and the Layers Manager

Selecting the Layers Manager in CorelDRAW6.0 may cause an Invalid Page Fault (IPF) under certain conditions. To avoid this IPF, all references to 16 bit device drivers must be removed from the following configuration files: AUTOEXEC.BAT, CONFIG.SYS, WIN.INI and the SYSTEM.INI.

NOTE: The following files are essential to the operating system. If you are unsure as to how to edit the contents of these configuration files, please contact a Microsoft Representative for further assistance. Please backup all configuration files before making any changes by copying these files to a floppy diskette or to another directory.

1. In Microsoft Windows 95, select Start | Run and then type SYSEDIT at the prompt.
2. Edit the AUTOEXEC.BAT as follows (if applicable):
Disable the following entries by placing the word REM followed by a blank space in front of command lines that load mice, or 16 bit interface drivers, ie:
MSINPUT Software
Kensington Pro Mouse, Tablets, etc.
DOS command line entries..ie: REM c:\mouse\mouse.com
If the above mentioned entries require a duplicate or tandem entry in the CONFIG.SYS, edit accordingly following the same steps as above. Close window and save changes if prompted.

In the WIN.INI file, two lines must be disabled by placing a semi-colon (; [space]) in front of the line: (if applicable)
"load= ..." becomes "; load= " and "run= ..." becomes "; run= "

Note: Terminate Stay Resident programs (TSRs) will require system resources that may conflict with CorelDRAW 6 and the Layers Manager, ie: POINTER.EXE, MSBUTTONS and the WINCIM Spellchecker (16 bit Compuserve application). Therefore, in order for the Layers Manger to function properly, these TSRs must be disabled. Close window and save changes if prompted.

In the SYSTEM.INI file, the following subsections containing mouse entries should read:
[Boot]

mouse.drv= mouse.drv

[Boot Description]

mouse.drv= Standard mouse

[386 Enh]

mouse= *vmouse, msmouse.vxd

Close window and save changes if prompted.

Close off System Editor and select Start | Shutdown | Restart Computer.

All of these command line modifications will load native Microsoft Windows 95 mouse drivers for CorelDRAW 6.0. If different device drivers are selected for use with our software, it is recommended that 32 bit drivers be used. Updated drivers may be obtained from the Device Manufacturer.

3. To verify that the proper mouse driver is correctly installed, please do the following:

Select Start | Settings | Control Panel | System | Device Manager. Double click on the Mouse and then double click on a Mouse Driver. Select the Driver tab. If the following drivers are displayed then simply Cancel and Close the Control Panel. Otherwise proceed to Step #4:

Drive letter\Windows directory\System\MSMOUSE.VXD

Drive letter\Windows directory\System\MOUSE.DRV

4. Select the Change Driver option. Show all Devices and select "Standard mouse type" from left hand panel and from the right hand panel, select the appropriate Mouse interface type, ie. "Standard Bus Adapter Mouse", "Standard PS/2 Port Mouse" or "Standard Serial Mouse"(consult mouse documentation if unsure). Select OK and Close. Reboot the system if prompted.

Diagnosing Invalid Page Faults (IPFs)

USER ADVISORY

This document is designed solely to assist the user in the detection and correction of memory conflicts, incorrect system configuration or device incompatibilities. The importance of adhering to recommended recovery precautions as listed cannot be overstated. The Corel Corporation assumes no expressed or implied liability for any system or software damages resulting from the use or misuse of this information.

The operation of current computer systems depends upon the dynamic and interactive manipulation of data. Optimal performance of system hardware is essential for the correct operation of Corel software. Before attempting to diagnose and correct Invalid Page Fault (IPFs) errors within the Windows '95 environment, the following precautions are strongly recommended:

Create a Startup Disk. This is invaluable for the recovery of basic computer function in the event of complete system failure. The Startup Disk may be created during the Windows '95 installation process or after installation is complete by selecting "Start | Settings | Control Panel | Add-Remove Programs | Startup Disk | Create" from within Windows '95.

Copy the SYSTEM.DAT, USER.DAT, CONFIG.SYS, AUTOEXEC.BAT, WIN.INI and SYSTEM.INI files, plus any CD-ROM or other device drivers to a subdirectory on the STARTUP diskette, or to an additional diskette if there is not enough space on the Startup Disk. Disable the Windows Background, Screen Saver and any third-party applications to free up active memory space. Remove all applications from the Startup folder.

1.) If the system has failed from within an active application, an attempt should be made to save any files that are currently open. If the lockup occurred while working in CorelDRAW, check for .ABK or .BAK files on the system. These are CorelDRAW autobackup files that may be renamed to a .CDR extension to recover the open file. You must

rename the file to a .CDR extension before exiting Windows '95.

2.) If the lockup occurs when typing text of any kind, re-install that particular font. Remove the font from the Control Panel | Fonts list, and re-install the font from the original source.

3.) Exit all applications. Select Shut Down... | Restart the computer. Try to duplicate the error which caused the original failure. The error condition may not re-appear if it was caused by a momentary memory conflict. If the error continues, proceed to step #4.

4.) Verify that the system conforms to Corel's minimum hardware/system requirements.

5.) All applications require an area of hard disk space to be set aside for the creation of temporary files used during the course of normal operations. At the DOS Command Prompt, enter the command SET to find the TEMP directory path(s). A TEMP directory path will be generated:

```
.ie      TMP= C:\WINDOWS\TEMP      TEMP= C:\WINDOWS\TEMP
```

The TEMP directory must be located on a drive with ample space for expansion. Windows '95 supports TEMP files on compressed drives by default. Try relocating the TEMP directory to an uncompressed drive by modifying or constructing appropriate statements in the AUTOEXEC.BAT file.

```
ie.      SET TEMP= D:\TEMP      SET TMP= D:\TEMP
```

6.) Run the Scandisk* utility "Start | Programs | Accessories | System Tools | ScanDisk". The "Automatically fix errors" box should be selected. This will repair lost clusters and corrupted sectors of the hard-disk.

7.) Using Microsoft Explorer or File Manager, locate the CORELAPP.INI file in the COREL60\CONFIG directory. Browse the file to find the [Temp Paths] section which contains the TEMP file directory locations, ie. 0= C:\TEMP. Additional lines may be added to this section to point to other drives or partitions on the system with available space. Insert additional TEMP file pointers underneath 0= C:\TEMP ie. 1= D:\TEMP, 2= E:\TEMP. Make appropriate changes, select File, then Save. Corel applications may be returned to default initialization values by re-naming the modified CORELAPP.INI file and re-launching any Corel application. A new CORELAPP.INI file will be generated.

8.) The drive partitions should be defragmented. Defragmentation consolidates the information stored on the hard drive so that it is more easily accessed, and prevents read/write errors when the hard drive is activated. Select "Start | Programs | Accessories | System Tools | Disk Defragmenter*".

9.) Check system resources by invoking "Start | Programs | Accessories | System Tools | Resource Meter*". This will place the resource meter in the bottom right hand corner of the display. Double-clicking this icon will display system statistics. Low values for System Resources, User Resources, or GDI Resources indicate that system performance is deficient, and may be the cause of IPF errors.

10.) Re-boot the system. When the "Starting Windows '95" appears press F8. Choose Step-by-Step Confirmation. Select NO to avoid executing the AUTOEXEC.BAT and CONFIG.SYS files. Select YES when prompted for all other questions.

11.) Install the Standard VGA display driver. Select "Start | Settings | Control Panel | Display | Settings | Change Display Type... | Change Adapter Type | Show all devices | Standard display types | Standard Display Adapter (VGA)". If the video card installed on the system is not supported by Windows'95, have a backup copy of the driver on hand.

12.) Verify that all devices (CD-ROM, Display Adapters, Monitor, Mouse, Sound) are operating properly. Select "Start | Settings | Control Panel | System | Device Manager". By double clicking on a device and viewing the properties of that device the Device Status may be viewed. Any device with a memory conflict will display a yellow 'flag' with an exclamation point inside it.

13.) Select System Performance, Control Panel | System | Performance. Select the following settings:

Graphics -> Turn OFF any video acceleration. This prevents possible memory conflicts.

Virtual Memory -> Virtual Memory (Swap File) is space reserved on the hard drive for RAM memory to store information it requires on an ongoing basis. You may specify your own settings to increase this space as follows: Select Let Me Specify My Own Virtual Memory Settings. Re-locate the virtual memory to a NON-COMPRESSED drive, and specify a Minimum of 10MB and a Maximum of 30MB (increase as necessary). Re-boot the computer when prompted. Windows will revert to managing the virtual memory by expanding or contracting it within the boundaries of your specified settings.

14.) Un-Install the application. Select Start | Settings | Control Panel | Add-Remove programs | Select the application to Un-Install. Re-boot the computer and re-install the application when finished.

15.) Safe Mode removes all specific system configuration settings, and loads generic Window '95 device drivers. It is a method of determining if system settings and device-specific drivers, etc, are interfering with the normal operation of hardware and software. To operate in Safe Mode, re-boot the computer. When the "Starting Windows '95" appears press F8. Select Safe Mode. This will bypass all startup routines including registry entries, CONFIG.SYS and AUTOEXEC.BAT files, and the [Boot] and [386Enh] sections of the SYSTEM.INI file. The standard VGA display driver will also be installed at this time. If the installed video card is not supported by Windows'95, be sure to have a backup copy of the driver on hand. Note: The user will notice reduced system speed and lower display resolution during this test. Safe Mode may also disable any CD-ROM devices. Re-booting the computer will return the system to the default configuration at any time.

16.) Re-boot the computer. When "Starting Windows '95" appears, press F8 and select Command prompt only. Start Windows '95 by entering these commands on consecutive re-boots, or enter either of these commands if a specific condition is suspected:

WIN /D:F -> This disables 32 bit disk access. Use this for disk access problems.

WIN /D:X -> This disables the adapter area (from A000 to FFFF) which Windows '95 scans for unused space. This may resolve memory problems on systems using video accelerator cards.

17) Empty the RECYCLE BIN (if activated) of unwanted files. Invoke Recycle Bin | Properties and select "Use one setting for all drives". Select 0%, then select "Do not move files to the Recycle Bin..." This procedure prevents Window '95 from filling the hard disk with copies of deleted files. Because the Recycle Bin utilizes hard disk space, disabling its functionality allows resource intensive software to access this space more efficiently.

NOTE: All subsequently deleted files will be irretrievable.

To free up additional disk space for TEMP files, check each drive in the Explorer for a Hidden directory called "Recycled" (View | Options | Show all files). Remove any unnecessary files from these directories. Windows '95 will prevent the deletion of any files currently in use.

18) For DRAW v5 and earlier releases only, Windows '95 can enhance the compatibility of 16 bit applications with its 32 bit environment. To troubleshoot 16 bit applications, enter "MKCOMPAT.EXE" at the Start | Run command line.

Select "Lie about Window's version number" to allow the 16 bit application to operate under Windows 3.1 parameters.

Select "Give application more stack space" to provide DOS file buffering.

**Note: If these programs are not on the Desktop or Start Menu, they can be installed via "Control | Panel | Add/Remove Programs | Windows Setup | Accessories | Details..."*



DUNGEON MASTER 2 STR FOCUS

This is Interplay's official list of DM2 spells (Increase Wisdom: OH EW DAIN is missing). Most spells are the same as in DM1, but there are a few new ones and some are missing.

PRIEST SPELLS

The Party Shield spell is YA IR.

The Spell Shield spell is YA IR DAIN.

The Aura of Strength spell is OH EW KU.

The Aura of Dexterity spell is OH EW ROS.

The Aura of Vitality spell is OH EW NETA.

The Fire Shield spell is FUL BRO NETA.

The Darkness spell is DES IR SAR.

The Porter Minion spell is ZO EW ROS.

The Reflector spell is ZO BRO ROS.

The Guard Minion spell is ZO EW NETA.

POTIONS

Only priests can create potions.

The Stamina potion is YA.

The Shield potion is YA BRO.

The Wisdom potion is YA BRO DAIN.

The Vitality potion is YA BRO NETA.

The Health potion is VI.

The Cure Poison potion is VI BRO.

The Dexterity potion is OH BRO ROS.

The Strength potion is FUL BRO KU.

The Mana potion is ZOBRO RA.

Light Spells

Light ㄥ
 Daylight ㄥ ㄣ *

Minion Spells

Attack ㄣ ㄣ ✕
 Guard ㄣ ㄣ †
 Porter ㄣ ㄣ ㄣ

Attacking Spells

Fireball ㄥ ㄣ
 Lightning ㄥ ㄣ *

Poison Bolt ㄣ ✕
 Poison Cloud ㄥ ✕
 Disrupt ㄣ ㄣ

Defensive Spells

Invisibility ㄥ ㄣ ✕
 Party Shield ㄣ ㄣ
 Spell Shield ㄣ ㄣ
 Fire Shield ㄥ ㄣ †
 Reflector ㄣ ㄣ ㄣ

Movement Spells

Accelerate ㄥ ㄣ ㄣ
 Marker ㄣ ㄣ

Manipulation Spells

Open/Close ㄣ
 Push ㄥ ㄣ ✕
 Pull ㄥ ㄣ ㄣ

Aura Spells

Strength ㄥ ㄣ ✕
 Dexterity ㄥ ㄣ ㄣ
 Vitality ㄥ ㄣ †

Potions

Stamina ㄣ
 Shield ㄣ ㄣ
 Wisdom ㄣ ㄣ ✕
 Vitality ㄣ ㄣ †
 Health ≈
 Cure Poison ≈ ㄣ
 Dexterity ㄥ ㄣ ㄣ
 Strength ㄥ ㄣ ✕
 Mana ㄣ ㄣ *

WIZARD SPELLS

The Magic Marker spell is YA EW.
 The Poison Cloud spell is OH VEN.
 The Invisibility spell is OH EW SAR.
 The Push spell is OH KATH KU.
 The Pull spell is OH KATH ROS.
 The Lightning Bolt spell is OH KATH RA.
 The Accelerate Party spell is OH IR ROS.
 The Daylight spell is OH IR RA.
 The Firelight spell is FUL.
 The Fireball spell is FUL IR.
 The Poison Foe spell is DES VEN.
 The Harm Non Material spell is DES EW.
 The Open Door spell is ZO.
 The Attack Minion spell is ZO EW KU.

THE LEGEND OF SKULKEEP!

General Information

Some of the objects that are listed on the maps in this book are randomly placed when the game starts and may not be found in the locations labeled. Also, with all the monsters running around with minds of their own, some will pick up objects and move them around as they see fit.

In selecting other members of your party (you can add up to three more characters from a selection of seventeen.) you will find that not any one champion contains a large amount of experience in any of the four classes that they can excel at (if they even contain any experience at all!). It will be up to you to develop these skills early on and 'beef' them up in order to survive the horrors once the party gains access with Skullkeep.

Though you may feel it wise to specialize each character in a different profession, remember that a character need not practice the ways of just one of the four classes. In fact, I highly recommend to try to advance each of the champions in at least two of the classes. This makes a more well-balanced party thtit is stronger both offensively and defensively. In a situation where one of the characters is wounded, weakened or has been slain, having another party member that can perform the skills of the downed character can make all the difference between surviving an encounter and having to restart from the last save point.

Although a list of all the available spells is given here in this article, your characters can still learn to use a number of the available spells by examining the objects you find. You'll find that by holding an object, if the object is magickal, it will be described by the magickal components it is composed of Likewise, placing a magickal weapon in a character's hand and arming that weapon will also display the magickal symbols that are required to cast the weapon's spell counterpart.

NOTE:

Using up all the magickal properties an object contains without writing down the symbols that describe the magickal components, may lose you the opportunity to use that spell again. Some of the objects are very rare while others are simply one-of-a-kind artifacts. Using a potion has the same effect, as only an empty flask remains after the potion has been consumed.

You can't expect a character with a neophyte class status in the ways of magick to be able to cast a roaring fireball on their first attempt. Use the time while locating the four clan keys to practice casting both priest and wizard spells and gain experience as well as proficiency. Each time a spell is successfully cast, the likelihood to cast the same spell again with successful results increases.

The World of Zalk

Many things have changed since the time of Theron and the first battles with Lord Chaos. This world is a world where both magick and technology coexist. The minions, technology formed servants, allow the party members to explore unknown areas, avoid others, = sport or retrieve objects or simply provide a 'diversion' while beating a hasty retreat. Use of the minions, while not imperative, can ease the party's progress through the game. There are puzzles in this game whose solution may not seem as apparent as in the original Dungeon Master. Remember that almost all of the puzzles may be solved using the characters themselves, but some require the use of the minions.

