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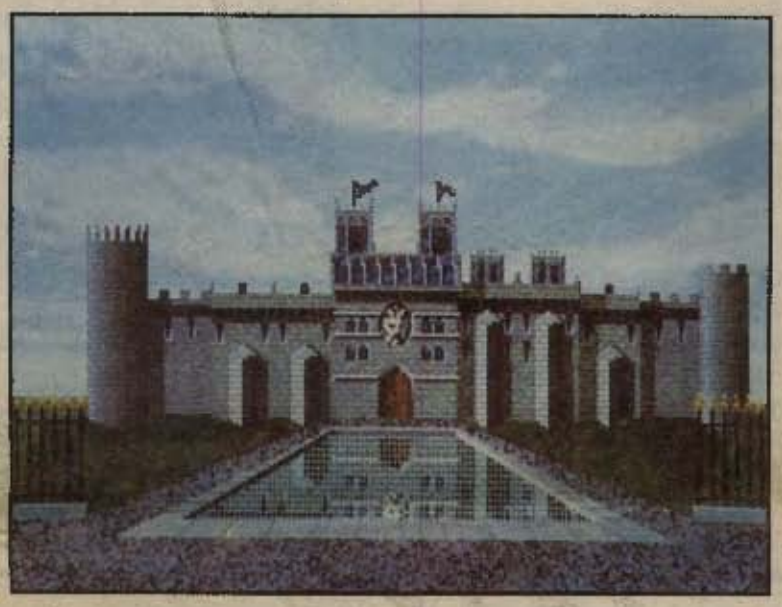
**Vol. 1, No. 11** **DECEMBER 1992**

# IT'S GOOD TO BE THE KING!

by Graham Heywood

**NORMALLY I'm not too hot on "god" games. You know, the "control a planet, city etc.". They are very nice, but not what I look for to spend an hour or two relaxing with after a hard day. But recently, a game of this type grabbed my attention. I guess it was the byline *"Build an Empire to Stand the Test of Time."* So I turned the box over and read on. OK, I said to no one in particular, this at least seems worth-while loading. And so it came to pass that I became hooked on *CIVILIZATION*.**

The premise of *Civilization* is to take a new civilization from 4,000 B.C., up to the present day and beyond, to colonize the stars. Of course, you have to give a guiding hand or two along the way. Sounds relatively simple, but throw a few competing civilizations into the mix and things start to get complicated in a hurry. Add in a few revolutions by your own populace (especially when they develop democracy) and things get really hairy.

The starting options are simple: choose either planet Earth or a custom-made planet where you choose land mass, temperatures, moisture and starting date. It takes a while to generate a planet *(Well, after all, it took God six days! -ed)* and this time could be usefully spent reading the enclosed book. Although you can jump straight in and get your feet wet, there are a lot of nuances you might miss. For instance, one of the first things I build when I can spare a city to the task are the Pyramids. This wonder enables me to change the type of government to democratic without needing to develop the necessary technology.

After the fairly lengthy time needed to generate your planet, the next option is level of difficulty. You get to choose from five levels, chieftain to emperor, and finally how many opposing civilizations (three to seven). The more civilizations does not necessarily mean the game is more difficult, but obviously the fewer opponents you have, the more likely you are to be left in peace during the formative years. But don't forget, the more opponents, the greater the opportunity for trade, including technologies. But be careful who you deal with, because you don't want to give nuclear technology to Genghis Khan!

The final option is to pick your tribe. They will be placed near their historical location. There are two ways to win in


Continued on page 3.


# CD-ROM and CDTV now available for Amiga 500 owners

AMIGA 500 owners can now add the new A570 CD-ROM drive to their machines for only $399.00 until the end of December 1992.

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Continued from page 4

# RAMblings

a review in next month's issue. For now, suffice it to say, it's the closest thing I've seen to magic. *Caligari* has been updated and is outstanding. It now comes with a video. I only wish they'd spent a few more bucks and hired a professional "voice". I don't like the constant "ums" and "ahs" and having to rewind the tape to listen again to what he said. *Virtual Reality Studio* from Domark is a 3-D modelling program that is outstanding if you want to design your own games.

On the game front, my son was impressed with *Super Space Invaders* from Domark and Psygnosis' latest episode of *Shadow of the Beast* impressed me, and I don't impress easily. *Air Support* (also from Psygnosis) is average. On the down side, *Guy Spy* from Readysoft is worth a miss, unless you're a fan of the *Dragon's Lair* series. All these software packages should be reviewed next month.

Finally, if I've said anything in this column that offends anyone, then I suggest they write their rebuttals down and send them to me at *Amiga News*. I promise that I'll give them my fullest attention.

❑

Continued from page 1.

# IT'S GOOD TO BE THE KING!

*Civilization:* 1) Be the first to reach Alpha Centaura, and 2) Kick the #$!**!& out of the other civilizations. But there are levels of "winning". The first time I "won", my rating was compared to Dan Quayle, which I assume is a way of saying : "Could do better."

The first task awaiting you is to find a suitable site for your first city, my recommendation is to found your city immediately, since each move at the beginning of the game takes 10 years from your allotted time of 6,000 years. Even though you are starting off at 4,000 B.C., you need every single year if you hope to survive. So it doesn't pay to waste several hundred years roaming around, looking for that perfect site. I found it expedient to sell my palace early and use the money to buy military units to explore the surrounding area. Some of the things they can bump into are "scrolls of wisdom", which give immediate technological advances, friendly tribes of mercenaries, and of course, the odd barbarian tribe. They can also find the opposing civilizations and trade knowledge, or just wipe the suckers out.

There are quite a few options that need tweaking if you wish to maximize your civilization's production and intelligence. You also have to keep them happy. Well, if not happy, at least content. In the beginning, a temple keeps them in line. But as they advance religion alone is not enough. You have to adjust tax rates to allow for a few luxuries. The type of government is also a factor, *etc., etc.*

One of the most critical decisions you have to make is which technological improvements to pursue and how much of your Gross National Product to put into this effort. If your long-term plan is to conquer, then obviously military applications are the prime effort. For instance, in one scenario I played, I had gunpowder at approximately 500 B.C. This, of course, made overrunning my neighbors fairly easy, utilizing my cannon and musketeers. In the technological advances area, hindsight is wonderful, and to help you plan, there is a convenient guide in the back of the manual.

I do have a couple of complaints. One is the time factor. I'm sure that even 4,000 years ago, it didn't take 20 years to move a hundred miles or so. The other complaint is the attack/defence ratio. It's difficult for me to understand how a cavalry unit can defeat one of my fighter aircraft units. What are they going to do — wave their swords and shout nasty names at it?

*Civilization* will run under both 1.3 and 2.0. It also runs fine on 68000 and 68030 systems. It will load to hard disk, although in the version I received, there are a couple of bugs. The first is when under 2.0, exiting the program sometimes causes the system to crash (Strange, because the only copy protection is of the "book type"). The second is even stranger. When loaded onto hard disk and running the program, you are asked to insert disk 8. This is an easy fix. Just assign disk 8 to dh0. There is a patch available on most bulletin boards and MicroProse will send you one if you buy the early release.

These are minor irritations that are easily overlooked in the grand scheme of things, because *Civilization* has kept my attention far longer than anything else in my library, and it has been responsible for more late nights than I care to mention. Long live the king!

Contact: MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030. (310) 771-1151.

❑

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- Optional sheet feeder can hold and process several pages automatically.
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The PS-400 Wand is available direct from Migraph. The $899.00 retail price for the PS-400 wand includes *Touch-Up* and *Migraph OCR*. The optional sheet feeder is available for an additional $249.00. The retail price of the PS-400 with *Touch-Up* (but without *Migraph OCR*) is $799.00.

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# LETTERS

## OOPS! LEAVE OUT A WORD AND LOOK WHAT HAPPENS!

My goodness, I didn't know that an Amiga was equal to 50 processors on the other computers!

Seriously, a transcription error has made my controversial (but in my opinion, true) statement appear ridiculous. Most people would understand the meaning, but there are those who would take this thing out of context and beat me and you over the head with it.

My original letter stated "Why do the other guys need FIFTY >>MHz<< processors to do what the Amiga does with 7 MHz!" The "MHz" was left out.

My point was that the others' "speedy" computers, when saddled with windowing environments, ungainly memory configurations and memory managers of questionable reliability, slow down to a speed that is not very different than a stock Amiga.