Make use of the multiple save slots. Nothing is more annoying than plodding your way through an area for hours only to die by a foolish move and have to re-play the entire area over again. There is only one altar of VI that is located where you first begin the game, so the option of resurrecting your fallen comrades may not always be available.

Shops and Shopkeepers

Unlike its predecessor, Skullkeep allows you to interact with some of the characters found in the game. The shopkeepers will not only sell you items that your party can use such as weapons and armor, but allow you to sell back to them items that you acquire during your journey. Shops are also a great place to save the current game in progress.

A final word of warning: Be careful when placing objects on the merchant table. If you release item when the object is in the top half of the view window, it will be thrown at the shopkeeper instead of placing it on the table. When this happens, the shop's guard will commence to earn his pay by 'remedying' the situation in 'an eye for an eye' fashion. If your party is quick enough, it's possible that some of its members may even make it to the shop's exit alive!

Although each item has a price attached to it in the shop you can sometimes get a better deal by 'haggling' with the shopkeeper. Haggling is accomplished by offering an amount less than the posted amount. If 'you wait patiently, the shopkeeper may accept your offer. Be careful not to set anything on the merchant table after it has started to rotate. The shopkeeper is likely to take any money or possessions for their own without compensating the adventurer for it.

FRANKIE'S CORNER STR FEATURE

COMING SOON!! SCREEN SHOTS!!

THE KIDS' COMPUTING CORNER

Thinkin' Things Collection 2

Hybrid CD-ROM for Windows 3.1, Win95 and Macintosh
for ages 6+
from Edmark Corporation
P.O. Box 97021
Redmond, WA 98073-9721
206-556-8484

PROGRAM REQUIREMENTS

IBM Compatibles		Macintosh	
CPU:	486SX-33	CPU:	Color Mac w/ 256 colors
RAM:	8 megs	RAM:	4 megs
OS:	Windows 3.1, Win95 supported	OS:	System 6.0.7
HDISK:	2 megs	HDISK:	?
Video:	SVGA, 640 by 480 w/256 colors	Video:	256 colors
CD-ROM:	Doublespeed	CD-ROM:	Doublespeed
Misc.:	Mouse, sound card		
Optional: Microphone, Edmark TouchWindow			

Thinkin' Things Collection 2 is a fascinating and entertaining learning program which develops thinking skills. Rather than forcing children to memorize facts, children are encouraged to explore five activities which develop spatial awareness, visual memory, auditory discrimination, and musical and visual creativity.

Thinkin' Things 2 was originally released last year in a version for MS-DOS and for the Macintosh. Improvements in the new version are improved graphics, smoother animation and better sound. The interface has been changed to use a task bar along the bottom of the screen rather than down the left side. Another addition to the new version is a set of videos from Donna Stanger, Edmark Vice President and award-winning software designer. In the videos she explains Edmark's mission and the learning opportunities contained within Thinkin' Things 2.

The first of the five activities is Frippletration. This is a matching game for one or two players. Cards can be matched using visual or audio cues to develop visual and audio discrimination and memory. The activity gradually increases difficulty or it can be set using a slider. Not only does the number of cards increase in higher levels, but the differences between the cards become more difficult to discern as well.

Toony's Tunes features an amusing musical loon. Children can create and record their own songs on his unique xylophone. By pressing a button, children can change the sounds of the xylophone from regular to tuba to a synthesizer to SHEEP. Toony has fifteen songs that he can play. A memory game is also available. Children choose a song and Toony will teach the notes to them by breaking the song down into measures and having the children repeat the notes. Toony will patiently correct their mistakes and repeat the lesson until the song is memorized.

Snake BLOX is visually and creatively stimulating. Snakes are sets of connected polygons. Children create a path for the snake to travel across the screen. They can create their own background using the painting tools or choose one of many included. 3D effects can be made by using masking tools to create the visual image of the snake passing over and around objects on the screen. The snakes and backgrounds can be manipulated in many interesting ways. The program includes many ideas that can be used as templates or broken down to discover how it was built. Children can select background music for their masterpieces which can be saved for later viewing.

2-3D BLOX is another adventure into creativity and discovery. This activity allows children to map two-dimensional objects onto rotating three-dimensional objects moving over a background. This activity encourages visual creativity and to experiment with the many tools and images provided. A lathing tool permits children to shape the mappable objects. Painting tools allow for the creation of new backgrounds or customizing of those included. The program includes many background music scores that can be added. Finished works can be saved for future viewing. It is a fascinating opportunity to watch your child's imagination grow as he plays with 2-3D BLOX.

The final activity in Thinkin' Things Collection 2 is Oranga Banga's Band. In creativity mode, children can create rhythms and music. Oranga and his two band mates can play a variety of instruments of the child's choosing. The created songs can be saved for future enjoyment and experimentation. In the learning mode, children are asked to determine which pattern is being played. In higher levels, children must decide which of the band members is playing the indicated rhythm. The difficulty will automatically increase or it can be adjusted with the slider bar.

Thinkin' Things 2 features attractive graphics using eye-catching colors. Sounds are excellent. The digitized voices are well characterized and are easy to understand. Sound effects are very distinctive and entertaining. The music is varied and interesting.

TT2 has a very simple and easy to operate click-and-point interface. Audible help is provided only in Loony's Tunes, Frippletration and Oranga Banga's Band. Children are encouraged to use experimentation in the BLOX sections by the lack of help available on the screen. Full explanations of the tools for those sections are provided in the manual. The manual contains necessary information about program functions and includes a troubleshooting guide and information to parents about the learning opportunities within TT2. The CD-ROM also extensive information available in text format plus the video clips from Donna Stanger. If more help is needed, free technical assistance is available by phone.

Children will find the activities of TT2 to entertaining and fascinating. These are more like games than learning exercises. The creativity sections of the activities will expand and strengthen their thinking skills while they have fun creating songs and artwork. Play and educational values are very high for this product.

TT2 can be purchased from many fine retailers and discounters. It can be found in many stores for about \$35. This alone would make TT2 an excellent buy, but Edmark backs this product with a 30-Day satisfaction guarantee. If the purchaser is unhappy with the product, it can be returned for a cash refund or exchanged for another Edmark product of equal or lesser value. This award-winning program is great addition to any home education library.

Ratings

Graphics	9.0
Sounds	9.5
Interface	9.5
Play Value	9.5
Educational Value	10.0
Bang for the Buck	9.5
Average	9.5

How the Leopard Got His Spots

Windows CD-ROM
suggested retail \$34.95
for ages 6 to 10
from Microsoft and Rabbit Ears Productions

Program Requirements

CPU: 486SX-33
OS: Win 3.1 or higher
RAM: 4 megs
HDISK: 6 megs free space
Video: 640 by 480, 256 colors
CD-ROM: Double-speed

Join P.J. the rabbit in this interactive storybook of the famous Rudyard Kipling fable. The program includes four games, fifteen play pages and a multimedia dictionary. Danny Glover performs an excellent narration and is supported musically by the a capella ensemble Ladysmith Black Mambazo. However, the program does run slowly on even fairly fast machines.

P.J. is the host for the program. Clicking on him will enable audible help sequences. The interface is very simple. Mr. Glover reads part of the fable while it is animated on the screen. The child can then click on the play page for humorous hotspot animations or he can open the book to see illustrated pages for that passage. Each word when clicked on will be pronounced to help children learn spelling and enunciation. Highlighted words will be defined audibly and visually when clicked on twice to increase the child's vocabulary and his understanding of the fable.

Some play pages have activities associated with them that can be accessed by clicking on P.J.'s bag. One activity is Mancala, the world's oldest board game, which originated in Africa. If a human opponent is unavailable, P.J. will serve as the computer opponent. He has three difficulty levels. The game is simple, but very tricky to master. It involves moving groups of beans or beads around a series of holes. Another activity is a jigsaw puzzle in which the child chooses a picture and the number of pieces for the puzzle. A musical matching game and a painting activity are also included.

Another option is to click on the rabbit hole and visit P.J.'s warren. The four activities can be accessed by clicking on the icons on the library shelves. Various books are scattered about this very lived-in home. Clicking on these begin multimedia presentations. One is a short biography of author Rudyard Kipling. Another is a video clip of illustrator Lori Lohstoeter explaining how she designed the artwork for the program. Another book explains the many variations of Mancala played around the world. Clicking on other objects in the room will trigger more hotspot animations.

"How the Leopard Got His Spots" has rather uneven graphics. The water color illustrations are a bit surreal. I personally did not like them but I believe most children would find them to be interesting and attractive due to their colorfulness. The animations are not state-of-the-art. P.J. is animated fairly well, but the hotspot animations in the play pages are very jerky and not realistic in motion. The movies were done well.

The audio portion of the program is very good. Danny Glover does an excellent narration of the fable. The different speakers all talk very distinctly and are easy to understand. I found the music to be fascinating. It is unfortunate that more music wasn't included or that a few complete songs weren't made available for listening.

The interface is very easy to use. P.J.'s audible instructions are simple and easy to follow. The program does not include much documentation on troubleshooting but is available through a several means including a toll-free automated answering system. "How the Leopard Got His Spots" is supposed to be compatible with both Windows 3.1 and Win95. My installation of "Leopard" was a bit of an adventure. The installation of the program somehow messed up my Windows 3.1 setup so that I could no longer get it to run. It would start to load and then crash back to DOS after the Windows logo was displayed. Since I had been putting off an upgrade to Win95, I decided to do the upgrade rather than struggle with troubleshooting the old Windows. "Leopard" does run fine in Win95 but it doesn't appear to support the autoplay feature of the new Windows.

Play value is going to suffer due to the slowness of the program. Loading times were long for the animations and story pages. This was occurring on 486DX-80 and P5-60 machines. These aren't the fastest machines available, but they are well above the program requirements. If your child has patience, he will enjoy the fine narration, music and activities.

The program has numerous educational opportunities. The book portion of the program provides a very good method of learning word spellings, pronunciations and definitions. The Mancala game gives children an opportunity to learn logic and strategy in a fun way. It just seems that the program needs a bit more depth to compete with the best products of this genre.

"How the Leopard Got His Spots" has a reasonable price. Microsoft backs it with a 30-day moneyback guarantee. It is a fairly good value with little monetary risk.

Ratings

Graphics	7.0
Sound	9.0
Interface	8.0
Play Value	7.0
Educational Value ..	8.5
Bang for the Buck ..	8.0
Average	7.91

EDMARK ANNOUNCES...

Edmark Corporation has announced the development of enhanced versions of two of its classic learning programs, "Millie's Math House" and "Bailey's Book House." Both programs will come on hybrid CD-ROMs with versions for Windows 3.1, Windows 95 and Macintosh. An additional learning activity has been added to each product and many of the original activities have been expanded to provide greater educational content. Approximate retail of each of these products is \$40.

For immediate release:

Edmark Announces Limited Edition Holiday Bundle:

The Early Learning Trio

Redmond, WA-- Edmark Corporation announces plans to release three of its award-winning Early Learning House series titles in a limited edition holiday bundle that will be available to the consumer from October 1 through December 31, 1995. Edmark's Early Learning Trio will feature newly enhanced versions of the popular "Millie's Math House," "Bailey's Book House" and "Sammy's Science House." The Early Learning Trio will introduce children ages 2 to 6 to the fundamentals of math, science and reading. The new CD-ROM versions of "Millie's Math House," "Bailey's Book House" and "Sammy's Science House" will be designed to take full advantage of Windows 95, and be fully compatible with Windows 3.1 and Macintosh computers.

"Millie's Math House" was designed by early childhood experts and gives young children the building blocks they need to develop a solid foundation in math. In seven fun-filled activities kids explore numbers, shapes, sizes, patterns, addition and subtraction as they build mouse houses, create wacky bugs, count animated critters, make jelly bean cookies and answer math challenges posed by Dorothy the duck. Ten additional numbers have been added to the Cookie Factory: kids can now decorate cookies with zero to twenty jelly beans. Twenty additional numbers have been added to the Number Machine, where little critters pop up and count off when kids select a number from zero to thirty. In a new activity, What's My Number, kids add, count and subtract in order to place the same number of objects on their stage as Dorothy the duck has on hers.

In "Bailey's Book House," Bailey and his friends encourage young children to build important literacy skills while developing a love for reading. IN Bailey's house, seven interactive activities invite kids to explore the sounds and meanings of letters, words, sentences, rhymes and stories. In the NEW activities kids will sound out and read three-letter words at the Three-Letter Carnival and they'll learn common adjectives and build descriptive phrases with My Friend. In Bailey's house, no reading skills are required: every word on the screen is read aloud, and each word in a sentence is highlighted as it is read.

"Sammy's Science House" builds important early science skills and encourages wonder and joy as children discover the world of science around them. Five engaging activities help children practice sorting, sequencing, observing, predicting and constructing. In the Sorting Station, kids learn simple scientific classification. In the Workshop, kids construct machines and toys they can print. They discover how plants and animals live at Acorn Pond - and can read and print a "Field Notebook" of interesting information about the pond's animals. Kids control the weather in the Weather Machine and learn to build logical sequences in Make-A-Movie.

"It's tremendously rewarding to watch a child's face light up with joy when they play with Millie, Bailey and Sammy," said Sally Narodick, Edmark CEO. "This collection of highly acclaimed, award-winning programs is a valuable addition to every family's software library."

TWO MODES OF LEARNING

Some children learn better when they direct their own learning, others learn better with more prompting and direction. "Bailey's Book House," "Millie's Math House" and "Sammy's Science House" make both types of experiences available to kids by offering both an Explore & Discover, and Question & Answer Mode for most activities. In the Explore Mode, kids direct their own learning - they decide what to explore - and build divergent thinking skills that promote creativity and inventiveness. In the Question & Answer Mode, kids are prompted and directed by animate characters to find answers. This mode of learning builds convergent thinking skills that promote logical reasoning.

HELPFUL INFORMATION FOR PARENTS

In the NEW CD-ROM versions of "Millie's Book House," "Bailey's Book House" and "Sammy's Science House" there is a special Dear Parents Video Presentation that helps parents understand more about their children's learning. In the presentations, Edmark Vice President Donna Stanger, award winning software designer and teacher, discusses early learning and offers parents information about how children learn inside each activity of these programs.

In addition, the User's Guides include "Together Time" activities for parents and children to share away from the computer. The Guide offers suggestions for easy, at-home activities that help parents integrate reading and math learning into everyday life.

RECOGNIZED BY EXPERTS

"Millie's Math House," "Bailey's Book House" and "Sammy's Science House" have been honored with a combined total of thirty prestigious industry awards; some of the highlights include:

- Parents' Choice Award
- MacUser Editors' Choice Award for Best Children's Program
- Software Publishers Association Codie Award for Best Early Education Program
- FamilyPC Family Tested Recommended Award
- Parents' Choice Award for a "Classic Computer Program"
- All Star Software Award, "Children's Software Review"
- "Technology & Learning", Software Award of Excellence
- Teachers' Choice Award

PRODUCT AVAILABILITY AND PRICING

The Limited Edition Learning Trio including Millie, Bailey and Sammy will be available as a special holiday bundle from October 1 through December 1, 1995 on CD-ROM for both Macintosh and Windows operating systems, at a price of approximately \$80. For more information, customers may contact Edmark at 800-691-2985 or 206-556-8484.

SYSTEM REQUIREMENTS

Macintosh System Requires: Color Macintosh (256 colors required); 4 MB RAM (8 MB recommended); CD-ROM drive (double-speed recommended); System 7.0.1 or higher; Mouse and 13" monitor or larger. Optional: Edmark TouchWindow and printer.

Windows System Requires: Windows 3.1 (enhanced mode), Windows95 or later; 4 MB RAM (8 MB recommended); CD-ROM drive (double-speed recommended); SuperVGA (256 colors required); 386DX (486 recommended), 33Mhz; Hard disk with 2 MB free; Mouse; Windows-compatible sound-output device. Optional: Edmark TouchWindow and printer.

Discovering Shakespeare

hybrid format CD-ROM for Windows and Macintosh
approximate retail \$30
ages 10+
from IVI Publishing and Bride Media International
7500 Flying Cloud Drive
Minneapolis, MN 55344-3739

Program Requirements

IBM		Macintosh	
CPU:	486SX-25	CPU:	Color Mac, LCIII or higher
RAM:	8 megs	RAM:	8 megs
OS:	Windows 3.1	OS:	System 7.1
Video:	SVGA, 640 by 480, 256 colors	Video:	13" monitor, 256 colors
HDISK:	2 megs for QuickTime player	HDISK:	n/a
CD-ROM:	Doublespeed	CD-ROM:	Doublespeed
Misc.:	Mouse, sound card	Misc.:	Mouse

"Discovering Shakespeare" is a fascinating multimedia study of the life and works of one of histories greatest authors. This program combines still images, text and QuickTime movies to teach us of the genius of William Shakespeare.

The program includes extensive information on the life of Shakespeare, including a section which debunks many myths of his life. Also, included are history lessons about Sixteenth Century life, theater and customs. "Discovering Shakespeare" is divided into five sections for his life, his times, the theater, his works and his world. There is connectivity between these sections and the user can jump from one to another as he wishes.

The interface is point-and-click and is very user-friendly. It is explained very well in the help video. Any graphic with a border can be clicked on to see a movie related to that subject. Also linked to movies are text highlighted in red and map locations. These movies appear to have been culled from a television special about Shakespeare. Sixty minutes of video is contained in the program. It is very enjoyable just to click on different items and to wander about the program.

Two shortcomings do exist in this product. First, only synopses of Shakespeare's plays are included rather than the actual texts. This could have been an outstanding product had it included those texts along with the synopses and perhaps translations of the idiomatic language of the plays. The second shortcoming is that the program does not allow the use of a printer. This is a reference work but it does not allow the user to cut and paste any of the information into a word processor. Perhaps this decision was made to prevent plagiarism but no explanation is given in the program's

documentation.

"Discovering Shakespeare" contains a great multitude of facts about Shakespeare's life and times. The narrators attempt to explain Shakespeare's gift and genius in context to his time and to ours. This study is fascinating to students of literature and Sixteenth Century history. Even with its shortcomings, it is an excellent product for those wishing to learn more about William Shakespeare.

Ratings

Graphics	8.0
Sound	8.0
Interface	8.5
Play Value	n/a
Educational Value ...	9.0
Bang for the Buck ...	8.5
Average	8.4

And even more news from Edmark

Edmark announces the shipment of two new educational products for children. Both are produced on hybrid format CD-ROMs which can be used on both Windows and Macintosh computers.

"Trudy's Time & Place House" teaches fundamental concepts about time and geography to children ages three to six. Trudy, a charming alligator, coaches children through five activities. Several friends assist her in building children's time-telling skills, mapping and direction skills and to learn about geography while "traveling" the world. All directions are spoken to make the program user-friendly for pre-readers.

"Trudy's Time & Place House" will retail for approximately \$40 and will be available from most computer retailers and wholesalers, and directly from Edmark. A school version of "Trudy's" will be made available later which will feature a teacher's guide, lesson ideas and reproducible activity sheets.

"Thinkin' Things Collection 3" is the latest in a series of programs which encourage creative and logical thought through fun activities and exploration. TT3 includes five mind-expanding activities. Three activities involve problem-solving. In Stocktopus, the children play a stock broker and must make trades with other brokers to make profit. Half-Time is an exercise in logic as children program the characters to perform an exciting football half-time show. Half-Time is also an exercise in creativity. In Frippl House, children play detective as they deduce the correct location for Frippl from written clues.

Carving BLOX is an activity of creativity, imagination and experimentation. It is a world of rolling, colliding balls moving about a virtual metal that the child can shape or drill holes in. Children are encouraged to learn about physics as they watch the balls reactions to moving up inclines, fall through holes and bounce off other objects.

The final activity is Photo Twister. Twenty-two tiny green aliens each have individual special effects tools. An image has been distorted by one or more of the aliens. By looking at the photo, the child must deduce which of the aliens was involved in changing it. He can then use the special effects tools to warp the picture and then save the image for later viewing.

"Thinkin' Things 3" will also retail for approximately \$40 and will be available from most computer retailers. For more information, Edmark can be contacted at 206-556-8484 or 800-691-2985.

It's been a busy week. I hope that you enjoy the information and reviews that I provide. If you have any comments, please send me E-mail at fsereno@matrix.uti.com As always, I thank you for reading.



Microsoft® Internet Explorer for Windows 95

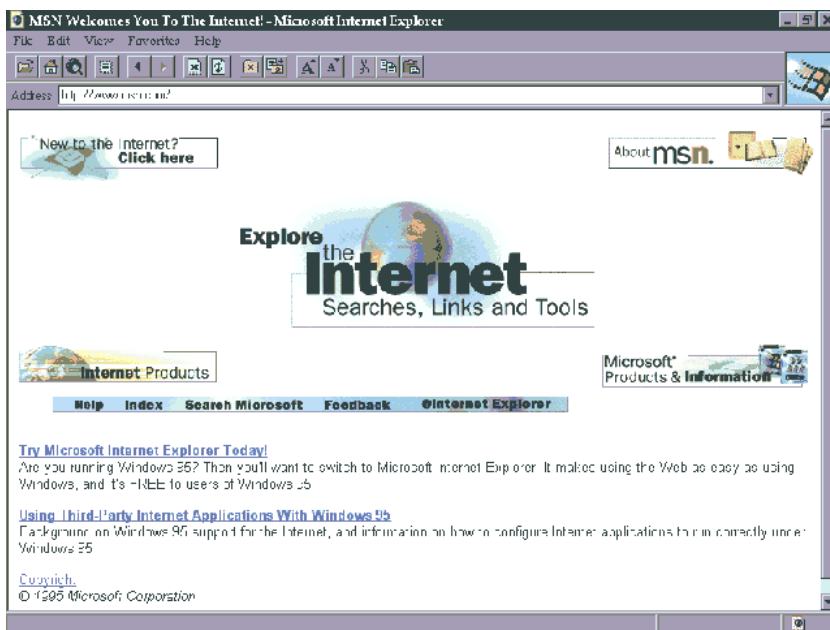
The Microsoft Internet Explorer is the easiest browser to set up and use, delivering power and performance while innovating for the future. For more details, check out the Internet Explorer 2.0 Beta Reviewers Guide.

*New Internet Explorer 2.0 features are indicated in bold italic.

EASE OF USE

The Microsoft Internet Explorer makes browsing the Internet as easy as using Windows 95.

- Setup: One-stop setup allows you to connect to the Internet easily and quickly. The set-up Wizard configures your computer to automatically connect to the service provider of your choice. If you do not currently have a service provider, the Microsoft Internet Explorer will connect you to the Internet via MSN™, The Microsoft Network.



- Integration with Windows 95: Developed specifically for use with the Windows 95 operating system, the Microsoft Internet Explorer is completely integrated with the new user interface and the underlying architecture. It takes full advantage of ease-of-use improvements in Windows 95 by supporting Shortcuts, the right mouse button, Favorites, Drag and Drop, OLE, and more.
- Favorites: Not only does the Microsoft Internet Explorer automatically keep track of the sites you've recently visited, it also allows you to create Favorites. Favorites provide a quick and easy way back to your favorite places on the Internet.
- Tutorial and Search Button: A complete online tutorial helps first-time users become comfortable browsing the Internet. A search button on the toolbar provides instant access to powerful search engines like Yahoo, Lycos, and Infoseek.

POWER AND PERFORMANCE

The Microsoft Internet Explorer is a full 32-bit application building on the Windows 95 infrastructure to provide speed and functionality.

- 32-bit: The Microsoft Internet Explorer is a complete 32-bit application, building on Windows 95 services such as Telephony API, and on the native 32-bit TCP/IP stack. This means the Microsoft Internet Explorer is more robust than existing 16-bit browsers and will multitask smoothly with other 32-bit applications.
- New HTML Extensions (proposed): Marquees, inline AVIs, font specifications, and background sounds can all be used to make Web pages more interactive and interesting.
- News Reader: Support for standardized Internet newsgroup reading (NNTP).
- Security: Support for the Secure Sockets Layer (SSL) and RSA encryption technology allows integration with secure sites. Also, support for Internet Shopping tokens ("cookies") allows you to shop at your favorite Internet outlets. In addition, the Microsoft Internet Explorer is "STT and PCT Ready," which means the Internet Explorer has the support hooks for the Microsoft/Visa Secure Transaction Technology and Private Communication Technology already coded in.
- E-mail: A full e-mail package allows you to send and receive mail over the Internet. E-mail support is integrated with the Exchange Inbox included in Windows 95, so all of your mail can be viewed from the same location, and you can maintain a single address book. The mail package also supports the Internet MIME standard for sending attached files in Internet mail messages.
- Performance: Multi-Threading and Progressive Rendering greatly increase the responsiveness of the user interface to even the most complex Web pages. This, coupled with a persistent page cache using standard HTTP Last-Modified-Since and Expires attributes, greatly improves browsing speed.
- HTML Standards: Support for all of the standard Internet HTML tags, including right align, centering, tables, client pull, etc. Also, the Internet Explorer provides access to FTP and gopher servers.

INNOVATION

The Microsoft Internet Explorer was developed for flexibility in the ever-changing Internet world.

- VRML: The Microsoft Internet Explorer version 2.0 is "VRML Ready." VRML technology in the Microsoft Internet Explorer will combine a 3-D viewer with the high-speed Reality Lab engine for fast viewing of 3-D objects over the Internet. Look for the VRML Browser add-on later this year.
- Fast Connect: HTTP-KeepAlive is a protocol enhancement that allows the Internet Explorer to open and download multiple items over the same HTTP connection instead of opening a new connection for each file. Since most Web pages are made up of several files, this can improve performance and reduce server loading when used in conjunction with a KeepAlive-enabled server.

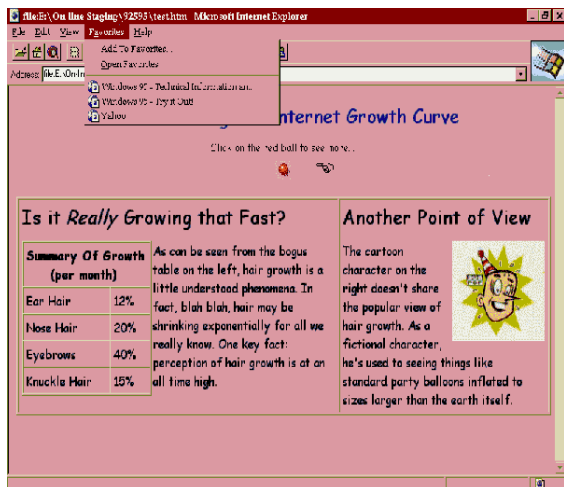
SPECIFICATIONS

System Requirements

The Internet Explorer is designed to work with Windows 95. It requires a minimum of 8 megabytes of RAM, 1–3 megabytes* of hard disk space, and a modem. A 14.4 bps or faster modem is recommended for optimum performance.

* This assumes an existing Internet provider. If no provider is in use, an additional 10–15 megabytes is required to

install the MSN components.



© 1995 Microsoft Corporation. All rights reserved. This data sheet is for informational purposes only. MICROSOFT MAKES NO WARRANTIES, EXPRESS OR IMPLIED, IN THIS SUMMARY. Company names and/or data used in screens are fictitious, unless otherwise noted. Microsoft, Windows and the Windows logo are registered trademarks and MSN is a trademark of Microsoft Corporation. Microsoft Corporation One Microsoft Way Redmond, WA 98052-6399 USA

ATTENTION—ATTENTION—ATTENTION FARGO PRIMERA PRO COLOR PRINTERS - 600DPI

For a limited time only; If you wish to have a FREE sample printout sent to you that demonstrates FARGO Primera & Primera Pro SUPERIOR QUALITY 600dpi 24 bit Photo Realistic Color Output, please send a Self Addressed Stamped Envelope [SASE] (business sized envelope please) to:

STReport's Fargo Printout Offer
P.O. Box 6672
Jacksonville, Florida 32205-6155

Folks, the FARGO Primera Pro has GOT to be the best yet. Its far superior to the newest of Color Laser Printers selling for more than three times as much. Its said that ONE Picture is worth a thousand words. Send for this sample now. Guaranteed you will be amazed at the superb quality. (please, allow at least a one week turn-around)

ATTENTION—ATTENTION—ATTENTION

 Apple Computer **MAC/APPLE SECTION**

John Deegan, Editor



Micrografx Adds 3D Capabilities to the ABC Graphics Suite

Tightly Integrated, Value-Packed Graphics Suite Available Immediately

Richardson, Texas (September 25, 1995) – Micrografx(R), Inc. (NASDAQ: MGXI) today announced it has extended the graphics capabilities and value of the ABC Graphics Suite(TM) by including Visual Software's Instant 3D(TM) for Windows 95 (Instant 3D). The Micrografx ABC Graphics Suite is available immediately with the value-based pricing of \$299.95 ESP (estimated street price) for the full version and \$149.95 ESP for the upgrade/competitive upgrade.

The ABC Graphics Suite is the first integrated offering of award-winning diagramming, flowcharting, clipart management, painting, image editing, and drawing tools, with an interface designed for Microsoft(R) Office for Windows(R) 95. In addition to using the Office interface, the ABC Graphics Suite supports the Office Binder, which lets users seamlessly combine data from a variety of applications.

Like the ABC Graphics Suite, Instant 3D also carries the Microsoft Windows 95 and Microsoft Office 95 logos. It provides a quick way to add 3D text and graphics to any component of the ABC Graphics Suite such as Micrografx Designer or Picture Publisher, or to easily incorporate 3D in Word for Windows documents, PowerPoint presentations or any other Windows 95 application.

Instant 3D Extends the Graphics Capabilities and Value of ABC Graphics Suite

"Both customer feedback and International Data Corp. research indicate that 3D is among the most requested features of the ideal graphics suite," said J. Paul Grayson, chairman and CEO of Micrografx. "With the addition of Instant 3D to the ABC Graphics Suite, Micrografx continues its strong tradition of driving our products to meet and exceed customer needs, while offering a compelling value at the same time."

Using Instant 3D's Office-compliant interface, users can turn any text into a 3D object wrapped in textures such as wood or chrome, or choose from hundreds of 3D clipart objects such as planes, frames, balloons and 3D buttons for web home pages. Instant 3D also includes hundreds of textures such as stones, wood, skin and even red chili peppers. Unlike traditional 2D clipart, users can clip, spin and scale text and objects in a 3D window on the page.

"The ABC Graphics Suite gives me all the award-winning Micrografx applications in a single, integrated package that's easy to learn and use," said Neal Katz, president, Katz Creative Services. "And adding 3D capabilities makes the ABC Graphics Suite an even stronger value. This has just become my favorite graphics application."

ABC Graphics Suite Unlocks Creative Potential Using Native Win32 Applications

By giving every Windows 95 user instant access to the fullest range of graphics capabilities, Micrografx ABC Graphics Suite provides unlimited creative potential to PC users worldwide. The product employs a "use what you know"SM metaphor that helps Microsoft Office for Windows 95 users easily access Micrografx's powerful tools to create, enhance and place graphics in a familiar, productive setting.

The Micrografx ABC Graphics Suite integrates native Windows 95-based versions of Micrografx's best-of-breed graphics applications including: Micrografx Designer(TM) 6.0; ABC FlowCharter(R) 6.0; Picture Publisher(R) 6.0; and ABC Media Manager(TM) 6.0. All components are written to the native Win32 API, and provide performance up to 2 - 3 times faster in operations such as file open, graphic importation/creation, and filter application. An additional benefit of the Win32 API is a dramatic improvement of operations including OLE functions such as Drag-and-Drop, In-Place Editing and full 32-bit OLE Automation.

Similar to the ABC Graphics Suite, Instant 3D takes full advantage of Windows 95 and its enhanced OLE capabilities. Instant 3D works seamlessly inside a user's application by adding its own button bar and menu option, and uses standard Windows TrueType fonts that can be extruded, beveled, wrapped along a line and deformed using a wide selection of pre-defined shapes.

New, Innovative Features Provide Instant Creativity

In addition to specific enhancements related to Windows 95 and Office 95, the Micrografx ABC Graphics Suite provides extensive new features. Most importantly, the newly developed ABC Media Manager 6.0 provides an easy method of dragging and dropping clipart, photos and diagramming symbols into and out of Micrografx ABC Graphics Suite or any

Windows 95 application. The ABC Media Manager transparently manages more than 50 file formats including TIFF, BMP, DXF and CorelDraw.

In addition to award-winning graphics applications, Micrografx ABC Graphics Suite also includes:

- 20,000+ pieces of clipart
- 7,500+ photos
- 2,000+ diagramming symbols
- 250+ fonts

Micrografx develops and markets graphics software to meet the creative needs of everyone who uses a personal computer. Founded in 1982, Micrografx has become a leading software publisher by responding quickly to customer and worldwide market needs. The company's U.S. operations are based in Richardson, Texas, with a development office in San Francisco. International subsidiaries include Canada, the United Kingdom, France, Germany, Italy, the Netherlands, Australia, and Japan.

Microsoft and Windows are either registered trademarks or trademarks of Microsoft Corp. in the United States and/or other countries.