When they try to multi-task with all this other stuff going on, they slow down. If the programs don't like the multi-tasking, they sometimes crash. Some programs also have inexcusable installation conflicts which cause these problems. I know some pretty knowledgeable computer people who are constantly complaining about this. This is what I meant when I said they still don't really multi-task. The Amiga doesn't seem to have this happen often.

Combine these problems with software that has not been written according to the rules or didn't anticipate the advent of multi-tasking and you have a mess that won't be straightened out for years. This I believe is the real reason some of the "Names" won't write for the Amiga. They still can't get it right with *DOS*.

I stand by my other statements. I hope some of the problems with the Amiga's image can be corrected. Amiga-specific publications can't do it by themselves. As we have seen recently, the problems are not entirely created by Amiga owners or by Commodore.

**Frank J. Podroskey, Jr.,**
**Monongahela, PA**

## YOU REALLY LIKE US!

We received the latest copies of *Amiga News* and they were warmly received by the members of our users group. The up-to-date news in the paper was interesting and we look forward to up and coming issues.

**Edward Barszczewski,**
**Hartford Amiga Users Group,**
**S. Glastonbury, CT**

## STRICTLY SPEAKING...

First, let me say that I think *Amiga News* is a fine publication for my favorite computer — The Amiga.

Now then, it saddens me to point out a grammatical error in your October '92 edition, page 5, *re* "Ace Con — Missouri."

The expression "first annual" is grammatically incorrect. An event may be annual only if it has occurred at least once. 2nd, 3rd and 25th annual are all acceptable, but "first annual" is a contradiction. The words "first" and "annual" in this text are mutually exclusive. So watch it!

**Dan Dwyer, San Antonio, TX**

*The implication of "first annual" is that it is planned to be an annual event. To simply say that the event is the first leaves open the question of whether or not there will be a second and its frequency. Perhaps we should have expressed it as "the first in an annual series", but shortened it to "first annual" in the interest of brevity.*

## HELLO COLORADO SPRINGS

We are Amiga fans, but I have not seen *Amiga News* in any of our local stores. Unfortunately, we do not have a local Amiga dealer. We took a vote at the meeting last night and it was unanimous — we would like to receive *Amiga News!* So please add our name to your list.

I am looking forward to finding out the latest news in the Amiga community. I am not able to subscribe to many magazines and feel that I must be missing out on something. Even magazines such as *Amiga World* are often two to three months out from the latest developments. We are also interested in finding out about international developments. And, maybe even some news and information about public domain software.

**Bill Jones, editor *Softwords***
**Commodore Club of Colorado Springs**

# RAMblings

**by Graham Heywood**

I guess that by now most of Amigadom is aware of the existence of the Amiga 4000, although they may not have actually seen one in the flesh. Most of the reviews have concentrated on the AGA chip set, which once again raises the Amiga to where it belongs (out in front), but one of the things which has impressed the socks off of me personally is the speed of the thing. Would you believe that on some operations it runs about 500 times the speed of the plain 68000-equipped machine?

On the subject of new machines, Commodore released the 1200 at Comdex (It should be at the dealers in early December, I was told.). Its main selling points are the 32-bit Advanced Graphics Architecture (AGA) and co-processor slot. This makes me wonder: if this is the entry-level Amiga, then where does the 600 stand? Is it meant to be a game machine aimed at the Nintendoids, or is it meant to be a collector's item? I think it's a dead end!

The 1200 is a great entry-level machine. Even if you want to upgrade to a 32-bit system, its basic specs are: one 3.5" floppy, 2 MB of chip RAM and internal IDE interface (why not SCSI?), RGB digital and analog, color composite and RF modulated video outputs in multiple resolutions, including NTSC and VGA. Full support for PCMCIA memory and I/O cards, internal expansion up to 6 MB. SCSI adapters and FAX/modem cards that connect via the PCMCIA slot are promised soon!? The internal 150-pin local bus edge connector should enable a 32-RAM expansion, co-processor expansion and the addition of CPU accelerators, all for a recommended price of $699. Now that should bring a few converts into the fold.

A while back, I wrote an article entitled *"Is the Amiga Doomed?"* I have never had so many people lay into me (or *Amiga News*, for that matter)! The phone was ringing off the book after that was published. Dealers refused to put the issue on display, and advertisers were contacted and asked to pull their ads from an anti-Amiga publication. But out of all the reactions, the most surprising one came out of CBM themselves. I'm talking about them releasing the 4000 a year early. In my conversations with the upper echelons at Commodore, I found that my article was one of the reasons, so I guess you have me to thank that it's been released with that stupid IDE hard drive. If only I'd kept my mouth shut, the SCSI-equipped machine would have been released sometime in the future.

Also, the reason that no national advertising campaign has been launched is that it is a "chicken and egg" situation. It's like this: the Amiga needs more dealers to satisfy a national campaign once it's launched, and before they can launch a campaign, they need more dealers. Sounds like a cop-out on CBM's part to me. On the "needs more dealers" front, I've been asked on my travels: "Why doesn't *Amiga News* carry those discount mail-order ads that predominate on *Amiga World* pages?" The answer to that can be traced to my pig-headedness. I believe they hurt Amigadom and are directly responsible for a lot of the woes of Amigaland. My reasoning is as follows: The discount dealers demand the highest discounts from the hardware and software manufacturers. They are then able to sell thousands of units, which means that your local dealer cannot compete on price. So you, looking for the most bang for your buck, send off for your latest purchase and your local dealer goes out of business. (Because he makes next to nothing on the Amigas he sells, he counts on after-machine add-on sales to make his living.) After he goes out of business, no more new machines are sold in your area. So therefore, I make a point of not accepting ads from the large mail-order discounters.

On a more pleasant side, there had been a rash of outstanding software released lately. My particular favorite is *Morph Plus* from ASDG. Morphing objects has never been so easy, but its review has never been so hard. There are so many features, I could write a book, but look for

**Continued on page 2**

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# KISSING SPEED

by Lee Heywood

It's a wonderful life, being an Amigoid. You get to sneer at all those unfortunate MAC and IBM owners boasting about their wonderful "multi-tasking windows" and graphics capabilities and all those other platitudes they trot out as to why theirs is the superior platform. I generally just sit back, smile and say "That's nice." I'm happy with my plain 68000-equipped Amiga, or should say, I *was* happy with it.

The standard 68000 is more than adequate for most tasks, until you try a 030-equipped machine and then it seems downright sluggish. The obvious answer is to get an 030 board (The 040 boards are still priced in the second mortgage range.). Well, we've seen the price of 030 boards drop over the last year, and now the Krueger Company had taken CSA's *Mega-Midget Racer* and dropped a 33MHz 030 and 68882 floating point unit in it and are selling it for under $300. Admittedly, $295 is not a lot under, and if you add the optional 512K bytes of SRAM it will bring the price up to $339, but considering the performance gain over a plain vanilla system, it's a cheap price to pay.

The *Mega Midget Racer* is generally thought to be the best 030 board (at least, it's the best I've tried), but when you start adding the options it starts to look like not a lot of change out of $500. The Krueger Company's version comes with a 68000 already installed, so the only option you have to consider is the daughter board, if you want to upgrade to a couple of megs of 32-bit RAM.

Installation is a breeze. If you have any trepidation about opening your Amiga's insides, then a trip to your local dealer and an exchange of green stuff is in order. If you feel comfortable opening the case of your Amiga, you can install the board yourself. It just plugs into the 68000 CPU socket (after you've removed the old CPU which you get to keep as a spare). The only thing to watch out for is static, which can destroy most chips. A simple precaution of working on an anti-static mat and wearing an anti-static wrist strap will avoid any problems. The only thing to watch out for is if you are using 2.0, have the SRAM option and want to load the 2.0 operating system into the 32-bit RAM, putting a jumper on W3 will use all the 512K for 2.0 operating system.

After installation of the board, you need to alter your startup sequence. Then comes the good stuff. You want to see how fast this sucker is? Well, on some of the benchmark tests, it outperforms a standard 3000 (not bad). On others, especially ones which don't make use of the math chip, it's slightly slower; most noticeably when copying blocks in chip memory, it's only about twice as fast as a standard 68000. What does this translate to in real life? The average program will run approximately 5 times faster and programs that are written to take advantage of the 030 and math chip will run up to 50 times faster.

All of a sudden, using most application packages becomes a pleasure. For instance, imagine using *Pagestream* without taking a coffee break while it updates the screen, or watching *Vistapro* rendering a new screen without going to the movies for the matinee. I tried most of my software library running under 030 and they all worked, but if you have some older software that won't run on the 030, then the 68000 is software selectable.