QEMM & WINDOWS 95 STR SPOTLIGHT

QEMM AND WINDOWS 95

Quarterdeck Technical Note #305

Filename: W95-QEMM.TEC

CompuServe: W95-QEMM.TEC Category: SW3

Last revised: 09/07/95

Subject: A discussion on running QEMM under Microsoft Windows 95.

QEMM refers to the following versions of QEMM:

QEMM 7.01 - 7.04

QEMM 7.5 9/17/94, 10/12/95, 11/22/94, 5/12/95

QEMM GameRunner Edition

by Michael Bolton, Mike Bryant II and Rod Mathews

Overview

Microsoft Windows 95 is fully compatible with QEMM386.SYS, the driver that supplies QEMM's memory

management features, including QEMM's Stealth ROM technology. QEMM will continue to provide memory management services to Windows 95 and to the programs loaded before it.

The Windows 95 installation process will automatically detect and disable QEMM's DOS-Up features. DOS 7, the version of DOS that lies beneath Windows 95, is incompatible with current versions of DOS-Up. The new version of DriveSpace that comes with Windows 95 is similarly incompatible with QEMM 7.5's Stealth *Space and QEMM 7.0's Stealth DoubleSpace, and the Windows 95 installation process will disable these drivers as well. Future versions of QEMM are expected to address these incompatibilities.

Installing Windows 95 on a system with QEMM already running

When you begin the Setup process, Windows 95 will display a message warning that QEMM will interfere with the hardware detection phase during Windows 95 setup. Although this message is generally incorrect, you may wish to ensure that the Windows 95 accurately detects all of your hardware devices by disabling QEMM temporarily during the Windows 95 installation process. This is most easily done by making the following changes to the system configuration:

- 1) Using any text editor, edit the CONFIG.SYS file.
- 2) Disable the QEMM device driver by placing the word REM at the beginning of the line containing the QEMM386.SYS driver. The line will look like this after all changes have been made:

```
REM DEVICE= C:\QEMM\QEMM386.SYS (followed by any existing parameters)
```

- 3) Add the following line to the beginning of the config.sys file:

```
DEVICE= C:\DOS\HIMEM.SYS
```

- 4) Save the file, exit the editor and reboot the system.

NOTE: It is possible for Windows 95's Setup program to run out of conventional memory. Before you proceed, check to make sure that you have at least 417K of conventional memory by typing MFT< Enter> in the QEMM directory. If the listing for "Conventional Memory Available" is greater than 417K, proceed directly to step 5. If this value is less than 417K, remove the HIMEM.SYS line in Step 3 above, and remove the REM from the beginning of the QEMM386.SYS line. Also remove the ST:M or ST:F parameter (if one exists) from the QEMM386.SYS line; save the file, reboot the machine, and continue with step 5.

- 5) Install Windows 95.

- 6) After the installation is completed, restart your computer in MS-DOS mode by clicking Start, Shutdown, and "Restart your computer in MS-DOS mode".

Edit the CONFIG.SYS file using any text editor. Remove the following line from the CONFIG.SYS file:

```
DEVICE= C:\DOS\HIMEM.SYS
```

After removing this line, remove the REM from the beginning of the QEMM386.SYS line. It should then look like this:

```
DEVICE= C:\QEMM\QEMM386.SYS (followed by any existing parameters)
```

- 7) Save the file.
- 8) You are now ready to follow the optimize procedure.

Running Optimize on a Windows 95 System

At boot time, Windows 95 loads a number of device drivers that may not have been present in your DOS and Windows 3.1 configuration. These drivers may load into regions of High RAM in such a way as to alter the region layouts calculated by Optimize. After you install Windows 95, to make sure that you are getting the maximum possible conventional memory, perform the following steps:

- 1) Restart your computer in MS-DOS mode by clicking Start, choose "Shutdown", and "Restart your computer in MS-DOS mode".
- 2) Using a text editor, edit CONFIG.SYS and add the following lines to the file:

```
DEVICE= C:\WINDOWS\IFSHLP.SYS
DEVICE= C:\WINDOWS\SETVER.EXE
FILES= 60
LASTDRIVE= Z
BUFFERS= 30
FCBS= 4,0
STACKS= 9,256
SHELL= C:\COMMAND.COM /P
DOS= HIGH,NOUMB
```

If any of these lines already exist, it is not necessary to add them!

Save the file after changes have been made.

These are the default settings that are loaded from IO.SYS when your computer is booted. If you have any of these settings in your CONFIG.SYS, it is not necessary to add them again. You may also wish to reduce the amount of buffers allocated by changing to BUFFERS= 15, reduce the amount of memory required by the drive table by changing the lastdrive statement to LASTDRIVE= E, and reduce the stacks to STACKS= 0,0 . These suggestions will maximize the amount of conventional memory that QEMM makes available.

- 3) Check the \WINDOWS directory for the existence of DOSSTART.BAT, and if it is not there, skip to step 4. If DOSSTART.BAT exists, use a text editor to edit AUTOEXEC.BAT and add the following line to the end of the file:

```
CALL DOSSTART.BAT
```

Save the AUTOEXEC.BAT file.

- 4) Change to the QEMM directory.
- 5) Run QSETUP.

- 6) Select Enable/Disable DOS-Up, and disable QEMM's DOS-Up features. If you are using DriveSpace, select Enable/Disable Stealth D*Space and disable this feature as well.

- 7) Select Save Configuration and exit, then run Optimize.

- 8) After the optimize process has completed, edit the AUTOEXEC.BAT file and remove the CALL DOSSTART.BAT line (if you added it in step 3) from the end of the file. You need this line in your AUTOEXEC.BAT only when you run Optimize.

Installing QEMM on a Windows 95 System

QEMM will install on a Windows 95 System with a little modification. The following steps will ensure that you are obtaining the maximum amount of conventional memory:

1) Before installing QEMM, check the \WINDOWS directory for the existence of DOSSTART.BAT, and if it is not there, skip to step 2. If DOSSTART.BAT exists, use a text editor to edit AUTOEXEC.BAT and add the following line to the end of the file:

```
CALL DOSSTART.BAT
```

Save the AUTOEXEC.BAT file after making the change.

2) Next, add the following lines to your CONFIG.SYS file:

```
DEVICE= C:\WINDOWS\IFSHLP.SYS  
DEVICE= C:\WINDOWS\SETVER.EXE  
FILES= 60  
LASTDRIVE= Z  
BUFFERS= 30  
FCBS= 4,0  
STACKS= 9,256  
SHELL= C:\COMMAND.COM /P  
DOS= HIGH,NOUMB
```

If any of these lines already exist, it is not necessary to add them!

Save the file after changes have been made.

These are the default settings that are loaded from IO.SYS when your computer is booted. If you have any of these settings in your CONFIG.SYS, it is not necessary to add them again. You may also wish to reduce the amount of buffers allocated by changing to BUFFERS= 15, reduce the amount of memory required by the drive table by changing the lastdrive statement to LASTDRIVE= E, and reduce the stacks to STACKS= 0,0 . These suggestions will maximize the amount of conventional memory that QEMM makes available.

3) Install QEMM, and select Custom Installation.

4) At the end of the installation, you will be presented with the QEMM Setup screen. Select DOS-Up, and disable the DOS-Up features. If you are using DriveSpace, select Stealth D*Space and disable this feature as well.

5) Save the configuration and exit, then run OPTIMIZE.

6) After the optimize process has completed, edit the AUTOEXEC.BAT file and remove the CALL DOSSTART.BAT line (if you added it in step 1) from the end of the file. You need this line in your AUTOEXEC.BAT only when you run Optimize.

For further information about the Windows 95 setup and installation process, please refer to your Windows 95 documentation or to the Windows 95 Resource Kit (published by Microsoft Press).

QUARTERDECK MOVES

Yes, after 12 years in Santa Monica, California, we have finally outgrown our home. The tiny suite where we once packaged DESQ by hand is now the mailroom in one of half a dozen buildings we occupy. Although we have many memories here, it's time to move on.

The new address for Quarterdeck Corporation, as of Saturday September 30:

This move puts us into a new telephone exchange; thus, our phone numbers are changing as well.

Main Numbers for Business and Technical Support

The product information number, (310)392-9851, will become (310)309-3700.

The tech support number, (310)392-9701, will become (310)309-4250.

After September 29, anyone calling the old numbers will receive a message that "the number has changed; the new number is..." and then will be transferred to either our business or tech support line.

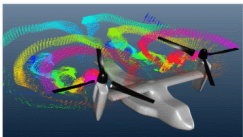
Direct Dial Numbers

Direct Dial numbers are any of our numbers that begin with 314-32xx or 314-42xx. The numbers assigned to the BBS, Qfax and fax machines will change so that the new prefix will be 309. The rest of the number will stay the same.

The BBS number, (310)314-3227 *will become* (310)309-3227.

The QFax number, (310)314-3214 *will become* (310)309-3214.

The tech support fax, (310)314-3217 *will become* (310)309-3217.



PORTABLE COMPUTERS & ENTERTAINMENT SECTION

Marty Mankins, Editor

Notes from the Editor

Technically, this is our third segment of STReport's new Portable Computing/Entertainment Section. Logically, it is only the second. Let me explain. Last week, we ran 3 Jaguar game reviews in this section. There should have been nothing in this section last week as we are running it on a bi-weekly basis until the end of the year. Then in 1996, we start coverage every week. It's amazing to think of all that we have planned for this new section. But, the one thing that wasn't planned was posting the Jaguar reviews here. As I noted in STReport #1137, all of my Jaguar reviews will still be published in the Atari/Jaguar Section. So public apologies go out to Dana Jacobson for this mistake.

Enough about that. On with the coverage. This week, we have Craig Harris as a contributor to this section with his PlayStation game review for Ridge Racer. We did have reviews planned for NBA Jam T.E. and Power Server 3D Tennis, but something happened - we ran out of time to provide the quality of game reviews we wanted to. So in two weeks, look for those. Speaking of PlayStation games, a new one appeared in stores this last week. PGA Tour 96 is the PlayStation's answer to popular golf games like Links for the PC and Microsoft Golf. I've only had a glimpse of the screen shots and it fares well. We'll have to see how game play is when we review it later on.

I've been visiting some dealers here in the Salt Lake City area and the PlayStation is doing very well. Some places like Software Etc. inside my local Barnes & Noble store have reported slow sales, but Toys R Us, Babbage's and a local set of stores called The Game Peddler is reporting increased interest in PlayStation. 3DO sales have dropped and so have games and systems for Sega's Saturn. Why? Sony has used their marketing muscle to get people interested in PlayStation and they already show 11 titles that are widely available. It was told that there were about 17 titles that were supposed to be available on the September 9th US launch of the system and being able to find 11 of these

is good. Developers are racing to create games at a break-neck speed. The list of games that are already coming out (thanks to Next Generation Magazine Issue #9) is well over 50 and that's by the end of 1st Qtr 96. We should see at least 30 games by the end of the year. It's no wonder PlayStation is doing well. So keep watching and play hard!

Turning our attention to the portable computing, I have a story to share. I was working with a client this last week in Las Vegas. He's been using a laptop for the last 8 months and has managed to put a lot of data onto it over the course of this time. Given that his laptop is a 486 with 8Mb of RAM and a 250 Mb hard drive, it's a nice machine. Well, there's really no easy way to back it up except by using the floppy drive. Sure, you could get an external tape drive hooked up to the parallel port or using a SCSI drive through the PC Card (formally known as PCMCIA) slot with the proper adapter. But, these items seemed like overkill for only one laptop. I had recommended a good backup program that would help restore the system in the event something happened. Well, things were going well and kept going well until I got a call this last week. It seems that some sort of error happened and a good 75% of this user's data was corrupted. Even Norton Utilities 8.0 couldn't save it. We tried and tried to get some files back. We got somewhat close and ended up writing off 50% of the 75% of damaged data.

I consider myself spoiled because I get to backup my laptop to the network. I can spare a good 100 Mb of space for a backup and it seems that is not going to be enough in a week or two. That's ok. I can make room for more. But, in the case above, we didn't have that luxury. Not even a floppy backup was made. A big lesson was learned. Take time out to backup. No matter how little money or time you may have, find a way to backup. Borrow a friend's computer. Offer to buy them espressos for a week. Anything is cheaper than losing data.

With that in mind, now that I can put this week's section to bed, it's time for me to backup my laptop.
< smile> See you in two weeks with a ton of coverage.

- Marty -

E-Mail: 75300.1770@compuserve.com

ENTERTAINMENT: PlayStation

PlayStation Game Review: **Ridge Racer**

Developer: Namco

Publisher: Namco

List Price: \$59.95

Ease of Play: Intermediate/Advanced

by Craig Harris

When someone says "Playstation," what's the first game that comes to mind?

"Toh Shin Den!"

Hmm...ok, the second game? Despite it's repetitive design, Ridge Racer will definitely go down as one of the two most talked-about Playstation games.

If you own a Playstation, chances are you've played Ridge Racer. If you haven't played it, you've definitely seen it on the provided demo disc. It's as much fun to play as it is to watch...but with only one track, how long can the fun last?

GAME PLAY

The game starts off with a relatively high bang - while the disc's booting after a power-on, a version of Galaxian is provided to pass the time. There **is** a secret embedded within this nostalgic piece - it's up to you to figure out what it is.

After the game loads, you are provided with a choice of circuit difficulty, automatic or manual transmission, and 4 different cars (or 10, if you discover the Galaxian trick), each with their own speed, acceleration, handling and traction attributes.

After listening to the announcer egg you onto the starting position, hit the start button to begin the race. The X button is accelerate, the [] button is brake, and the ^ button changes your view from inside the cockpit to above and behind your auto. If you've selected manual transmission, the shoulder L buttons downshift, and the R buttons upshift. Steering the car, naturally, comes from pushing left and right on the directional pad.

In the first two circuits, the track will take you through two tunnels, around a mountain, and careen you around two hair-pin turns. In the later circuits, the same track will rout you on a one-lane road through a construction yard. A helicopter will be in constant view through-out the race, ducking behind buildings and swooping through turns.

Early on, you'll notice the car tends to skid around corners. Power sliding is extremely important in becoming a Ridge Racer professional. Slowing down your car to take a heavy turn is a no-no in this game...power-sliding will allow you to slide through a turn with a minimal loss of speed. It's a difficult art to master, but it is certainly worth practicing if you want to succeed in this game.

After placing first place on all 4 circuits, 4 more circuits will open up. In this round, you'll be racing on the same track, but traveling the other direction and with **much** smarter opponents. Purchasing a memory card for Ridge Racer is something to consider - you can save your circuit times and placements...you won't have to do it again to play the extra circuits.

DETAILS

The graphics are very slick - cars are plastered with logos, wall textures are extremely detailed, and the babe in the bikini at the beginning of each race...**ahem** - sorry.

With all this detail in the game, the graphics still flow at a silky-smooth frame rate. On the occasion, there's blue-line breakup - blue-lines appear between road and wall textures, giving the impression that the wall textures are not seamless. And on the extreme occasion, you'll notice a severe drop in frame rate for no apparent reason.

Sounds are equally impressive, if not totally repetitive after very few plays. The crystal-clear announcer repeats the same introduction every single race. His sound-bites are used over and over throughout the race. There's only 6 different in-game music selections (which can be changed by providing your own music CD - but you didn't hear that from me). The only sound that remains fresh time and time again is the helicopter buzzing overhead, swooping from right channel to left channel of the stereo system.

OVERALL

I have to admit it: I had to force myself to like this game. With only one track provided, there wasn't anything here to justify a "keeper" status. Once you attempt to master the art of power-sliding, however, this will be one game you'll be playing over and over again. Master the craft, impress your friends. 'Nuff said.

Graphics: 9.0 - Apart from break-up and slowdown, this game looks slick.

Sound: 9.0 - Repetitive voice samples, bizarre BGM...but of very high quality.

Controls: 9.0 - Initially tough to get used to. Power-sliding's a dream when learned properly.

Manual: 4.0 - Lousy. Full of inconsistencies. Doesn't teach power sliding well.

Funfactor: 8.0 - Only one track...only one player against lots of computer opponents. But it *is* a blast to play.

Overall: 8.5 - Great first generation title. Let's get more tracks in the sequel, eh guys?



ATARI/JAG SECTION

Dana Jacobson, Editor

FROM THE ATARI EDITOR'S DESK

"SAYING IT LIKE IT IS!"

It appears that we're close to seeing the first issue of Current Notes, under the new management of Howard Carson and company. As you'll note below, ads are coming in and the magazine is taking subscriptions and renewals. I think it's time to see what my current subscription status is and drop them a line, as others are doing! We at STReport wish Howard and the rest of the staff at the new Current Notes the best of luck, and good fortune with the magazine. We're all anxiously awaiting to see the "first" issue.

We're still looking for users of the current Web browser that are available to do some reviews or articles about these programs. We've also heard of a new Web browser, called "Stik". If you have some experience using any of these programs, please drop me a line if you're interested in doing an article about it - many Atari users are curious about this new capability that's been essentially limiting for the Atari platform.

I've been checking out the "Project Gutenberg" CD lately and reading a number of interesting things that are included with it. Once I've done a little more exploring, I'll talk about it more in a future issue. Just imagine, some of your favorite literature available on CDROM. I never thought that I'd be reading Jules Verne via the computer rather than a hard cover book!

Until next time...

CURRENT NOTES STR INFOFILE! - CURRENT NOTES MAGAZINE UPDATE!

Hello All:

Things are hopping up here. Ads are rolling in, Columns are rolling in. We're hearing from all kinds of interested people and even new subscriptions are coming in the door.

For those who haven't yet subscribed or want to renew as soon as they

can, here are the rates for the new _Current Notes_.

1 year 2 year

U.S. Addresses:	\$25	\$46	- U.S. funds
Canadian Addresses:	\$35	\$65	- Canadian funds

Other countries: \$48 \$90 - U.S. funds

Send subscriptions (new or renewal) to:

Current Notes Subscriptions
Robert Boardman
559 Birchmount Rd, Unit 2
Scarborough ON Canada M1K 1P9

Make cheques and money orders payable to _Current Notes_.

Please be sure to include your full name and address printed legibly with your subscription. DO NOT assume you are in our database just because you are renewing.

We prefer to communicate with you electronically. If you have an email address, please include it with your regular address (your user name on Compuserve or GENie is fine, as long as you tell us you are on either Compuserve or GENie). Keep watching this spot for exciting new developments with _Current

Notes_.

Robert Boardman
redfrog@io.org

BLOWUP! STR INFOFILE - FALCON030 EXTENSION CARD READY!

Finally, BlowUP - The Falcon Company has finished it's ultimate extension-card for the ATARI Falcon030:

And these are the Features:

FastRAM-Expansion (max. 32MB)

- *****
- ** 4 SIMMxSlots onboard (fits into original case)
- ** 4 additional slots on optional daughter-card
- ** 1MB and 4MB SIMMs, two-by-two
- ** The original 4MB of the Falcon stay active.
- ** With only 2*4MB and 2*1MB inserted, your Falcon then has 14MB!
- ** Memory over 14MB is organized virtually.
- ** With speeder: data throughput up to 20MB/s (standard 8MB/s).
- ** No soldering for RAM-function needed!
- ** Expansion-port daisy-chained! Tested with NOVA & FalconSpeed!

Hi-Speeder: CPU, DSP & System clock:

- *****
- ** System clock 32, 36 or 40MHz
- ** CPU/FPU-Clock 16,18,20,32,36 or 40MHz
- ** DSP 50 instead of 32 MHz
- ** Switchable by software.
- ** Soldering needed.

Resolution-Expansion BlowUP Hard I

The original with the Video-Mode-Generator with improved bus timing higher resolutions/refresh rates in 256 colors/TrueColor.

Installation:

If only the RAM-option is to be used, no soldering is needed for installation. The card is simply plugged into the expansion-slot, which is daisy-chained, so that other expansions might be used in rebuilt (tower-)Falcons. Only a small piece of the shielding has to be removed in normal Falcons. For the speeder-option soldering is needed as with other speeders available, so that rebuilding from those other Speeders is easy. Soldering should only be made by routine people.

Fast-RAM:

The Fast-RAM follows the Falcon RAM (4MB), the original 4MB-RAM-PCB in Falcon will still be used! There are 4 SIMM-sockets on the FX-card giving you two 16bit memory-banks. With an optional daughter-card two further Banks are available (fits only in rebuilt Falcon e.g. tower). The memory-banks may be filled with 1MB or 4MB SIMMs. This is an easy way to get 14MB with only 2 x 4MB and 2 x 1MB SIMMs. Our FastRAM can be used for all functions, including DMA-access, except video. As there are no video-accesses on the FX-RAM it is up to 50% faster in color modes. The FX-RAM normally has no problems with installed Speeders. If the Speeder on the FX-card is used, a special Page-mode will be used for RAM-access in the 32/36/40MHz-modes. This allows RAM-access with no wait states and increases the memory throughput from normally 8MB/s to max. 20MB/s. If you don't need the speeder FX is a simple "plug'n play" memory-card. If more than 10MB is inserted into FX the upper part is switched by the MMU and the FX-logic. The management of the extended memory is done fully invisible for all applications with the PMMU of the 68030 CPU. The speed-loss with this is minimal compared to virtual RAM on a hard disk. This optional configuration allows a maximum use of 32MB. So that 8MB are standard FastRAM (no video-access) and 24MB are EMS-RAM. For standard applications there is no difference.

CPU-Speeder:

The Speeder included on the FX-card increases the system-clock from 32 MHz to 36 or 40MHz. The CPU then can run with 16MHz (normal), 18MHz, 20MHz, 32MHz, 36MHz or 40MHz. With the special FX-logic now nearly all Falcon can use the 40MHz clock. The clock may be switched on booting or later with a CPX-module. We have also solved the problems some programs had with the DSP if the CPU ran at 40MHz and the DSP at 50MHz. Soldering is needed for installation.

DSP-Speeder:

Increases the DSP speed from 32MHz to 50MHz! Superb for MPEG-Decoder. Solved problems with CPU at 40MHz. Soldering is needed for installation.

BlowUP Hard1:

The well known and time-tested resolution expansion also found a place on the FX-card. With the comfortable Software and super resolutions (e.g. 800*608 at 84Hz ni, 1024*768 at 104Hz i). Soldering is needed for installation.

Technical data:

size ~ 160mm*65mm, simply plugged into the expansion-slot (put through) power taken from expansion-slot 4 SIMM-sockets onboard for 1M*9/1M*8/4M*9/4M*8 SIMMs (min 70ns), with changed FIRMWARE 16M*9 can also be used 4 additional SIMM sockets on daughter-board with 2*4MB and 2*1MB SIMMs power consumption of ~ 200mA. Controller chip re-programmable by software (Hardware-update by Software possible)

And even better!! the price: 349,-DM

Order information:

FX is now available from all ATARI dealers, our distributors in the UK, France, Sweden and the U.S.A.

If you have problems to get it, order directly from us:

Either by normal mail - including a cheque

or by normal mail or FAX - paid by CREDIT CARD (VISA or DINERS don't forget to include card-number and Exp. date) - Please state the way of delivery you prefer:

UPS expedited or air-mail (with insurance - w/o insurance)

e.g. U.S.A. 90DM 45DM 30DM

e.g. London 40DM 30DM 20DM

BlowUP - A.E.S.GbR

Eslarner Str. 34

81549 Muenchen

Germany

Fax: 0841-86480

e-mail: acher@informatik.tu-muenchen.de

--

Bye

Georg Acher

- US Distribution done by Lexicor Software Corporation

- Lexicor Software - (617) 437 0414 - email: service@lexicor.com

"Kevin and Kell": Cyberspace Comic Strip

Want a good laugh to start your day? After you check your e-mail and stock quotes, be sure to read Bill Holbrook's "Kevin & Kell," the first mainstream comic strip to be syndicated in cyberspace. You'll find it in dozens of CompuServe forums, including the Funnies Forum's Library 20, "Kevin and Kell."

This is the first time a syndicate has distributed a professional comic strip through a computer network--and the network is part of the story! The wonderfully funny strip created by the award-winning Holbrook features Kevin, a middle-aged professional rabbit, who runs the Herbivore Forum on CompuServe. Kell, his wife, is a wolf; a professional predator for Herd Thinners, Inc. They met and fell in love on CompuServe; only in cyberspace could two individuals from such different backgrounds get together. Both their families think they're nuts, but the marriage works wonderfully! You'll also meet Kevin's daughter Lindesfarne, a 17-year old porcupine, and Kell's son Rudy, your basic 14-year old rock and roll wolf cub.

Holbrook is also the creator of "On the Fastrack," which has appeared in hundreds of papers for over 12 years, and the writer and artist of "Safe Havens." While these two strips are both for King Features Syndicate, Holbrook created his own syndicate for "Kevin & Kell."

The daily strip is available in the libraries of over 40 CompuServe forums. Check your favorite forum by searching its libraries for files with the names Kevin or Kell.

To access the Funnies Forum, GO FUNFOR.

Jaguar Section

JaguarCD Review! FlipOut Review!
CatFights! CD Memory Cart Ships!
Live 95 Report! CATnips!
And much more...!

FROM THE EDITOR'S CONTROLLER - PLAYIN' IT LIKE IT IS!

We just received a developer Jaguar console (to go along with the developer JaguarCD). I'm still having some trouble getting it up and running but that should be resolved soon. Since we do have a review of the JaguarCD and the pack-in games in this issue, I'm not in a rush to get our second review out. However, we do have the current version of "Highlander: The Last of the MacLeods" sitting here so we want to get a

look at this title and review it for you. We understand that this current version of the game is in the final test stage, so we hope to learn that it will be going into production shortly.

There's a lot of online activity happening over the latest games to hit the streets. Rayman and Ultra Vortek are getting rave reviews. I've seen very few negative comments to-date. The JaguarCD pack-in games are getting pretty good marks also, except for Blue Lightning, which people seem to have expected better. Personally, I'm looking forward to seeing Blue Lightning in action; I hope that I won't be disappointed as it is one of my favorite games on the Lynx. Even VidGrid is getting better comments than anyone expected, so I'm actually looking forward to seeing this one in action also. I've never seen Myst, so that demo CD should be interesting also.

The one thing that I am a little disappointed about is the fact that there are no other CD-based games available at the present time. We all heard that the JaguarCD was being held up because of software, over the past many months. Yet, there are still no titles available other than the pack-ins. Is the Virtual Light Machine good enough to hold people's attention long enough while we wait for some new CD games? I certainly hope so. Atari has managed to obtain some positive feedback with the JaguarCD available, the latest cart-based games, and the memory cart being recently released. However, they cannot afford to let this momentum falter - Atari and the public need a continuous stream of games coming over the next few months to take them into a successful holiday season.

Along with the JaguarCD review this week, we have a review of FlipOut by Steve Watkins, who recently joined the STReport Jaguar staff. Rayman will be in the hands of reviewers in a matter of days, so expect a couple of reviews of it in a couple of weeks. Other reviews are also on the way; we're working busily to keep you apprised of our opinions of as many of the current titles as possible.

The first of what we hope to be a long series of "CatFights", the online debates (which will be published) with members of the Atari Explorer Online staff is currently underway. Look for the transcript of that debate in our October 6th issue. The topic of the current debate is: "If you were Atari, which type of games would you be focusing your attention on at the present time?" This should be an interesting "discussion". Stay tuned! Well, we've got a lot of news and information for you this week even though this is our "off" week for Jaguar coverage. As Jaguar activity grows, there's not going to be any holding back of information just to hit our every other week primary coverage.

Until next time...

JAGUAR CATALOG STR INFOFILE - WHAT'S CURRENTLY AVAILABLE , WHAT'S COMING OUT .

Current Available Titles

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
J9000	Cybermorph	\$59.99	Atari Corp.
J9006	Evolution:Dino Dudes	\$29.99	Atari Corp.
J9005	Raiden	\$29.99	FABTEK, Inc/Atari Corp.
J9001	T McFur/Cresc Galaxy	\$29.99	Atari Corp.
J9010	Tempest 2000	\$59.95	Llamasoft/Atari Corp.
J9028	Wolfenstein 3D	\$69.95	id/Atari Corp.
JA100	Brutal Sports FtBall	\$69.95	Telegames
J9008	Alien vs. Predator	\$69.99	Rebellion/Atari Corp.
J9029	Doom	\$69.99	id/Atari Corp.
J9036	Dragon: Bruce Lee	\$39.99	Atari Corp.
J9003	Club Drive	\$59.99	Atari Corp.
J9007	Checkered Flag	\$39.99	Atari Corp.
J9012	Kasumi Ninja	\$69.99	Atari Corp.
J9042	Zool 2	\$59.99	Atari Corp
J9020	Bubsy	\$49.99	Atari Corp
J9026	Iron Soldier	\$59.99	Atari Corp
J9060	Val D'Isere Skiing	\$59.99	Atari Corp.
	Cannon Fodder	\$49.99	Virgin/C-West
	Syndicate	\$69.99	Ocean
	Troy Aikman Ftbball	\$69.99	Williams
	Theme Park	\$69.99	Ocean
	Sensible Soccer		Telegames
	Double Dragon V	\$59.99	Williams
J9009E	Hover Strike	\$59.99	Atari Corp.
J0144E	Pinball Fantasies	\$59.99	C-West
J9052E	Super Burnout	\$59.99	Atari
	White Men Can't Jump	\$69.99	Atari
	Flashback	\$59.99	U.S. Gold

Available Soon

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
	Ultra Vortek	\$69.99	Atari
	Flip-Out	TBD	Atari
	Rayman	TBD	UBI Soft
	Power Drive Rally	TBD	TWI
	Jaguar CD-ROM	\$149.99	Atari

Hardware and Peripherals

CAT #	TITLE	MSRP	MANUFACTURER
J8001	Jaguar (complete)	\$189.99	Atari Corp.
J8001	Jaguar (no cart)	\$159.99	Atari Corp.
J8904	Composite Cable	\$ 19.95	

J8901	Controller/Joypad	\$ 24.95	Atari Corp.
J8905	S-Video Cable	\$ 19.95	
	CatBox	\$ 69.95	ICD

Jaguar Developers STR InfoFile *Current Developer Lists & Titles*

Game Title	Date	Game Type	MSRP	Publisher
Air Cars	TBA	Racing/Combat	\$59.99	MidNite Ent.
Alien vs Predator	NOW	Role Play/Adventure	\$69.99	Atari
Alien vs Predator CD	2/96	Role Play/Adventure	TBD	Atari
Arena Football	10/95	Sports	TBD	V Reel
Assault	2Q/95	Action/Combat	\$59.99	MidNite Ent.
Atari Kart	11/95	TBD	TBD	Atari
Att. of Mut. Penguins	10/95	Arcade	TBD	Atari
Baldies (CD)	09/95	Action/Simulation	TBD	Atari
Batman Forever (CD)	04/96	Action/Adventure	TBD	Atari
Battlemorph (CD)	09/95	Flying/Action	\$59.99	Atari
Battlesphere	09/95	Space/Combat	TBD	4-Play
Battlestar	11/95	Space/Combat	TBD	?
Battle Wheels	2Q/95	Racing/Combat	TBD	Beyond Games
Black ICE/White Noise	12/95	Action/Adventure	TBD	Atari
Blue Lightning (CD)	08/95	Flying/Action	\$59.99	Atari
Braindead 13 (CD)	10/95	Action/Adventure	TBD	ReadySoft
Breakout 2000	11/95	Puzzle	TBD	Atari
Brett Hull Hockey (CD)	11/95	Sports	TBD	Atari
Brutal Sports Football	NOW	Sports/Combat	\$69.99	Telegames
Bubsy	NOW	Action/Adventure	\$49.99	Atari
Cannon Fodder	NOW	Action/Adventure	\$49.99	Virgin
Chas Barkley Basketball	09/95	Sports	TBD	Atari
Checkered Flag	NOW	Racing	\$69.99	Atari
Club Drive	NOW	Racing	\$59.99	Atari
Commando (CD)	11/95	Action (3D)	TBD	Atari
Commander Blood (CD)	11/95	RPG	TBD	Atari
Creature Shock (CD)	08/95	Adventure/Sci-Fi	TBD	Atari/Virgin
Cybermorph	NOW	Flying/Action	\$59.99	Atari
Dactyl Joust	11/95	Action	TBD	Atari
Dante (CD)	06/96	Action	TBD	Atari
Deathwatch	11/95	Arcade	TBD	Atari
Defender 2000	10/95	Arcade	TBD	Atari
Demolition Man (CD)	09/95	Action/Combat	\$59.99	Atari
Doom	NOW	Action/Combat	\$69.99	Atari
Double Dragon V	NOW	Action/Adventure	\$59.99	Williams
Dragon: Bruce Lee Story	NOW	Combat	\$59.99	Atari
Dragon's Lair (CD)	08/95	Adventure	TBD	Ready Soft
Dragon's Lair 2 (CD)	10/95	Adventure	TBD	ReadySoft
Dreadnought (CD)	2Q/95	Adventure	TBD	Atari
Dune Racer (CD)	01/96	Racing	TBD	Atari
Dungeon Depths	2Q/95	Action/Adventure	\$59.99	MidNite Ent.
Evolution: Dino Dudes	NOW	Puzzle/Adventure	\$49.99	Atari
Fight For Life	TBA	Combat	TBD	Atari
Flashback	NOW	Action/Adventure	\$59.99	US Gold
Flip-Out	08/95	Puzzle	TBD	Atari
Formula Racing (CD)	12/95	Racing	TBD	Atari