The real power of this combo only became apparent when I was visiting a friend (he is a friend, even if he owns a 386), and he loaded a Mandelbrot program that he was proud of (Kind of silly, I know, to try and impress an Amigoid with a graphic program on an IBM.). So, after watching it take what seemed like forever to zoom in a little closer, I invited him back to my place. I then proceeded to show him a public domain Mandelbrot program that takes approximately 5 seconds to redraw. He took one look at the speed, another look at the 500, turned white and said, "But I've got over $2,000 invested in my 386, and this toy makes it look silly."

The Krueger Instant Speed System (KISS) will install on all 500, 1000 and 2000s and offers the BEST price/power combination available, especially if you spring for the SRAM option. If you feel like buying your Amiga a Christmas present, give it a KISS for Christmas. It will thank you, and you will thank yourself every time you use it.

Contact: Myron Lieberman, The Krueger Company, 1544 W. Mineral Rd., Tempe, AZ 85283. (800) 245-2235.

❑

# A4000 Drive Problems?

Due to an unfortunate mishap at the factory, all of the A4000's shipped by Commodore prior to 10/14/92 have a serious problem with hard drive performance. Fortunately, there is an easy fix to the problem.

Somehow Commodore has formatted the drives using the Old File System, which barely works with the A4000's IDE controller. The following describes how to fix the problem. **NOTE: THIS PROCEDURE ASSUMES YOU HAVE NOT INSTALLED ANYTHING ON THE A4000'S WORK: PARTITION.** If you have installed anything, you must backup the contents of Work:, or **ALL DATA WILL BE LOST!**

If you do not understand CLI, or any of the commands below, please stop and find someone who does!

Here's how to do it:

1) Open a CLI Window.

2) Type "FORMAT DRIVE HD1: NAME Work FFS INTL QUICK" and press the RETURN key (do not type the quotes).

3) Type "COPY HD0: HD1: ALL" and press RETURN.

4) Type "FORMAT DRIVE HD0: NAME System3.0 FFS INTL QUICK" and press RETURN.

5) Type "HD1:C/COPY HD1: HD0: ALL" and press RETURN.

6) Type "HD0:C/DELETE HD1:#? ALL" and press RETURN.

7) Type "HD0:C/COPY HD0:TRASHCAN#? HD1: ALL" and press RETURN.

When the last command is finished, you should reboot the computer. That's it!

If you have any questions, please feel free to call CHS at (800) 798-2497.

❑

# *Your Family Tree* now available from MVP Software

*Your Family Tree* users may have read of the June 30, 1992 dissolution of MicroMaster, Inc., manufacturers of the genealogical software. Have no fear, though. The rights to the program have been purchased by Michael Pasterik, former project manager of *YFT*, who together with his wife Vicki, have formed MVP Software to continue marketing and support for *YFT*.

If you have unsuccessfully tried to contact MicroMaster, Inc., in the last six months, you may contact MVP Software with your problem. Full time technical support and information will be provided from 9:00 a.m. to 9:00 p.m. Eastern time at (412) 378-0411.

Version 2.2 of *Your Family Tree* is now available. This version of *YFT* is compatible with *Workbench* 2. Work on the *YFT* Utility package is progressing. This package will provide GEDCOM import and export, tiny tafel, and many other additional reports and utilities. Pricing and availability will be announced at a later date.

Contact: MVP Software, P.O. Box 458, Aliquippa, PA 15001. (412)378-0411.


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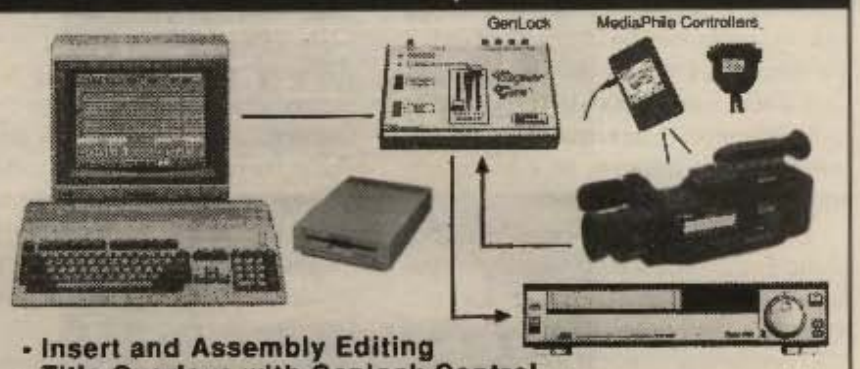


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# RGB Establishes European Distributor

Video Equipment Sales Ltd. (VES), Bedford, England, has been appointed by RGB Computer & Video, Riviera Beach, Florida, as the European distributor for the complete range of RGB's *AmiLink* editing systems, according to Bob Gilbert, RGB president.

"We are happy to welcome VES into our growing family of distributors," Gilbert said. "This gives us the opportunity we have been looking for to turn our plans for a European market expansion program into action."

VES' Barry Parker met recently with RGB officials in Florida to finalize the working agreement, which got underway in early September.

"We will launch the distribution with the appointment of several sub-dealerships in the United Kingdom," Parker said. "They began receiving *AmiLink* products at the end of September."

Parker said dealer sites are also being set up in Holland and Germany as test models for what will eventually be a European network of *AmiLink* dealers under VES.

"This development of our business will enable us to move forward very quickly into a new dimension," Parker stated. "The offline broadcast market is currently very poorly served by choice in editing equipment, especially those using computer platforms. With the *AmiLink* range, we have products that are superior to anything else currently available. *AmiLink* is simple to learn and easy to install and use."

Contact: Mike Rowe at RGB, (407) 844-3348, or VES at 0462-815985.

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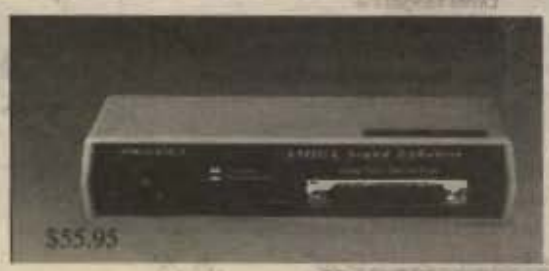


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# Notes from the Nets

## *Rumor has it. . .*

**by Times Roman**

Most of what you'll see in this article are rumors or guesses based on news, gossip, and conjectures that are currently making their way across the world's networks. ***Unless otherwise notified, treat everything you read here as such.*** *Notes From The Nets* is by no means the authoritative source on anything but possibilities.

### COMMODORE

The Amiga 4000 has begun shipping in earnest, and appears to be selling quite well. One user in Germany claims that his local dealer sold fifty of them almost immediately after the first shipment arrived, and rumors say that they're heavily back-ordered in the US as well. To help boost the machine's sales, Commodore has continued advertising in various industry trade journals, including a color glossy four-page insert in some magazines. Some folks have indicated that the ads we've been seeing lately are just the beginning.

**Continued on page 8.**

**Continued from page 7.**

According to other news coming from various parts of Europe, Commodore has begun shipping the machine that has been called the A800, the A1000+, the A2200, and a dozen or so other names. Its real name, at this point, is the Amiga 1200.

According to the description floating around, the machine is essentially a souped-up full-32-bit A500/A600 combination. A 14 MHz 68EC020 (an 020 with sixteen megs of address space rather than four gigabytes), socket for a math coprocessor, and the AGA chipset with two megs of chip RAM will be the basis for the machine. Built-in IDE and an optional internal hard drive, a floppy drive (apparently not high density!), a PCMCIA slot, and a 150-pin processor slot for things like accelerators, bridgeboards, and other expansion devices, will make this quite a flexible system. Pricing in the UK for the base machine is only £399 without hard drive, with the A600 probably soon to drop to £199. It's in an A500-like case (sorry, no detached keyboard), but as a replacement for the 500 it's a decent machine.

Other sources on Usenet claim that Commodore Germany's president, Helmut Jost, has publicly claimed 4.5 million Amiga sales worldwide. With all the increased activity from CBM, especially here in the US, this number is likely to continue to rise faster than ever. According to a German PC magazine, Commodore (including the Amiga, PC, and 64 lines) ranks fifth in market share by dollar value in that market with 6.5% of 7.3 billion DM. However, in terms of sheer unit quantity, CBM holds a whopping 28.3% of the market, with its nearest competitor (a company that makes low-priced PC clones) having only 10.2%.

Commodore will be appearing in some major media events in the near future where they've been conspicuously absent at times in the past. They'll be attending the Winter Consumer Electronics Show in January; this would be the ideal setting in which to announce a revamped CDTV (known to be in the works), the A1200, and Commodore's upcoming line of "personal digital assistant" type machines.

But before CES, at the November COMDEX in Las Vegas, Commodore will be showing off the 4000 in the company of folks like IBM, Microsoft, Apple, and more than 2000 other companies. It's also said to be highly likely that we'll see even more announcements of new gadgets from Commodore at this show, and the whole computer industry will be there to witness it. COMDEX will also be the site of the announcement of the winner of the "4000 Reasons to Own an Amiga" contest.

## NEW TOYS COMING SOON

Several Amiga companies are on the verge of releasing numerous new products to add a wide range of capabilities to our favorite machine.

Digital Micronics has issued official press releases about their long-awaited (and mentioned here several times previously) Vivid 24 and Digital EditMaster boards. The combination of these two devices will provide full twenty-four-bit, very high resolution video editing, high-speed frame grabbing, real-time ray tracing, *etc.* While not cheap by any means, the DMI products, when fully decked out with RAM and coprocessors, provide a good bit more graphics horsepower than high-end workstations costing several tens of thousands of dollars.

In support of DMI and PP&S's SAGE compatible products, we may soon see an Amiga/SAGE port of a very-high-end, well-respected piece of software. I'm referring to *Alias Animator*, the program used on big UNIX workstations to do the effects in movies like *The Abyss*.

On the more affordable side of the graphics spectrum, Inovatronics is bringing the AVideo12 and AVideo24 products from Europe into the US. Providing twelve or twenty-four bit displays at list prices of $500 and $1,000, respectively, both can combine their own graphics with standard Amiga displays as well as external video sources (such as genlock), and both come with basic software (the twenty-four-bit version includes the powerful *TVPaint* as well). The twenty-four-bit card can do high-speed double-buffered animation.

Also coming from Inovatronics in the near future are *CanDo 2.0*, the latest release of the well-known authoring/programming system; *TurboPrint*, apparently a replacement or enhancement for the standard printer driver system. *TurboPaint* will provide high quality printed output. Another upcoming Inovatronics product is an adapter to make IBM analog joysticks look like digital joysticks to the Amiga (translation: you can use them with any game, even if it doesn't support analog joysticks) *(unfortunately, a call to Inovatronics revealed the adapter is only available in Germany, with no present plans to import them —eds)*.

Elite MicroComputers, a company mentioned previously for their 486SLC upgrade for the 2386 bridgeboard, has some other new offerings coming to the market. These include a plug-in 486SLC unit for the 2286 bridgeboard, a 50 MHz 68030/882 accelerator for the A3000 called OverDrive, and TurboSync, an external de-interlacing device which, at a tentative price of $300, promises to fix the flicker on any Amiga, including AGA machines and displays such as DCTV and HAM-E.

Blue Ribbon Soundworks is becoming a big player in the Amiga multimedia market. In addition to announcing major upgrades to *Bars & Pipes Pro*, *SuperJam!* and *Patchmeister*, they've been commended for their work toward bringing the Olympics to Atlanta and for their support of a program called "Music for Life," to benefit children.

Want to run your *Workbench* on a high-resolution screen without paying big bucks for a still-not-shipping GVP EGS board? Two devices now available in Germany, Domino and ArMax, use standard VGA chips on a Zorro-II (along with a replacement *graphics.library*) to run *Workbench* on screens as large as 1280x1024 (provided you've got a monitor that can handle it) with sixteen to 32,000+ (at lower resolutions) colors on screen at once. Both are priced at the equivalent of about $400. Neither is available yet on this side of the Atlantic.

Joining *ImageMaster*, *Morph Plus*, and *Cinemorph* in the crowded Amiga "morphing" market is *Morphus* from Impulse. *Morphus* behaves a bit differently than the others, though, in that it operates on *Imagine* objects to create realistic 3D morphs over time.

On the game front, rumor has it that the popular *Ultima Underworlds* will be available for the Amiga early next year.

When the 4000 was announced, there was worry that the new AGA chip set would be slow to be supported. It seems, though, that this is not the case. In addition to the numerous packages mentioned last month, it seems that even the game companies will be jumping on the AGA bandwagon. Psygnosis and MicroProse have pledged AGA support, and LucasFilm Games is apparently considering porting

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over their upcoming *Star Wars X-Wing Flight Simulator* game. Electronic Arts has announced *DPaint IV AGA*, a new version of the popular graphics program including full support for the new chipset.

A company called Ambitious Technologies is trying to bring the *Toaster* to the 3000 with the release of *Toaster* Oven, a replacement case which will turn the A3000 into a many-slotted tower machine.

## ACCIDENTAL AMIGA

The Amiga has gotten itself a bit of accidental (and mostly unnoticed) media coverage lately. In a special *Time* magazine issue called "Beyond the Year 2000," IBM bought out the ad space for the entire issue, and the magazine is filled with ads for Big Blue. However, on the editor's page there's a picture of Arthur C. Clarke, author of *2001: A Space Odyssey*. Arthur is sitting in front of an Amiga 3000, and there's a sticker behind him that says "Amiga Fever."

IBM also publishes a magazine called *AIXtra* for users of their *Unix* systems. In the October issue, according to one Usenet user, there's an article called "*Ringling School Combines Art with RISC Technology*." The article talks about the school's use of Macintoshes and PS/2s being used for art projects at the school. There's even a quote about animation students spending lots of time in the PS/2 lab. An accompanying photo shows those students happily at work on their latest projects . . . on Amigas.

Speaking of the press, it seems that the president of an Arizona users' group has got certain members of the media quite upset; Commodore isn't happy about the situation either. He wrote a letter to the editors of *Byte* accusing Jerry Pournelle of only including Amiga discussions in recent columns of his because of Commodore's advertising in the magazine. Magazine lead times, as well as the fact that Jerry really doesn't have anything to gain by doing this, suggest otherwise. This seemingly minor incident has generated heavy traffic on BIX, where Jerry makes his electronic home. Many Amiga users are outraged by the letter. Are these the same folks who almost constantly accuse Jerry of only writing something good about a machine when he gets free hardware to write about? Commodore has even gone so far as to remove the users' group from its list until a public apology is made.

Isn't this taking things just a little too far, folks? As a journalist and a person in the public eye, Jerry should be prepared to take criticism, even if that criticism is based on false premises. A reasoned response to the accusations made in the letter, rather than an attempt at public humiliation of its author, would have made those involved in the response sound more like intelligent adults; instead, the situation seems to be one of large-scale whining.

## FALCON FACING EXTINCTION?

Atari, once a favorite bashee for Amiga users around the world, is trying to make a comeback with the introduction of the low-priced Falcon, the first truly major upgrade to the ST series. Mentioned here before, this machine features a 16 MHz 68030, blitter, digital signal processor, and up-to-65,000-color graphics, at a price that will put it up against the like of the Amiga 1200. From the machine's specs, it seems like it will have near-unbeatable sound capabilities, but won't be able to graphically compete with AGA-equipped Amigas. It has only one expansion slot, a processor-direct one, and its internal architecture is such that the graphics chips share the entire bus with the processor, thus bogging down the 68030 rather severely. (Picture running your Amiga with only Chip RAM). It does have built in *LocalTalk* networking, and will eventually ship with a pre-emptive multitasking OS ("unlike offerings from other personal computer manufacturers," says Atari's press release . . . ha!). As of this writing the Falcon has yet to ship, but it's currently promised for November.

If the Falcon doesn't fly, though, Atari had better start working on a Phoenix in hopes of being able to rise from the ashes. Slow sales have forced Atari to close down its offices in Canada, Dallas, Illinois, and Taiwan, cutting its R&D branch in half and letting go of a large number of employees. If Atari can pull off reasonable Falcon sales, and manage to get back some of the games market with their Lynx and another upcoming game system, they might be with us for a while longer. If not, it's quite possible we'll see them vanish entirely from the US.

## THE REST OF THE WORLD

In the latest round of the Intel *vs.* Motorola wars, both companies have made official announcements about the next generations of their 80x86 and 680x0 processor lines. Instead of the 586, Intel has for some time been calling the 486's successor "P5." The chip has now officially been dubbed "Pentium." Intel wanted a copyrightable name to keep the chip-cloners from marketing similarly-named processors.

Motorola publicly revealed some details about the 68060; this 68040 successor will have many things in common with the architectures of the Pentium and numerous RISC chips. While still a thirty-two-bit processor (still no sixty-four-bit Amigas for a while, I'm afraid), the '060 will perform at about 3.5 times the speed of a twenty-five megahertz '040. It contains over two million transistors and uses a pipelined, superscalar (*i.e.*, it can execute multiple instructions simultaneously) to achieve speed gains. Motorola says that 50 and 66 MHz versions should be available in quantity by early 1994.