Frank Thomas Baseball	04/96	Sports	TBD	Atari
Gotcha!	01/95	Challenge	TBD	Unknown
Hardball Baseball	2Q/95	Sports	TBD	Atari
Highlander I (CD)	11/95	Action/Adventure	\$59.99	Atari
Highlander II (CD)	02/96	Action/Adventure	TBD	Atari
Highlander III (CD)	04/96	Action/Adventure	TBD	Atari
Horrorscope	2Q/95	Combat	TBD	V Reel
Hover Strike	NOW	Action/Combat	\$59.99	Atari
Hover Strike CD	09/95	Action/Combat	TBD	Atari
Hyper Force	TBA	Unknown	TBD	Comp. West
Ironman/XO-Manowar	04/96	Action	TBD	Atari
Iron Soldier	NOW	Action/Strategy	\$59.99	Atari
Iron Soldier II (CD)	01/96	Action/Strategy	TBD	Atari
Jack Nicklaus Golf(CD)	2Q/95	Sports	TBD	Atari
Kasumi Ninja	NOW	Combat	\$69.99	Atari
Magic Carpet (CD)	12/95	Action/RPG	TBD	Atari
Max Force	09/95	Action	TBD	Atari
Mindripper (CD)	02/96	Adventure	TBD	Atari
Mortal Kombat 3	04/96	Fighting	TBD	Atari
Myst (CD)	08/95	Interactive Novel	TBD	Atari
NBA Jam T.E.	12/95	Sports	TBD	Atari
Phase Zero	10/95	Action/Arcade	TBD	Atari
Pinball Fantasies	NOW	Arcade	\$59.95	Comp. West
Pitfall	09/95	Arcade	TBD	Activision
Power Drive Rally	08/95	Driving	TBD	TWI
Primal Rage (CD)	12/95	Fighting	TBD	TWI
Rage Rally	2Q/95	Racing	TBD	Atari
Raiden	NOW	Action/Adventure	\$49.99	Atari
Rayman	09/95	Action/Adventure	TBD	UBI Soft
Redemption (CD)	11/95	Action/Adventure	TBD	Atari
Rise of the Robots (CD)	11/95	Action/Arcade	TBD	TWI
Robinson's Requiem (CD)	09/95	Adventure	TBD	Atari
Rocky Horror Inter.(CD)	04/96	Adventure	TBD	Atari
Ruiner Pinball	09/95	Arcade	TBD	Atari
Sensible Soccer	NOW	Sports	TBD	Telegames
Sky Hammer (CD)	12/95	Flying/Action	TBD	Atari
Soccer Kid	2Q/95	Sports	TBD	Ocean
Soul Star (CD)	09/95	Action/Sci-Fi	TBD	Atari
Space Ace (CD)	09/95	Space/Combat	TBD	ReadySoft
Space War	09/95	Action/Adventure	\$59.99	Atari
Starlight BowlaRama CD	10/95	Simulation/Sports	TBD	Atari
Star Raiders	2Q/95	Space Simulation	TBD	Atari
Sudden Impact	12/95	Action	TBD	Atari
Super Burnout	NOW	Racing	\$59.99	Atari
Supercross 3D	09/95	Sports	TBD	Atari
Syndicate	NOW	Simulation	\$69.99	Ocean
Tempest 2000	NOW	Action/Adventure	\$59.99	Atari
Thea Relm Fighters (CD)	10/95	Action/Fighting	TBD	Atari
Theme Park	NOW	Simulation	\$69.99	Ocean
Tiny Toon Adventures	2Q/95	Action/Adventure	\$59.99	Atari
Towers II	12/95	RPG	TBD	JV Enter.
Trevor McFur	NOW	Action/Adventure	\$49.99	Atari
Troy Aikman NFL Ftbll	NOW	Sports	\$69.99	Williams
Ultimate Brain Games	2Q/95	Puzzle	TBD	Telegames
Ultra Vortek	09/95	Action/Adventure	\$69.99	Beyond Games

Val D'Iserre Skiing..	NOW	Sports	\$59.99	Atari
Varuna's Forces (CD)	11/95	Action/Adventure	TBD	Atari
VidGrid (CD)	08/95	Puzzle/Music Video	TBD	Atari
Wayne Gretzky NHL (CD)	12/95	Sports	TBD	TWI
White Men Can't Jump	NOW	Sports (w/Team Tap)	\$69.99	TriMark
Wolfenstein 3D	NOW	Combat/Action	\$59.99	Atari
Zero 5	01/96	Unknown	TBD	Unknown
Zool2	NOW	Action/Adventure	\$59.99	Atari

INDUSTRY NEWS STR GAME CONSOLE NEWSFILE - THE LATEST GAMING NEWS!

Game Counterfeited in Three Weeks

If the speed of the ripoff artists is any indication, the Albuquerque, New Mexico, American Laser Games must have a hit on its hands. The firm reports counterfeit copies of "Mazer," its new game for the 3DO system that shipped just three weeks ago, have been discovered on their way into the United States.

ALG President Robert Grebe says other titles from his company have been illegally copied, but this is the quickest appearance of a counterfeit. "We knew 'Mazer' was a good game, and now we know other people recognize it too," he said. "Unfortunately, this form of imitation does more harm than good for our industry."

The publisher says the pirated copies were intercepted earlier this week by U.S. customs in Anchorage, Alaska. The shipment from the Far East, identified as plastic for bank cards, contained 1,000 CD-ROMs that were unauthorized copies of four different 3DO game titles.

JAGUARCD STR REVIEW

Available Now
Price: \$149.99

by Craig Harris

August 24, 1995 will go down in video game history. It will be known as the day when thousands of Jaguar owners shouted in unison: "It's about time!!!" This was the day designated by Atari Head Ted Hoff as Jaguar CD's release date. After waiting a year and a half for the unit, it looked like it was finally fading into view.

August 25, 1995 will go down in video game history as well. It will be known as the day when those same thousands of Jaguar owners shouted in unison: "Alright, where the *beep* is it???" This was the day that people discovered the Jaguar CD was nowhere to be found. These people wanted an explanation.

After wading through two weeks' worth of angry Jaguar CD threads and Newsgroup messages, the unit finally hit the store shelves. Was it worth the wait?

Jaguar CD - Built Ford Tough

According to the packaging, the Jaguar CD player is a Philips-made double-spin drive (meaning the mechanism has the capability to spin discs at twice the rate of standard music CD players, allowing twice the data to be read in the same amount of time), and has the capability of reading standard music CD's, CD+ G (a not-widely used standard of

storing graphics on music CD's) and Jaguar CD software.

Physically, the drive sports only one control: the OPEN DOOR button. This button unlatches the drive door and pops it up. Once it's unlatched, the user has to open the lid like a toilet seat to fit a disc in. And because the unit interfaces with the Jaguar's cartridge slot, it provides its own replacement. (They still didn't provide a dust-cover for the slot...ah well.)

The drive also has a small plexi-glass window in the front. I've found that it serves two purposes: One, to show that a disc is in the drive. Two, to prove to skeptics that the drive is indeed a double-spin drive. You can see that Jaguar CD's spin twice as fast as music CD's.

As stated on a vivid sticker slapped on the front of the system box, the Jaguar CD comes packaged with Blue Lightning, Vid Grid, the Tempest 2000 soundtrack on CD, and a short demo of Myst. You'll find each of these discs sandwiched in their own styrofoam cubby-hole within the system's packaging. It also comes packaged with a set of multi-lingual instructions, an AC adaptor (disappointingly, a fat "power-pack" style AC adaptor, not a standard two-prong plug that's becoming a video game standard - included in the 3DO, Saturn and Playstation's design), a registration card, and a small ad for the upcoming Memory Track back-up cartridge (used to save CD games in progress).

Installation - a Two-Step program

Now that everything's carefully taken out of the box, plug the Jaguar CD into the cartridge slot of the Jaguar - making sure the unit lines up with the U-shaped groove on the Jaguar (So *that's* what it's for - as if you didn't know already). When it snaps firmly into place, plug the fat part of the AC adaptor into the wall, and the thin part into the back of the Jaguar CD unit.

Powering on the system will give you a brand-new Jaguar intro-screen. The Jaguar logo appears with swirly colors - no more Jaguar cube and dinky "Have you played Atari today" tune. Though you'll miss the deep gurgle of the Jaguar growl, you'll notice a pretty decent replacement of that intro on one of the included discs. At this point, the system will check to see if a cartridge is plugged into the slot. If the cartridge in the slot is a stand-alone game, the Jaguar will boot it within about five seconds after the new Jaguar logo. If the system sees a Jaguar CD related cartridge (like the Memory Track) or no cartridge at all, it will then check the drive for a CD. If it recognizes the CD as a Jaguar CD, it will boot the program. If it sees a standard Music CD, the system will load the CD-player.

If there is no power to the Jaguar CD when it checks the CD drive for a disc, a small graphic will appear under the logo: an arrow pointing to the back of the Jaguar CD, indicating that the AC adapter isn't plugged in correctly. If there is no disc in the drive and no cartridge in the slot, a different graphic will appear under the logo: a Compact Disc with a flashing question mark, a polite way of stating, "All right...where is it?" Ok...enough about the hardware. Let's see what this puppy can do.

VLM - I can see the music!

The Virtual Light Machine is a program that's built into the ROM of the Jaguar CD system. The swirly colors of the new Jaguar introduction screen is just a small sample of what it's capable of.

Putting a standard music CD will key up a pretty standard (and plain-looking) on-screen CD controller. Play, Stop, Scan controls on the top; track numbers on the bottom. In the middle sits the session settings...Randomize, Repeat, Program, etc. There's also a button for VLM and CD+ G.

Play the CD by hitting the 'B' button. A melt-o-vision graphical light show will begin playing behind the control panel. Hit the A button once to remove everything but the track-selection, time, and VLM effect number; hit it twice to enjoy just the lightshow.

Hitting "option" will temporarily display the VLM logo in the corner, VH-1 style. If the logo is rightside-up, the keypad functions as the effect selector, and the D-pad controls any user-defined effect. If the logo is upside-down,

the keypad functions as the track selector, and the D-pad controls volume and scan functions.

VLM has 9 banks, each assigned 9 effects. Do the math (tm), and you get 81 different effects utilizing a color palette of 65,000. Each effect ranges from subtle to surreal, but they all are affected by the intensity of the music being played. Some effects will look better with techno, some with classical, some with Floyd, etc. Hours will be lost flipping through CD after CD, discovering which effect works best with what disc.

While it's a stretch stating that VLM is worth the price of the Jaguar CD alone, it's damn close. You'll be amazed how little you'll use your "regular" CD player after playing with VLM. A definite 10.

Blue Lightning - Geez, Columbus was wrong...

Yeah, we know you didn't buy a CD-ROM player to see a trippy light show - you want to play GAMES. Well, with this first (and free) offering, it's sure to leave a bitter taste in your mouth.

Blue Lightning is loosely based on the Lynx game of the same name. The Lynx version was a fantastic air-combat arcade game that showed off the capabilities of the system. The Jaguar version is a pathetic rehash of the same game, minus the impressive use of the system's hardware. Though the developers tried *real* hard to utilize the CD, it all falls apart because the gameplay does not weave well with the CD-assisted features.

First of all, the game world is FLAT. You fly your flat aircraft in a flat 3D perspective, cruising over flat enemy grounds, shooting flat missiles at flat targets, avoiding flat mountains and flat buildings...all while trying to avoid being a giant flat explosion.

The game features some above-average rendered video sequences that show off the Jaguar CD's full-motion video capabilities, and has a decent Top-Gun-ish hard-rock soundtrack that show off the Jaguar CD's music capabilities. But these features do not mesh at all well with the poor attempt at an air-combat game.

Vid Grid - Jump in when you feel the groove.

Free disc number two is a niche product at best. Thank god it was free; otherwise it would be "Yet Another Atari Dust-Collector" sitting on retailer shelves. This way, it can be "Yet Another Atari Dust-Collector" sitting on *your* shelf.

Vid Grid is a port of a PC game you can find in those discount 5-foot 10 packs. It's a bunch of music videos starring Peter Gabriel, Aerosmith, Soundgarden, Van Halen, and other modern rock stars, thrown together in a "slide-puzzle" style game.

The idea is to piece each video in the proper order before it ends. While pieces are always the same size in a puzzle, the size of the pieces will shrink with a difficulty increase. Pieces can be mirrored, flipped upside-down, or both to make your going even tougher.

The video quality is excellent, the viewing window being around 3/4 the size of the monitor. The music quality is also equally impressive, with the music being in true stereo.

This is a definite "once around the block". Once you've seen all the videos, it's doubtful that you'll ever play this game again. And because of the music selection, I doubt I'll ever catch Grandma firing this disc up on her next visit.

Myst - Sorry, I myst the point.

Myst is a game I just can't figure out. No, not because of its difficult riddles and puzzles - but because of its resistance to remove itself from retailers' shelves and Top Ten lists. Why would something with so limited gameplay appeal to so many people for over 3 years?

First, it appeared as a Mac title, filling the Apple niche for a few months. Soon, it was moved over to the Windows platform, where a much larger audience enjoyed the game (and all the Application Errors). Then, the geniuses over at Sunsoft decided that platform-gamers were missing out, so they ported it over to the Sega CD, 3DO and Saturn machines.

Now Jaguar CD owners get a taste of things to come. Oh, heck, why not? Everyone's getting into the act, why should Atari be any different?

This demo disc gives a sample of Myst's appeal by offering two options: Interactive, demonstrating the game's interface, video capabilities, and cryptic storyline; and Slideshow, showing the beautiful artwork that will be used in the full version.

On Atari's side, the artwork ports extremely well from Myst's native 640x480 resolution to NTSC's more limiting standards. The colors are more detailed than the Windows version, too.

Bringing Myst to the Jaguar seems like a small cry from Sunnyvale: "See? We can do it, too!" It's time to move on...Myst had a good life. Let's find a better, more appealing game to associate with the term "CD-ROM game."

End of Track

With the Jaguar CD sitting quietly on top, the system finally looks complete. The question, though, is how much will Atari use this accessory?

The promise: 12 CD games by Christmas.

The reality: *Too early to tell.*

It's a gamble to purchase the CD unit without any retail software to back it up - you can only sneer at Blue Lightning and Vid Grid so many times. The promise from Atari is that 'A' quality CD titles are forth-coming, including Iron Soldier II, Primal Rage, Alien VS. Predator, Black ICE/ White Noise, Brett Hull Hockey, and Demolition Man. But for now, you have the VLM.

Reviewer's Ratings:

Design: 8 - Looks like a toilet. No dust cover on the cartridge slot. Other than that, it makes the Jaguar look "finished". The unit will not budge after installing.

Construction: 7 - The hub on the door rattles when open. The door only clicks shut when pressing on a specific spot.

Pack-ins: 6 - Blue Lightning - ick. Vid Grid - Nice videos...next. Myst Demo - You again??? VLM - "*****!" "A Ten!" "Must See Event of the Year!"

Overall: 8 - Even with sub-standard packins, the system will give you hours of entertainment right out of the box.

JAGUAR GAME TITLE STR REVIEW - "FLIPOUT!"

Available Now

by Steve Watkins

Developed by: Gorilla Systems

Published by: Atari Corporation

Price: \$49.99

Genre : Puzzle

of Players : 1

Save Feature : Battery

Welcome to the Great Tile Flipping Festival, hosted by the reigning World Champion, King Fluffy, and the people of the Planet Phromahj. As a new participant in this traditional contest, it's your goal to complete the various increasingly difficult levels of competition until you ultimately come face-to-face with King Fluffy in a battle to become the new Champion of the Great Tile Flipping Festival.

GAME PLAY

Each level begins with King Fluffy flipping all but one of the tiles, and an extra tile that has no home base position and is only there to make your task more difficult, into the air to mix and randomly land in a scrambled mess on the game board. As the mixed-up tiles settle back onto the game board, the tile that was not initially flipped pops into the air. It is at this point that you gain control of the flipper/cursor and begin play.

Your goal is to flip the tiles, one by one, into the air and make them land in their correct "home color" positions on the game board. As you attempt to do this, you must keep the extra tile(s) from landing in an already occupied position. If a tile lands on top of another, you lose and must start that level over. The outer edges of some "home color" positions give away what lies underneath, but to completely view a concealed "home color" space, you must flip the tile covering it into the air.

To complicate your task, other competitors (enemies), who are usually content to watch from the sidelines, will sometimes wander around the game board and cause havoc by doing nasty tricks with the tiles. Some will flip random tiles. Others will imitate tiles and take up empty spaces, forcing you to keep extra spaces open on the board to accommodate the real tiles. These competitors, which vary from world to world, range from harmless to quite annoying. The enemies give Flipout the majority of its charm.

THE DIFFERENT WORLDS OF FLIPOUT!

There are nine different Worlds to complete and each has a specific number of levels to complete before you're allowed to move to the next. Below is a brief description of each you will encounter, in order. The number of levels each world has is in parenthesis.

Cheese Planet (11) - The Flipout training world. Even the extra tile is helpful early on. The board is a 3x3 tic-tac-toe-like square grid.

Yellowstone National Park (5) - Instead of tiles and a square grid, you must place the six 'geyser rider' characters on the correct geysers, which are arranged in a triangular pattern.

Mt. Rushmore (3) - The four former President's faces are cut into four slices each. Place the face pieces in the correct positions.

Sphorkle Diner (5) - Flip plates of food to the correct tables. The tables, six in all, are arranged just like the Yellowstone geysers.

Easter Island (4) - One of the best worlds. A 3x3 grid in which the top three squares are on the tongues of three Easter Island stone monuments. The tongues move in and out of the mouths, trapping your cursor when it's in a closed mouth.

Hoopla World (10) - Back to the basic 3x3 square. Numerous enemies make their debut. This is where the game starts to get confusing. You will need to juggle several tiles at once, now and then, to stay alive.

Planet Pigskin (10) - Same as Hoopla World, with a different background. It's also a bit more hectic. The toughest levels in the game. Not as tough as King Fluffy on the Psychotic setting.

ZeroGravity Arena (5) - The basic 3x3 grid is joined by two other rectangular grids on top and to the left for a total of twenty-one squares. Moving the cursor from grid to grid is the biggest challenge this world has to offer. It's an interesting twist, but there's not much happening here.

King Fluffy Encounter (1) - A 4x4 board with sixteen different tiles. Old Fluffy has a multiple tricks up his sleeves to keep you from claiming his tile flipping crown.

FEATURES

There are only a couple of options available in Flipout. These are Load Game (from one of _five_ available save slots) and Difficulty (choose Normal, Hard, Insane or Psychotic).

Here's a quick description of each difficulty setting:

Normal - All tiles (or objects, like the Geyser Riders, Food Plates, etc.) remain visible throughout the game. Tiles correctly placed in their "home color" spaces will continuously flash.

Hard - Tiles (and objects) on the board are all one color (to confuse you), but a tile flipped into the air appears as its true color. Correctly placed tiles flash continuously, but are still only one (decoy) color.

Insane - Tiles (and object) remain only one color throughout the game and you never see the true color. Correctly placed tiles still flash continuously.

Psychotic - Same as Insane except the correctly placed tiles will only flash for a brief amount of time, after which you'll have to rely on your memory skills.

One feature many people will find helpful, especially parents who have a tough time with video games, is the ability to start a game on any difficulty setting after loading a game. This means you can play to the end of the game on Normal, save your position, then use that save to skip to any world on Hard, Insane or Psychotic. Be careful to save _before_ entering the final level, because you can't go back after reaching it.

GRAPHICS & CHARACTERS

Gorilla systems has created solid, yet unspectacular graphics for Flipout. The backgrounds are usually shaded, but are otherwise simplistic and, well, boring. The characters are also simple, but nicely shaded and animated. They give Flipout all of its charm and make the game interesting. They are bright, animated and have wonderful, unique personalities. You will chuckle, or even guffaw, a few times when you hear and see a couple of them in action. Again, this is the best aspect of Flipout, so I won't spoil the fun by describing them in the review.

The majority of the remaining graphics (tiles, objects in place of tiles, game boards) are simple, crisp and vibrantly colorful. One drawback is that certain tile colors are very difficult to distinguish from one another during the Zerogravity Arena level. None of the graphics will make you shout, "Wow!" In fact, some will remind you of 16-bit efforts. However, the important graphics, the characters and game pieces and boards, are well done.

MUSIC & SOUND EFFECTS

Half of the music sounds wrong for this game and the other half is right on. It's all quickly repetitive, some to the point of annoyance. A few worlds, however, include music that is imaginative and fun. I wonder if perhaps two different people worked on the music or if there was some sort of development compromise made because of cart space problems or ship date urgency. The familiar music, classical, you have heard before if you've spent any time in an elevator or a dentist's chair.

The sound effects save the day. They range from clever to sophomorically funny and all add something extra to the game. The score keeper has a gleeful cackle. The Rodeo Rider has a couple of wonderful sound effects associated with the mayhem he causes during play. And crisp (compared to most games) applause and sympathetic moans from

the unseen audience add the 'nice touch' that gamers always appreciate. The only complaint I have is that some characters don't have sound effects.

CONTROL

The control was good, but not perfect. When play get harried, you need to hold down the fire button a split second longer than you usually would and sometimes you'll need to hit the fire button more than once or twice to register a flip. Younger children will find the controls easy to learn, but will most likely become frustrated during the Zerogravity Arena levels and the Insane and Psychotic worlds.

BUGS!

I don't know if the Atari testing department is overworked, ignored by programmers or marketing, or just not real sharp, because this game, like several other Jaguar titles, has some obvious bugs that can be quite annoying. They aren't serious, but they may well cause you to lose, forcing you to start a level over. Since the game uses unlimited continues and you never lose the game, these bugs aren't terrible. I encountered half a dozen in two days of solid test play, which equated to about sixteen hours of game play.

OVERVIEW

I really wanted to love Flipout. I'm a Tetris and Klax addict and I was hoping that Flipout would be the next brilliant, addictive puzzle game to waste my brain cells on. This was not the case. Flipout is an easy game that becomes more a test of your patience and memory rather than a game of strategy, skill and reflex.

In fact, I finished the game on the Insane setting faster than I finished it on Hard. Granted, I had the control and "strategy" down much better after finishing Hard, but this points out that the difficulty settings didn't accomplish the goal of making the game more difficult. The main reason I finished faster on Insane was due to the randomness of the enemies "attacking" the board. They were much more active during the Hard game.

Even though there's a nice mixture of enemies, they are all very easy to deal with (flip, flip, flip, flip, flip...), even when many are moving around on the board at one time. There are no new enemies in the higher difficulty settings and the same ones will be found in the same places throughout the game. It would have been cool to have a "free for all" world with all the enemies going at one time.

Flipout, during the higher two difficulty settings, becomes trial & error and memory recall. It was like when you were a kid and you were playing concentration with a deck of cards on the floor of your room and your brother or sister messed with the cards while you played. The game, for me, needs more than disguised tiles to make it challenging. I expected the higher difficulty levels to add different enemies, different speeds, more tiles or a random placement of the "home color" positions, that was not the case.

I think a big flaw, if that's the right word for it, is that you don't ever lose the game. There are no "lives" to lose. There's no time limit. There's no incentive to finish a level that gets your adrenaline pumping. You can "die" on any level hundreds of times and keep playing that level until you pass it. It would be nice to play more games that don't go by the old "3 lives" scheme, but this game shouldn't have been one of them. If anything, Gorilla should have added this option so younger children and adults could customize the game to their tastes.

CONCLUSION

Flipout has fun, unspectacular graphics, great sound effects and ease of play that will appeal to many gamers. Grizzled Tetris & Klax veterans will probably find this title easy and lacking the "one more game" addictive quality that great games have. I think this title is a real hit or miss proposition for Jaguar 64 owners and a gamble at \$50+ . Flipout is a definite Play Before You Pay title.

SCORING:

Graphics:	6.5 (<u>Wide</u> variation)
Music/Sound Effects:	5.5 / 8.5 (A single score isn't fair...)

Control: 8.5
Instructions: 8.0 (B&W pics for a game that depends heavily on color is not great)
Reviewer's Overall: 7.5

Reviewer Recommendation:

If you enjoy puzzle games, Play before you Pay. If you can take or leave them, check out Rayman or Ultra Vortek. Or save for an upcoming release.

Comments, questions to Steve Watkins c/o STReport. CompuServe users can reach me easily in the Video Games, Sega and Atari Gaming forums.

Jaguar Online STR InfoFile Online Users Growl & Purr!

CATnips... Jaguar tidbits from Don Thomas (95.09.25)

We'll just have to call this the BIG NEWS issue!

"Coming October 6, Plug in the JAGWIRE(tm) network."

What does it mean? Here's the word...

"On October 6, Atari Corporation, CompuServe Information Service, Atari Explorer Online Magazine and Silicon Times Report unveil a new comprehensive official network of support for Jaguar 64 gamers. Make your modem roar with new official support access on the Internet and the CompuServe Information Service."

[Please note: the event above involves commercial participation between Atari Corporation and CompuServe online service. Please do not incorporate the above tag line on commercial services other than CompuServe such as Prodigy, Delphi, America On-Line or GENie. Those are very reputable systems also and deserve your support while a guest on their service. This message is a courtesy with appreciation for your support of Jaguar 64. Please feel free to CLEANLY delete all "Plug in the JAGWIRE" text found in this CATnips prior to posting on alternate systems if you desire.]

~ "That's ZOOPer" ~
Jeanne Winding, Atari Corporation

(Hello, Jeanne, we want to know what's "ZOOPer"!)

CONTACT: Patricia Kerr or Jennifer Hansen
Shandwick USA
(310)479-4997 or (800)444-6663

Rayman Saves the Day

Ubi Soft launches new 'super hero' title for Jaguar 64

SUNNYVALE, CA (September 19) -- Atari Corporation announced this morning the launch of Rayman for the Jaguar

64 entertainment system. Rayman is a challenging, unique game developed and published for Atari Corporation by Ubi Soft for the powerful Next Generation Jaguar 64.

Rayman transports players to a mystical world with vibrant animation and an upbeat soundtrack as they help the affable adventure her defeat bizarre enemies, rescue his friends and restore peace and harmony to the world. Combining challenging game play, cartoon like animation and authentic sound effects, Rayman appeals to gamers of all ages and skill levels. Players explore multi-layered worlds with independently scrolling backdrops leading to clever enemies that learn each gamer's playing style and fight back with wicked skill.

"Ubi Soft has developed an outstanding game for the Jaguar 64," said Ted Hoff, Atari's President of North American Operations. "The animation for Rayman consists of over 50 hand-drawn characters, 65,000 colors and 60 frame per second movement all of which highlight the superiority of Jaguar's 64-bit technology."

Gaming capabilities and sophisticated visual presentation have the industry buzzing about this new game for Jaguar 64. In the September issue, Electronic Gaming Monthly awards Rayman for Atari Corporation's Jaguar 64 the Editor's Gold Choice Award. Rayman is rated (KA) for kids through adults, is in stores now, and has a suggested retail price of \$69.99.

For over twenty years, Atari Corporation has provided consumers with high quality, value-priced entertainment. Atari Corporation markets Jaguar 64, the only American-made, advanced 64-bit system and is located in Sunnyvale, California. Headquartered just outside of Paris, France, Ubi Soft develops, publishes and distributes video games and computer entertainment software throughout the world, with offices in the USA, Germany, Japan, Spain, Italy and the UK.

NEWS RELEASE

FOR IMMEDIATE RELEASE

CONTACT: JOHN MARCOTTE TEL: (916) 954-0468

"THE JAGUAR'S EDGE" SIGNS MAJOR DISTRIBUTION DEAL

SACRAMENTO, Calif., September 22, 1995 -- Just days after shipping its' inaugural issue, "The Jaguar's Edge" announced an extensive agreement with International Periodical Distributors (IPD), a leader in the world of magazine distribution. "Our agreement with IPD will allow us to reach thousands of potential readers," reported Publisher John Marcotte. "Their extensive distribution network will insure that every Jaguar enthusiast in the country will be able to go down to their local bookstore and get the very latest in Jaguar news and information." IPD supplies numerous bookstores and other retail outlets including Barnes & Noble, Inc. (B. Dalton Bookseller, Bookstop/Bookstar, Barnes & Noble Superstores, Doubleday, and Scribner's), Waldenbooks (Brentano's and Waldenbooks & More), Crown Books, Borders Book Shops, Hastings, Tower Books, Encore and Coles, Lichtman's and United Cigar Shops in Canada, and many other independent retailers throughout the United States and Canada.

"The Jaguar's Edge" is the first magazine dedicated to the 64-bit Atari Jaguar interactive multimedia home entertainment system. The bimonthly publication is just \$15 within the U.S. for one full year.

Write:

Jaguar's Edge
P.O. Box 660291
Sacramento, CA 95866-0291.

Atari and Atari Jaguar are trademarks or registered trademarks of Atari Corp.

For Immediate Release:
September 22, 1995

Contact: Eric Cohen @ Extreme 912-475-1937 (fax)

"EXTREME" INKS EXCLUSIVE COVERAGE OF JAGUAR

(GA) - "Extreme" has announced that the publication will exclusively be covering the Atari Jaguar. In addition to television, motion pictures, music, and radio being covered, "Extreme" will now feature a section called "Extreme Interactive". "EI" as it will be known will cover topics including interactive cable, HDTV, and the Atari Jaguar. "Extreme" sees the Jaguar as the wave of the future and is ready to go hand in hand with the system through its voyage through the gaming world.

"Extreme" is an entertainment publication that is available through mail order. "Extreme" is available at \$2.50 per copy and \$15 for six issues. "Extreme", 119 Saddle Run Court, Macon, GA 31210. For more details or to order, send information to the aforementioned address or fax us at 912/475-1937. Watch for Extreme2000 via FAX and INTERNET this October.

The Jaguar Journal September 1995 is online. It is the one year anniversary issue and is dedicated to Josh Fritsch. It will feature reviews of VLM, Blue Lightning, Vid Grid, and more, along with lots of news and info, as always found in each and every Jaguar Journal. The file includes the transcript of the recent conference with Ubi Soft's Frank Slater. Look for Jaguar Journal on CompuServe or on CATscan [209/239-1552].

FROM THE INTERNET...

Date: Wed, 20 Sep 1995 22:49:01 -0400
From: Neuralog <neuralog@Starbase.NeoSoft.COM>
To: Multiple recipients <jaguar@bucknell.edu>
Subject: Super VLM *Without* CD!
Comment: Discussion of the Atari Jaguar and video gaming industry

Hi,

My first post to this list, so hope you get it! You may know this already, but... I was fiddling with my JagCD to see if there was some secret way to get it "Roar", and I discovered that with NO Cd or cart in pressing "* + # + A" puts it in VLM mode. Not JUST VLM mode, but VLM mode with greater (more wildly colorful) effects! Try it and select effect 3-8 and select track 85 and enjoy.

I'm posting this in hopes someone who doesn't already know will find it entertaining and also to see if anyone has found any other bits'o fun.

Still Looking for the Roar,

Ken Land

"Coming October 6, Plug in the JAGWIRE(tm) network."

Sb: #Live 95!

Fm: Simon Grierson 100407,2075

To: all

Okay,

I'm sending this into each section, so as to assure that you all get to see this nice little report on my escapades today :)

Okay, Live 95 is the event of the year for the UK consumer electronics industry.

It hosts most of the large, medium and small UK, american and oriental companies displaying their wares.

This year hosted the biggest Videogames presence of all. They were all there. Sony, 3DO (via Goldstar, and Panasonic), Atari, Sega and Nintendo.

Sega and Atari were present via a large games testing area, - the Ultimate Future Games show. Sony had machines in that section too, but more were available in their HUGE stand (better described as an 'Experience'). 3DO were absent from the game show, in fact, only a handful of machines were available to play on the manufacturers stands. Goldstar seemed more committed with their own upcoming games playing on TV screens.

Nintendo were present via their tour bus, the Challenger -and various machines in the Ultimate games show.

Anyway onto the games.

Sony:

By far, it was Sony who had the biggest presence, and most games at the show. They had rows of machines in the Ultimate Future Games show, mainly playing Rayman, but also some strange puzzle game :). Not only that, but they were in there with force in the HUGE Sony stand. Sony had a gigantic section of the exhibition hall taken up, with banners with their logo out, and a twisting walkway through which you walked, and experienced (hands on) all the Sony products. Lazer shows, big screen projection TVs, Playstation being yelled out at you at 10000 decibels, and finally, at the end of it all, a sweaty-hot room full of Playstations! Unfortunately, they were all occupied :) You also walked through a TV tunnel with a Playstation video playing looping over and over.