IBM is rumored to be hard at work on OS/2 3.0, a multiplatform, multiprocessing OS which they hope will compete with MicroSoft's upcoming *Windows NT*.

The alliance between IBM and Motorola to produce a line of RISC processors (based on IBM's PowerPC architecture) has already started to produce results. The PowerPC 601 chip, which incorporates the equivalent of 2.8 million transistors, will be used in future systems by Apple, IBM, and others. Since Commodore has mentioned that it is investigating various RISC architectures, it's quite possible that the PowerPC will be looked at.

Another possible candidate is the IMS 3250, a two-chip 90 MIPs, 100 MHz RISC CPU that the company claims will be able to emulate a 25 MHz 486 or a 30 MHz 68040. These chips should be available late next year with quantity pricing of only $50-60.

By the time you read this, RAM prices might be on the rise. An anti-dumping tariff (80%! And you thought sales tax in some states was bad) has gone into effect against Korean chip manufacturers. If other sources can adequately cope with the increased demand, the prices should stay low, but increases are possible.

MicroSoft is under investigation by the Federal Trade Commission for monopolistic trade practices. Ol' Bill Gates might find himself in court fighting to keep the government from splitting up his company a la AT&T.

One last item for this month: hidden messages in 3.0! I'm not positive what they are or how to find them, but two hints have surfaced: "When it is about time to learn the secrets of the master, one must also qualify for enlightenment," and "Control is given to those who are shifted four from the start and do not give up on the alternate course."

Good luck!

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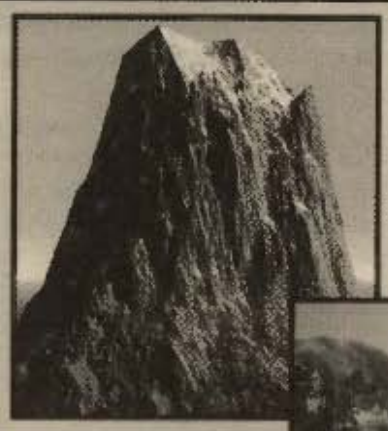

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"Officer Tracker then ordered the occupants out of the vehicle, searched the vehicle, and found half a marijuana cigarette in the front ashtray. Officers Tracker and Joe Lebanon subsequently searched the trunk and found $4800 in cash and 24 one-pound bags of marijuana. They arrested the driver, one Juan Merry, for possession of narcotics.

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## 30 yard penalty on play

by Graham Heywood

I guess I've always been a fan of Computer Football games, since about the mid-70's. Automated Simulations' *Tuesday Morning Quarterback* was a regular on my PET (Commodore's first computer, not my dog). It had these really neat blobs that moved around. The ball (represented by another blob) used to move as well, although not always with a player blob attached. So when Mahoney Software Products' *GM Football* landed in the office, Terry signalled a fair catch, but fumbled. I recovered and ran for the end zone.

Reaching the safety of the end zone (my Amiga), I examined my prize. Mmmmm, those screen shots look a lot like blobs. Well, the blurb promises "The excitement never ends", because you get to scout, draft and sign some of the top college players, to take your losing franchise to the Super Bowl. Well, I'm always up for never-ending excitement, so I loaded it and prepared to be excited. I wasn't.

I scouted, I drafted, and negotiated, if you could call it negotiation. In all the negotiations I've been involved with, the buyer offers a price, the seller counters, and so on. In these "negotiations", the players' agent's counter usually consists of "My boys are going to the bush leagues. Bye." The first time through the draft section of the program, I made the mistake of not arming myself with pen and paper. I figured that a computer program of the nineties should be fairly verbose if its main selling point is stats. Well, the draft screen opened and I knew I'd made a mistake. My team needed a: SE, WR, PN and QB. So I rebooted and went through the whole routine again, made it through the draft and actually signed some guys. This procedure was about as exciting as watching paint dry.

Now comes the excitement, I thought. I get to play the game. Uh-oh, what's this option: "Do you want to call the plays or let the season auto-play?" Hell, if I'm a coach, I want to call the shots, not let some computer do it for me. So the game starts. I've got possession and call a running play and the blobs start milling around. I gain a couple of yards. Not exactly exciting, blobs milling around. Well, to give you the *Readers' Digest* version, I play the whole mind-numbing season, didn't make it to the playoffs, drafted, *etc.*, played another season and made it to the play-offs, lost in the first round, drafted *etc.*, and made it to the Super Bowl. Did I once get excited? No, but it makes me feel nostalgic for *Tuesday Morning Quarterback*. Now if I can only find my PET, and if the cassette tape still works (It only takes about 30 minutes to load, which isn't bad for a 32K program, eh!), I'll be ready for some excitement. Failing that, I suppose I could always go and watch the grass grow, because that's more entertaining than *GM Football*.

Sorry, on a scale of 1 to 10, this rates about -7,000,000.

❑

# FONTS, fonts
## My Kingdom for a new typeface!

by Lee Heywood

Have you ever felt like you needed an extra fonts or two for your desktop publishing program, gone down to your friendly local dealer, looked over the offerings, thought about what is available on the other platforms and then wished that you could have just a few of those fonts for your system? Well, wish no longer. 80-Track Software has the answer — over 300 Adobe Type One fonts in just one package of 15 disks.

First, the bad news. These fonts are basics fonts, with few of the sorts that a full font carries. Also, some of the sorts are in different locations from the standard Amiga key layout and have to be accessed by different keys.

The good news is that 99% of these faces are display faces. By display faces, I mean headline type that you just don't use as body text. There are a few duplicates (the same face with a slightly different name, as in *Park Avenue* and *Park Haven*, but if you have ever felt a need for a "different face", then I'll guarantee that you'll find what you're looking for.

If you need to send your *Star Trek* a missive from Klingon High Command, then there's a very nice Klingon typeface. Should you need to send out formal invitations, then take your pick of several scripts. If you feel your newsletter needs something other than *Times* for its body text, then there are several choices. There are also specialized fonts, such as fractions, and even a bar code font! If you need a dingbat font, then there are several included. All in all, a font for every occasion.

These are all Adobe Type One fonts, which means that using them with *Pagestream* is easy. Just drop them into the *PostScript* fonts drawer, update, and they are available to your program. Just be sure to create several new drawers to drop them into, as I believe *Pagestream* only addresses 256 files in any one list, and there are over 1,000 on the 15 disks. Using them in *ProPage* is a little more of a problem. They have to be converted to a format that *ProPage* will accept (Just one more reason I prefer *Pagestream* to *ProPage*). Adobe Type One fonts are *PostScript* fonts, so they will give excellent results on most printers — these faces looked excellent on my HP III.

The only problem I have now is that I'm spoilt for choice and the best news is the price: $69.99

For more information call Eric at 80-Track Software at (516) 678-9631 or write to them at P.O. Box 309, Oceanside, NY 11572.


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# *"Eli's Lesson"*:
# A gentle film with an Amiga Soundtrack
## *Amiga sound systems geniuses do things "the Saskatchewan way"*

When the words "Amiga" and "special effects" are spoken in the same sentence, usually the first images that comes to mind are the morphing visuals that stunned audiences in *Terminator II*. Now, a Canadian company, Integrated Solutions, Inc., has added film soundtrack mixing to their portfolio of accievements. ISI, which is well known for its live-action animatronics effects (see *"Dances With Amiga"*, *AMIGA NEWS*, August 1992) cooperated with Mind's Eye Pictures in the production of *"Eli's Lesson"*, a made-for television film starring 1992 Academy Award winner Jack Palance and an ensemble of well-cast actors to produce a timeless story of youth coming of age.

*Eli's Lesson*,, the heartwarming story of a Hutterite boy whose "impossible dream" is to become a pilot, has been over four years in development. The film is notable because of the co-operation and assistance it received from Saskatchewan's Arm River Hutterite Colony, who saw the film as an opportunity to present to the rest of the world a look at their unique and often misunderstood culture.

As a film project, *Eli's Lesson* has demonstrated its commitment to using Saskatchewan talent wherever possible: from a crew and cast roster of 250 persons, over 90% came from within the province. However, when it comes time to mix the final soundtrack, the accepted norm on feature films produced in the province has been that you would have to go to Vancouver or Toronto, simply because the equipment and expertise did not exist here. Rob Bryanton, composer and producer, has been responsible for the music on a good number of those projects: "The first Saskatchewan television show I actually composed a score for (rather than just appeared in) was in 1977. That show had to be mixed in Calgary. Over the next fifteen years, we have seen more and more Saskatchewan people gain expertise in the many levels of audio production which go into the final mix, and increasing amounts of the preparation of those final tracks happening in province...but when mix time came, on any of the larger budget projects you were still expected to hop in a plane to somewhere else."