As a side note, Sony also had Destruction Derby and Wipeout demoing on the PC demonstrating their monitors. Basically, Wipeout stunk on the PC. Polygons tore (I.E. the joins between them split momentarily), the framerate was LOW, and the actual texturing and background graphics were of a significantly (and noticeably) poorer quality than that of the Playstations. 256 colour VGA just ain't the same. I believe it was also running on a Pentium system (since that's all they had available on the stand). Destruction Derby was running (as I said) and was showing the 'bowl' demo that is featured on the Playstation demoCD. It was a lot smoother than Wipeout, but the textures and general framerate was lower than the Playstations. The higher frame rate could also be attributed by the fact that not as much was happening, and not as fast as the scene from wipeout. Again, running off a Pentium PC.

Neither game was demoed for the Playstation at the show.

The Playstation room had lots of US NTSC units playing the launch games. Starblade Alpha, - stunk. Tekken, Brilliant. Jumping Flash, nice looker! Ridge Racer.< drroool> . Ace Combat. < droool> . Toshinden.
< Droool>

Basically, it was all seen and done before.

The Sony presence at the Ultimate Future Games show section, was a little better. Rayman was very impressive on the Playstation, but it wasn't the best version (I'll come onto that later!). Most machines had it running, but there was also

that aforementioned puzzle game (also on Saturn). Rayman looks absolutely spiffing, and an arcade quality game (if there ever were one, that is :)). Whoever doubts the Playstation's sprite handling abilities, should shut up, or have me come round and give them a good hiding :)

That's it for the Sony stuff.

Sega:

The second best presence at the show. Sega had the most GAMES showing, with the odd new one too. As I said earlier, Rayman PSX was impressive, but its the Saturn that takes the crown for the best version. More parallax. But only in the foreground. That's about it really. Otherwise, it's nearly full-screen on a UK saturn too.

Bug was there, but Sega insisted on using TINY screens instead of the huge 29" affairs Sony had all over the place. Even Atari had large screen TVs. This made the games look more washed out and less impressive. (the TVs they use suck too). Bug was great. I particularly like the scaling 3D effect. Parallax has a new meaning! (Me want, drool drool!).

Clockwork Knight. Well, ya know! Daytona, VF, VF Remix, and all the other current Saturn games were there too.

There were a few Megadrive/CD (genesis to you Yanks out there < G>) games, but nothing to get excited about :). Myst made an appearance on the Saturn and MegaCD (SegaCD).

Nintendo:

Quite simply, I wasn't impressed with their showing. Maybe it's me, I'm used to seeing lots of flash 3D graphics. But they had loads of SNES with Killer instinct, a few Super Gameboys with Donkey Kong Land, and a couple with some dragon eating game (?). Killer Instinct looks quite good (for 16-bit), but frankly, it wouldn't incite me to get a SNES. Killer Instinct never excited me in the arcade either. But for a SNES owner, it's certainly worth a purchase. It's as competent as any other beat-em-up.

They had their challenger bus there too. Nothing to mention there either. It wasn't running when I went past. A few more stand-up SNES display units were there too. Overall, Nintendo had more UNITS on display, but less GAMES.

3DO:

Ech. What are the 3DO Company Europe up to? Only 4 games to speak of, on display. Need for Speed, Fifa Soccer, Street fighter II, and one new one, Space Hulk. And as many display machines too. Panasonic had a paltry 2 units on display, while Goldstar had a games room (with a rather nice babe sitting in the doorway handing out a goodies bag!). Goldstar had their video running on ground-level screens (all 14") with a handful of upcoming games showing. BC racers looked shite to be frank, Primal Rage looks arcade perfect (better than the Pixel-land PC version, that's for sure). That was all I saw.

One of the other confounding elements was that 3DO Company were not even present. Also, neither stand were close. The Team 3DO stand at E3 sounds as though it totally blew away their Live95 efforts. But Space Hulk was the 3DO showstopper for me. Unfortunately, the framerate was VERY low (IMHO). It was as low as AvsP. But technically, the graphics in general, blew away AvsP. More detailed, varied, and colorful textures - with more detailed, less blocky, and better animated enemies. Can't wait to get it :)

Even Atari did better!

Atari:

More impressive showing than I thought they would have. Certainly better (in terms of variety of games) than Nintendo or 3DO. They were also present at the Ultimate Future Games show (in fact, thats ALL they had there. No stand).

Rayman on the Jag had to be the Jag's best game at the show. I was frankly unimpressed with most other games there.. Like with all games, gameplay can't easily be assessed in a five minute blast, but graphics can. Nothing on the Jag impressed me more than Rayman. Not the best version (the controller sucks compared to Sega's nice rounded, and delightful affair), but certainly comparable to the Sony version.

White Men Can't Jump. Err? I hope it plays well, because it certainly doesn't move or look good to me.

AvsP. Similar situation. Low framerate, grainy bland textures, with blocky characters. I hope it plays well though (it seems to, I had a fun five minutes wandering around being shot at!). Tempest 20000. Impressive special FX, smooth, and quite good. Just not my cup of tea as a game though.

Bubsy. Why bother? It just doesn't even do the Jaguar justice!

Val'desair Ski-ing (SP?). Okay, this one stumped me. I was convinced Atari had invented a SNES emulator, if it weren't for the fact that I knew it was a Jag game. The graphics, while not bad, were not exactly the quality I'd expect a system costing just under 2/3s the price of a Snes. But still, it was quite fun to play. Smooth and fast too. But I'd only really see it as a sub-level in a winter-sports game pack. Why didn't they do that?

Super Burnout. Okay. Lots of colour, very silky smooth, and fast. The control ain't bad either. And a 2 player mode. But the flickering headlamps in the night level, and the low-quality of the sprites (artwork wise), and the lack of variety in track detail put me off. I'm sure it's a blast to play long-term. But not my cup of tea. Not enough variety :-(

I may have missed a game or two, - but overall, I'd say, well done to Atari for actually beating 3DO to something that they NEED. COVERAGE AND PRESENCE! But in terms of software quality, - it paled in comparison to what Sega had on display. Sony had a similarly impressive showing (to Saturn) in their own stand.

Well done to Atari, but not-so well done for not having the JagCD there.
and as a side note:

Amiga:

Guess what! The Amiga 1200 from "Amiga Technologies GmbH" was there too! Only a few AGA+ piccies were spooling, and a demo of a new pinball game (with the Amiga connected up to a pair of TV goggles (impressive too!)).

Anyway, to round off the show

- CES blows it away in terms of New stuff, and E3, well, another galaxy?

Unfortunately, no other event is held this year for gamers. Only the computer specific shows (Like the Apple Xpo, or Mac Shopper/Computer Shopper shows). So we can't see the cool stuff until it's televised or printed in magazines :-(

Anyway, I hope my report was of value to you :)

TTFN,
Simon Grierson.

ONLINE WEEKLY STREPORT ONLINE

THE WIRES ARE A HUMMIN'!

PEOPLE... ARE TALKING

On CompuServe

compiled by
Joe Mirando
73637,2262

Hey there friends and neighbors. Boy, I'm constantly amazed by PC users. By PC I mean DOS/WINDOWS of course. A guy I work with got himself a computer a while back. Every other day, on average, he will walk over to me rather sheepishly and ask a "newbie" question. Y'know, something that has a simple answer, but someone just starting out doesn't know about. This, in and of itself, isn't what I'm talking about. Heck, that's the way you learn things. What I'm talking about is the old "Keeping up with the Jones's" syndrome. First, he's got to have a CDROM. Then, he's got to get 16 meg of RAM. Then he stops and asks "What's out on CDROM, anyway?" Then, he asks "What will more RAM do for me?"

It seems that he figures that these things will increase his understanding of what he's doing. Sorry folks, but that ain't the way it works. If you can't figure out how to associate a file in windows without a CDROM, you won't be able to figure it out with one. More computer memory won't fill your memory. Make the most of what you've got! That's the ticket! If you need more memory, by all means, go for it. But understand that it won't fix anything but a memory shortage.

Well, let's get on with the reason for this column... all the news and stuff that's available every week on CompuServe.

From the Atari Computing Forums

Last week Terry Cano told us about his STE, which shows signs of scorching from quite a bit of heat. This week Simon Churchill tells Terry:

"If there has been alot of heat then something is way out.

Do you know if the computer works? Dont try turning it on for the sake of finding out if it is o.k. as the PSU may be playing silly buggers and zap your I.C's with a bit more than + 5Volts.

If your near the U.K. I'd say 'Have my old one'. I had to remove mine as it was under powered for the system. My tower has lost the TWO PSU's it had and I know have a 200Watt PC PSU and all is well sorted!

(+ 4.5Volt's on the + 5Volt rail!!, how the hell the computer worked I don't know)."

Terry tells Simon:

"Actually I still get this guy to work....how....by holding one hand over top the case, over PSU, until warm uped...then it works for about two hours. The real irrating thing is that I'm in Los Angeles CA there is and Atari place here, Alternative Computers and Music Box. Both

basically ignore the request for info. to upgrade to a Falcon. They put you on hold, don't return faxes and phone messages... I'm about ready to go to the IBM, which what I'm typing on as we speak."

Simon replies:

"Have you tried look further afield if they have no interest? If you do go for a PC your might like to think about the GEMULATOR 4 which will still use any (most) of your ST software. A P75 or greater is recommended for Falcon type speed."

On the subject of browsing the Internet, Andrew Wright of Atari World Magazine asks:

"What about the new TCP/IP Internet/Web browser program suite that has just been released? Has anyone tried getting on to CIS with it?

For the record it's a TCP/IP stack called Stik which works as a desk accessory, HTML Browser for reading web pages and a special overlay file. Reports say it worlks with demon (a UK provider) but is problematic with some others at present. I can upload it if necessary.

I must say it sounds impressive - you could browse the WWW on a 520!"

Denis Postle tells Andrew:

"That sounds good. Let's have a look at it. Anything easier to set up than chimera will be good news."

Chris Roth asks Andrew:

"I'm looking forward to hear and see more about Stik. Will there be a feature in AW about that?"

Michel Vanhamme jumps in and adds:

"From what I understand, only SLIP is implemented at this time. I believe CIS requires a PPP connection, so my guess is that we will have to wait for PPP to be implemented in Stik, which the authors apparently intend to do...

> I must say it sounds impressive - you could browse the WWW on a 520!

It does sound impressive! However, though Stik can run on a 520, the Web browser does require 1MB ram I think. If you ask me, that's still a very impressive achievement when you look at the RAM needed by other machines to surf the Web..."

Michael Zehrer asks:

"But does anybody know, how to configure this for Compuserve?"

Michel Vanhamme tells Michael:

"As I've said, I don't think it is possible to use it with CompuServe yet. I think we will have to wait until PPP gets implemented in the program. Let's hope the authors are fast coders..."

Curt Vendel tells us:

"I was at the UNIX EXPO in New York City and I stopped by a booth that was selling the LINUX UNIX operating system, I nearly fell on my rear end when the guy started telling what systems it ran on and he said ATARI ST!!!! So where is it, where can I buy it, which systems does it run on, I have a MEGA STE with 4 megs and 120MB HD, I'd love to have UNIX on my Atari, can anyone help???"

Patrick Wong tells Curt:

"I think you can buy Linux for the ST from Toad Computers. I remember seeing something about a Linux CD version for the ST too."

Curt tells Patrick:

"Hey, I've been outta the ST scene for a while, I have a freeze dried terminal, is there anything else out there that is better, for some reason, none of my transfer protocols work anymore, I reloaded, got serial fixes, etc... and nothing seems to help, so you got any good suggestions????

Also, I know I can access the "NET" from CIS now, but is there a Mosiac type browser out there for ST's???? This is one of the reasons I'd love to run UNIX on my ST so I can use Netscape Navigator."

Patrick replies:

"Welcome back to the ST scene. I keep track of the STs even though I use mainly my IBM these days. The ST is a great computer!

About your terminal problem, what kind of software are you using? Which STE do you have? Also which modem are you using? I used to have problems downloading stuff on ST but I'm sure it was more of a software problem than a hardware problem.

You know, I read somewhere that someone or some company was supposed to be making or trying to make a browser for the STE but as of this moment, there are no Web Browsers for the STs. Hopefully someone will make one soon.

I hope this helps."

Well folks, I know that the column is short this week but, heck, you guys deserve a break < grin> . Be sure to tune in again next week, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

STReport's Computer Manufacturer and Publisher Listings

The STReport Web Site is administered to and maintained exclusively by STR Publishing, Inc..

The Computer oriented Listings and Web Pages spotlighting Computer Hardware & Software Developers, Book Publishers & Software Publishers will soon debut at our wholly owned and operated Server Site. Help support STReport International Online Magazine's Server Site. Please consider their products when contemplating either a new system, an addition or upgrade to your present system. Personal Web Pages (user) are accepted and will be published upon approval for a one time setup fee of \$25.

STR Publishing's Economical WebSite Provision Programs!

STR Publishing, Inc. (STR) maintains a commitment to utilizing the Internet and Web to keep computer users, worldwide, both private and commercial, informed of new trends in equipment, upgrade reports and future planning. Through highly informative Hardware and Software Reviews, Press Releases, hands-on stories, user experiences and show reports STR maintains its reputation of providing the most timely presentation of up to date information. STReport presents all the NEWS about new hardware, new software and how-to publications within HOURS of its being made public.

STR is dedicated to keeping the users, worldwide, informed of what your company has to offer at almost the precise moment its offered!

STR offers three versatile programs to offer attractive pages of information about your company on the Internet.

- For \$25 per month* you can list your company's name, address, phone numbers and up to three lines of information about your product line in the **STReport Manufacturer & Publisher Reference and Link Index**.
- For a \$100.00 setup fee and \$100 per month maintenance,** STR will design, to your specification, a separate page exclusively for your company. This page can contain up to 60 lines of information regarding your company and its products. Your company's name, address, phone number and up to eight lines of information about your product line will also appear in the Reference Listing and it will also act as a highlighted link to your page(s) of information.
- For a \$150.00 setup fee and \$150 per month maintenance,** STR will scan, in FULL COLOR, the image or logo of your choice, include it on your Web page and set-up links to each of your additional pages. (Original Artwork Extra) These additional pages can be used to provide detailed information about your product line, provide the location of dealers or, as a mini online catalog. Additional text pages will cost \$25 setup and \$50.00 per month maintenance. Additional images can be included for \$25 per image (one time fee). Your company's name, address, phone number and up to twenty lines of information about your product line will also appear in the Reference Listing and it will also act as a highlighted link to your page(s) of information.

Take **full advantage** of our exceptional and highly economical **WebSite** programs.. **Call Today!**

Email us at rmariano@delphi.com

VOICE: 904-786-8805

FAX: 904-783-3319

DATA: 904-786-4176

or,

write us at:

STR Publishing, Inc.

P.O. Box 6672

Jacksonville, Florida 32205

STReport hopes your company will take advantage of this wonderful opportunity to provide information concerning your company and your product line to Computer Users, world wide via the Internet. And, at the same time, help keep a great online magazine available week after week. - Pricing negotiable *minimum annual listing, prepaid **minimum six month

STReport's "EDITORIAL CARTOON"

**"The bible tells us that Samson killed 10,000 Philistines with the jawbone of an ass.
Ten times that number of customers are slain each day with the same instrument."**

STReport International OnLine Magazine

[S]ilicon [T]imes [R]eport

HTTP://WWW.STREPORT.COM

AVAILABLE WORLDWIDE ON OVER 100,000 PRIVATE BBS SYSTEMS

All Items quoted, in whole or in part, are done so under the provisions of The Fair Use Law of The Copyright Laws of the U.S.A. Views, Opinions and Editorial Articles presented herein are not necessarily those of the editors/staff of STReport International OnLine Magazine. Permission to reprint articles is hereby granted, unless otherwise noted. Reprints must, without exception, include the name of the publication, date, issue number and the author's name. STR, CPU, STReport and/or portions therein may not be edited, used, duplicated or transmitted in any way without prior written permission. STR, CPU, STReport, at the time of publication, is believed reasonably accurate. STR, CPU, STReport, are trademarks of STReport and STR Publishing Inc. STR, CPU, STReport, its staff and contributors are not and cannot be held responsible in any way for the use or misuse of information contained herein or the results obtained therefrom.

STR OnLine!

1995

Since 1987

"YOUR INDEPENDENT NEWS SOURCE"

Copyright © 1995 All Rights Reserved

September 29,

Issue No. 1139