Jim Folk and Rob Bryanton, co-owners of Integrated Solutions, believe that no longer need to be the case. "We convinced Kevin DeWalt, the film's executive producer, that he would be able to get a final soundtrack mix of the highest quality without leaving home," says Folk. "We also pointed out we have a chance to spend more time on the fine details of the mix than a high-price, high-pressure facility in Vancouver would, simply because of the cost factors involved. And nowadays there

is no reason for a film mixed here or anywhere else to sound noisy or muddy: in *Eli's Lesson*, all sound elements remained in the digital domain until the final mixdown, making for a CD-quality soundtrack".

All audio was then laid to 24-track tape at Inner City Sound Studios by Audio Post Engineer Warren St. Onge, who also supervised the digital dialogue edit. A completely automated mixdown of these tracks was created by sound mixers Rob Bryanton, Jim Folk, and Warren St. Onge, using three Amigas to program the automation of the final soundtrack, with each responsible for a portion of the 24-track mix

"We're grateful to have been given the opportunity to show that by using the latest advances in digital technology, world class audio post is now obtainable in our province," says St. Onge.

Not only was their approach more cost effective, but it allowed more creative possibilities as well. "Because we were able to provide the director and producers with rough mixes of all of the show elements in context for almost a month before the final mix, we were able to avoid much of the hasty last minute editing process with film and audio layered together for the first time only days before the mix is completed."

With an eye towards future international distribution, a full M&E (music and effects, no dialogue) mix of the show was also completed. When the show is sold for broadcast in a non-English speaking country, actors will be able to overdub new speaking voices for the film's characters, with the rest of the film's soundtrack being provided by the M&E mix.

Creation of the sound effects tracks for an M&E mix can be a painstaking task, since it requires the re-creation of every single sound which might otherwise have naturally been recorded at the time as the dialogue: background ambiences, effects, footsteps, clothes, and so on, all must exist as separate tracks from the dialogue. Occasionally, these sounds could be pulled from the location audio tracks provided by sound recordist William Butler.

Protrax Production Group, a local concern to the area of the shoot, (and who also assisted with the digital dialogue edit) were contracted to assist in the collection of the mulitple layers of stereo background ambiences heard in the mix, with sound designer Rob Bryanton and engineer Warren St. Onge creating and recording the remaining foley, effects, and background tracks as required.

Bryanton is enthusiastic about the creative opportunities opened up by the elements of fantasy and adventure found within the script. "Sometimes we play little tricks with the audio - Eli's fantasy plane might transform into a tractor or a truck in the next scene, for instance. As sound designer, it was my job to co-ordinate the dialogue, music, and effects tracks during their creation to ensure that they would work together in ways which best support the emotion of the moment, and the telling of the story.

We were also able to call upon our years of mixing sound for different kinds of playback systems, to ensure that the final soundtrack would be as effective as possible, whether it was being heard on a single three-inch speaker in a portable TV, or played in a high impact 'home theatre' set up with surround sound. The *Eli's Lesson* story has such a wonderful epic quality to it, so it was important to us that the soundtrack have that same sweeping sense of grandness."

Integrated Solution, Inc., is owned by Rob Bryanton and Jim Folk, two composer/producers who have maintained a thriving business in Saskatchewan producing custom created music heard across the province, and in some cases, around the world. As a company, they were responsible for the "interactive computer-controlled soundscape" system which has been garnering rave reviews at Wanuskewin Heritage Park, just north of Saskatoon. This groundbreaking system, described in the *Amiga News* earlier this year as "the soundtrack for Virtual Reality", features a completely natural sounding twenty-four channel soundscape which changes according to the time of day, and the number and location of visitors within the space. Based on custom-programmed software rather than the more traditional hardware-based approaches used in similar installations, their system has also been raising eyebrows because of its extremely competitive pricing.

"It's possible for people to have so much power available to them now, with comparatively little cost attached," says Bryanton. "All aspects of the recording and sound production industry are seeing a shift from 'who has the most expensive toys' to 'who has the best ideas'. As producer of the new CD by the Saskatchewan country band the Red Hot Burritos, I've been fascinated to see them getting playlisted on radio stations all over the world, without having to leave the province at all. And with my trip to the Shaw Festival this summer, where I created the music for their production of Brecht's "Drums In the Night", I saw no reason at all for people to think that the level of soundtrack production available in this province is second to the larger areas."

For this busy Saskatchewan company, the future seems very bright. Says Folk "We started Integrated Solutions to show people the exciting innovations that are possible when you combine relatively inexpensive technology in interesting new ways. The soundtrack for *Eli's Lesson* is a good example of what can be done with attention to detail, commitment to quality, and computer-based digital audio. With Jack Palance's association with the project, it's possible that more people will be seeing this film than any other feature ever produced in Saskatchewan. As a showcase for what can now be achieved right here, we're proud to have been associated with the project."

Jim Folk or Rob Bryanton can be contacted at Integrated Solutions, Inc., 342 Fairview Rd., Regina, Sask., Canada (306) 565-2061, FAX (306) 543-0207.

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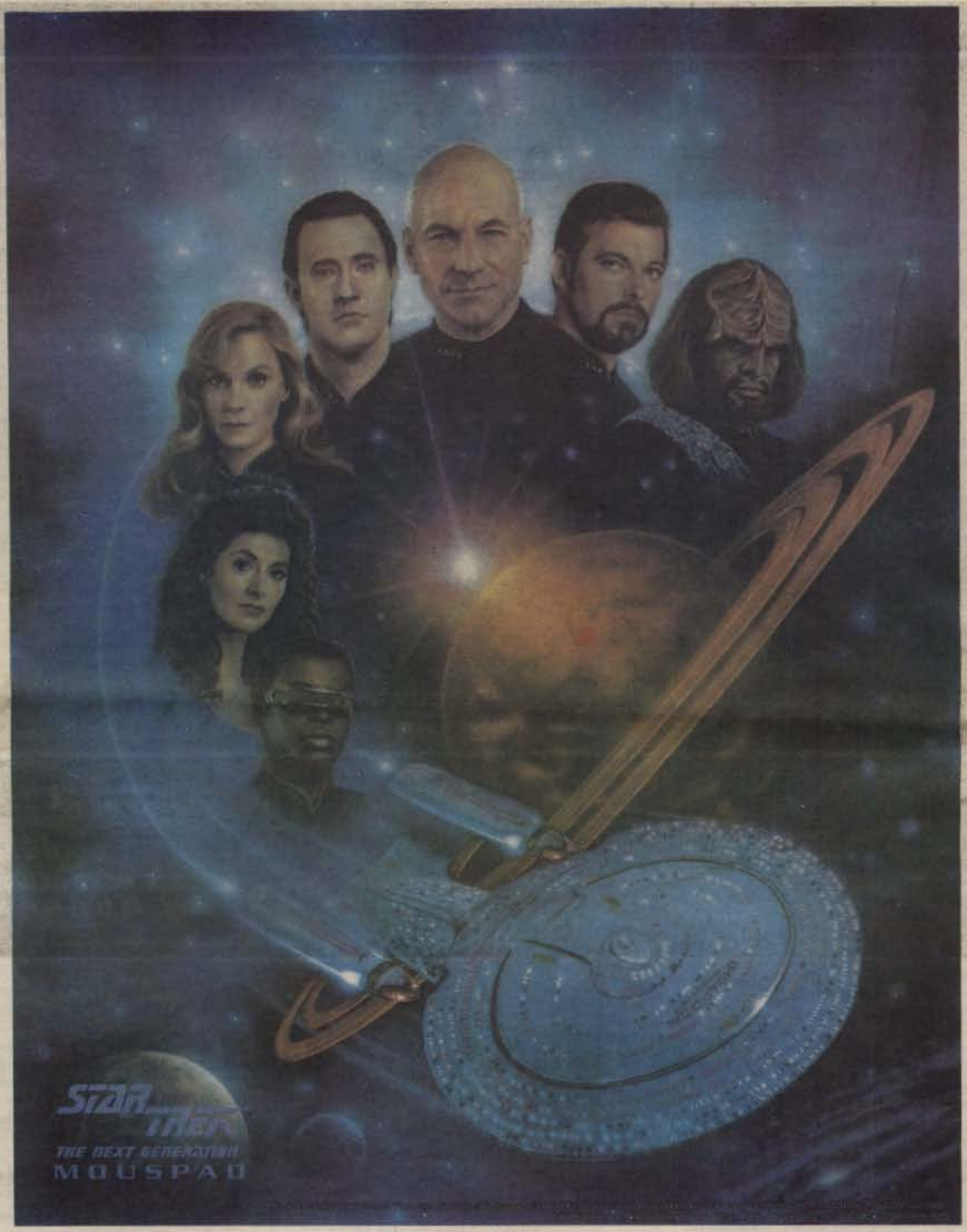


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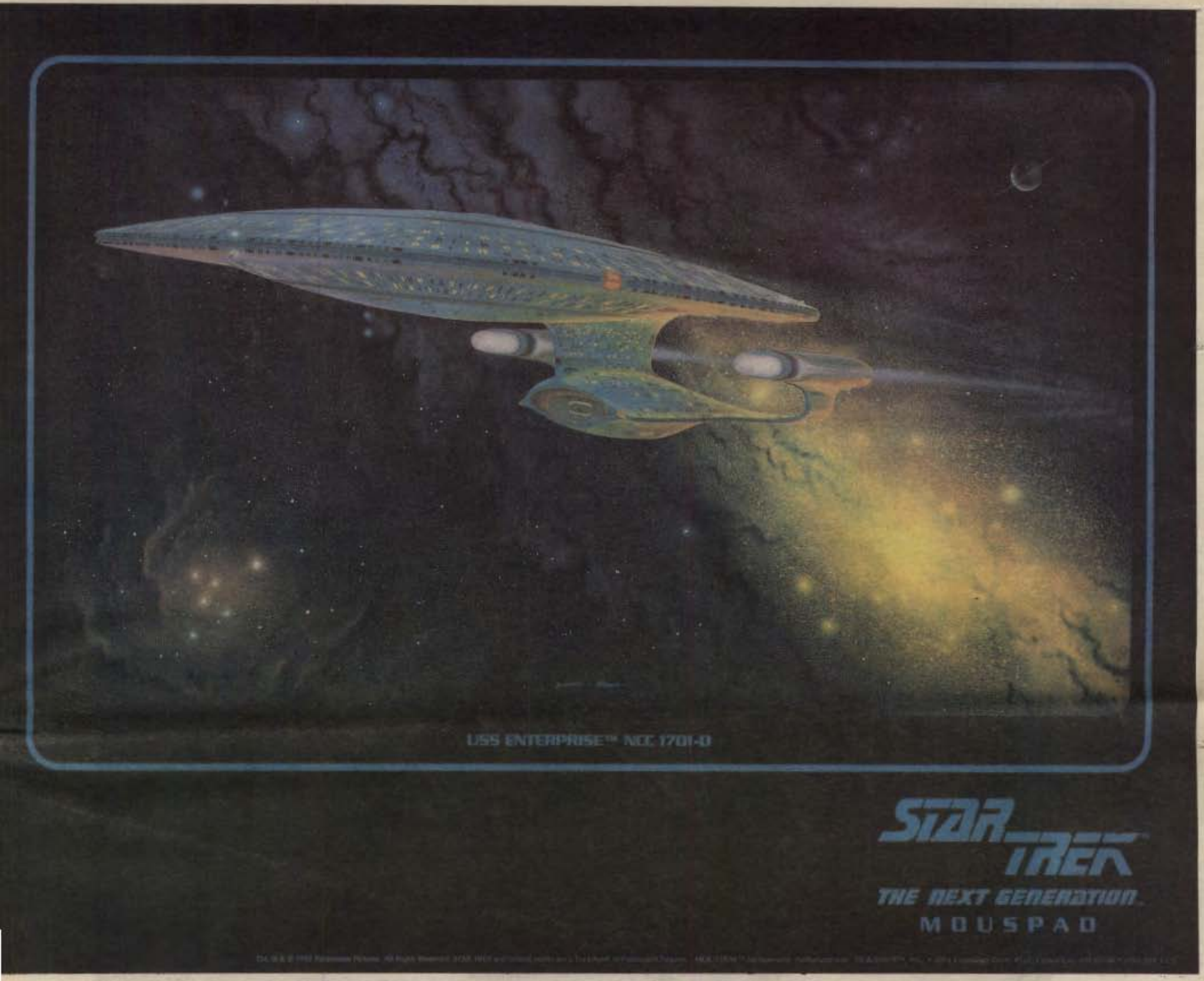


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# A Tale of *SimCity*; Amiga Valley USA

by Dalice Nilson

There comes a low rumbling. Then the ground starts shaking, houses crumble into rubble, fires erupt everywhere. All I can think about is hurrying to the rescue. Come on! Let's put out these fires before they get out of control! Will it be possible for the city's fire department to take care of some of them before too much damage is done? Can the citizens be protected?

Using my trusty mouse I point to the "bulldozer" icon and begin demolishing building after building in a desperate bid to bring the fires under control. It's working. It won't be easy, but the city will be saved. The city will take a long time to recover from this latest disaster, but it is resilient. It will go on.

Where are we? Is this Los Angeles, after the Big One? Not at all. I am in Logan, Utah, recently christened "Amiga Valley, USA", sitting comfortably in my computer room, playing *SimCity*, a game of city simulation.

Most of the games I play are the newest and latest on the market. But *SimCity* has been around for a while. It was purchased after it had been on the "Best Computer Games" list for a few years. I bought it as an afterthought. In our computer group it was often enthusiastically discussed and demonstrated, as many members had heard it talked about and seen it in action. So, after a while, I decided it was time I learned first hand what was going on.

At first I did not understand why I found myself playing *SimCity* more and more. It's not the kind of game where you have an adrenaline rush or the excitement builds. It could be compared with a tactical game, like chess, perhaps. At any rate, I was definitely hooked and began to play every chance I got. I restarted cities again and again, until I felt right about the layout and could see the population increasing. No punching in "FUND" for extra money for me, I wanted to be able to do it on the game's terms. *SimCity* was taking on a momentum of its own.

Then a friend loaned me a book, *"SimCity, Planning Commission"*, by Johnny Wilson. I was totally amazed at the in depth studies the author presented on the program and on the cities. He captured my interest to the point that I went off to the library for some extended reading to satisfy my voracious appetite for "more power" in the game. This book added a complete new dimension of understanding of *SimCity* for me and I'm very glad to have discovered it.

*SimCity* is truly a city simulation, with traffic jams caused by poor city planning, that are as real as can be expected from a computer program. Through playing it, I have come to have much more respect for the mayor and city planners of those municipalities nearest me; in my own Cache Valley and Salt Lake City. I understand taxes much better now, and having been stuck in a traffic jam the other day, I was able to relax a little, knowing the dynamics of why it occurred. As a matter of fact, a close friend of mine, who knows the number of hours I've dedicated to this program, asked me if I was going to run for city council? He thinks that I might be more qualified to do city planning after playing *SimCity*, than most of the silly politicians to whom we give that responsibility.

Well it's time to load up my favorite city using the *SimCity Graphics*. It's a Wild West scene with appropriate dialogue. It could just as easily be could be Medieval Times or Ancient Asia, depending on the mood I'm in.

Maybe the citiSIMS will like their mayor today and give me a 86% rating... that is if I can save them from earthquakes, tornados, floods, and nuclear accidents. It's good to be the Mayor of *SimCity*.

## PRODUCT INFORMATION

*SimCity- The City Simulator* - is available for Amiga, Atari, Macintosh and IBM/Tandy/compatibles. Suggested retail price is $49.95.

*SimCity Terrain Editor* - requires *SimCity*. Available for Amiga, IBM/Tandy/compatibles for $19.95. Macintosh version $24.95.

*SimCity Graphics*

*Set One -- Ancient Cities* includes Anicient Asia, Medieval Times and Wild West.

*Set Two -- Future Cities* includes Future USA, Future Europe and Moon Colony. Requires *SimCity*. Available for Amiga, Macintosh and IBM/Tandy/ compatibles. $ 34.95.

*SimCity Planning Commission Handbook* by Johnny Wilson. $14.95.

*Master SimCity/SimEarth* by Dan Derrick and Dennis Derrick. $19.95.

*SimCity* software and accessories are available in most computer software retailers or direct from Maxis Softeware.

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# *Music For Life* deals with serious issues in an Amiga kinda way

**By Bob Liddil**

So this snappy dressing fellow named Vinnie comes up to our booth in Pasadena (World of Commodore /Amiga) and says to me, "Let me tell you why you should give me a free advertisement in your newspaper..." Now I'm a fellow who appreciates audacity as much as anyone, so I listened as he wove an animated presentation in excited words and gestures about something to which he is totally dedicated. Here's how it went:

*Music For Life* is a non-profit organization which benefits the community through music and the arts. One of their primary objectives is to uplift and educate children who are victims of abuse, poverty or serious illness. This is accomplished through the presentation of creativity workshops featuring Amiga music, graphics and animation.

Says Vinnie: "I've been using the Amiga in my own volunteer activities and now, through *Music For Life*. I am convinced that it can have a tremendously positive impact on the lives of the young people we are serving."

He elaborated with intensity. "The versatility of the software allows the children to express themselves and produce high quality creations they can be proud of... and without having to spend years training in art or music."

Well, Vinnie's passion for his cause has made believers out of more people than just me. A number of established software companies have gotten behind *Music For Life* by donating some of their top products. The short list includes: *Superjam*, and *Bars 'N Pipes* from Blue Ribbon Soundworks, *Soundmaster, Spectra-color* and *Superbase* from Oxxi Inc. *MyPaint* from Saddleback Graphics, *Art Department Pro* and *Morph Plus* from *ASDG* and *Showmaker* and *ProPage* from Gold Disk.

A bow and a tip of the hat from *Amiga News* to these fine companies for excellence in attitude. To Commodore, who can certainly spare the equipment, a hearty "C'mon guys, it's a good cause, and we know you've got a big heart. Dig into your Christmas sack and send Vinnie a 4000 for his kids. Then send the press release to us. We'll make sure the world hears about it."

Vinnie offers one more impassioned plea. "The ultimate goal of the project is an established computer 'classroom' featuring a number of Amigas and a variety of graphics peripherals. Mobile capabilities are also desired where volunteers could do workshops at schools, homeless shelters, day care centers, homes for abused children, and other places we haven't thought of yet."

*Amiga News* thinks this is a great idea and encourages anyone in the LA area who wishes to volunteer to call and set up a schedule. The group also needs computer equipment. If you've upgraded to that snappy new A1200 and your A500 or A1000 (or anything for that matter) is collecting dust, get in touch! Software that you no longer need will also bring a smile to the faces of Vinnie's Kids, as will blank diskettes or other basic things active computerists need.

Users Groups, this is your chance to make your hobby count for something!

Don't delay! Call Vinnie Tieto at Music For Life (310) 838-7579 and tell him *Amiga News* sent you. His address is **Music For Life, 12228 Venice Blvd, Los Angeles, Ca 90066.**


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Stop sending out your Amiga for repairs. Save a lot of time and money by repairing your own. Over 90% of broken Amigas are easily repaired by this kit. Kit corrects 28 symptoms and includes: Two 8520A CIA Chips, 8362, 8370, 8364, Chip Puller, Fuse, Schematic, Diagnostician Booklet & The Final Test Diskette. A $224.00 value for ...**$99.50** w/ 8373 Super Denise..**$109.95)**

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# And the Beat Goes On. . .

## *3 Product Upgrades From Blue Ribbon Soundworks*

The sounds coming from the music labs at Blue Ribbon Soundworks are better than ever, with their announcement of improvements to three principals in their musical score:

### *PATCHMEISTER*

*Patchmeister* is Blue Ribbon's universal MIDI patch librarian. Their new release is version 1.0c and includes the following enhancements:

The stand-alone version can default to interlace mode upon start up.

The SysEx command lines in the Driver Creator window have been expanded to contain 75 characters.

A clock gadget has been added to the Driver Creator window.

A Sort Bank option has been added to the Bank Menu.

The Settings menu now contains a Catalog option.

The Save Patch List and Transfer Patch List menu items have been changed to insert a bank's patch names at a specific location in the list.

This 1.0c version can send individual Note Off commands for all 128 notes on each of the 16 MIDI channels.

In addition to these changes, *The Patchmeister* includes these new synthesizer drivers: Art DR1, Ensoniq Mirage, E-mu Procussion, Alesis Quadra Verb, Yamaha SY22, Yamaha SY55, Yamaha SY99, Yamaha TG33, Yamaha TG77, Tascam 644 and Tascam 688.

Registered users of *The Patchmeister* can upgrade to version 1.0c directly through Blue Ribbon for $9.50

### *SUPERJAM!*

Blue Ribbon's interactive composition software, *SuperJAM!* will be upgraded to version 1.1 early in December 1992. Version 1.1, which will replace version 1.0c, includes the following new additions:

Stereo TurboSounds

Two octave chords

Split chords with Bass on bottom, other instruments on top.

Visual volume and pan mixing

Multiple grooves per style

Existing Styles enhanced to support multiple grooves

Additional styles

Improved interface design, including *Workbench 2.0* style front/back buttons

2.0 feature support including ASL file requester, public screen and virtual screen size

The price of *SuperJAM!* will remain at $149. Upgrade information will be sent to registered users of *SuperJAM!* in late November.

### *BARS&PIPES*

*Bars&Pipes Professional,* Blue Ribbon's premiere software, will raise the curtain on version 2.0 this season. Retaining all the functionality of version 1.0, *Bars&Pipes Professional 2.0* includes the following:

Notation — Improved notation display and edition; Guitar tablature editing; Background display of alternate track; and Saving Notation as an IFF image.

Editing — Program change selected by name; Pattern style loop editor with drum mapping; SMPTE display in both the graphical and lists editors; Event filter display in List editor; Improved Song construction; Improved graphical editing; and Hit list editing.

Recording: Groove quantize; Sequence trigger; Integrated Transport Controls; Event-specific recording/merging; and Tempo tap & Rubato.

Tools — Tools listed with names in the ToolBox; Slide show presentation; Video Toaster control; Arexx and device control; SunRize direct-to-disk control; Triple Play Plus control; Animation player; Sound Canvas setup; Supergen Genlock control; Easy Off Tool; Velocity Splitter; Stop!; Tool trays; Over fifty Tools from Music Box A and B have been enhanced and included.

Interface — Improved window design, including 2.0 style front/back buttons; 2.0 feature support, including ASL file requester, public screen and virtual screen size,; Preferences saved in an icon.

Interoperability — Support for *The Patchmeister's* automatic installation of Patch Lists; Expanded MIDI File Format support; SMUS conversions Accessory; and SyncPro, Real 3-D, and *Imagine* Accessories.

In addition, *Bars&Pipes Professional 2.0* includes Media Madness, extensive Multi-media enhancements which allow *Bars&Pipes* to rival state-of-the-art multimedia authoring applications.

The Media Madness Tool set can control Toaster animations, ANIM file playback, SunRize sound effects, genlocks, video decks, ARexx, and much more. The Media Madness Window provides complete graphic editing of the multi-media performance, in SMPTE as well as music time. The Media Madness Recorder saves the *Bars&Pipes* performance in the Media Madness multi-format, while the Media Madness Player performs Media Madness performances, including MIDI, internal sounds, toaster transitions, animations, *etc.*

As new Multi-Media tools arrive, the Media Madness Player will inherit their capabilities. The Media Madness Player can also synchronize to SMPTE. ARexx, and the of the special accessories that synchronize *Bars&Pipes Professional 2.0* to other products, such as *Real3D, Imagine,* and *Scala.*

*Bars&Pipes Professional 2.0* lists for $249 and will be available on December 22, 1992. Registered owners of *Bars&Pipes Professional* will be notified of upgrade details by mail.

Contact: The Blue Ribbon Soundworks Ltd., P.O. Box 8689, North Highland Station, Atlanta, GA 30306. (404) 377-1514, fax (404) 377-2277.


**HIGH SPEED** at **low cost**

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The Krueger Company is pleased to announce ***Krueger's Instant Speed System (KISS)***, which includes a ***Mega Midget Racer*** accelerator board from Computer System Associates (CSA) with a full ***33 MHz 68030*** Microprocessor **with MMU** and a ***33 MHz 68882*** Floating Point Unit. Oscillators are socketed to facilitate 68030/68882 upgrades faster than 33 MHz.

Dr Chip suggests a **KISS** for those who like their older model Amiga and want it to:

- run ***faster than an A3000!***
- run ***faster than most accelerator boards!***
- continue to be **user friendly**!
- achieve **33 MHz** operation for **under $300**.

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- Optional 512K Bytes of SRAM on board for even faster operation.
- Accepts CSA's memory board for the Mega Midget Racer if 512K Bytes are not enough.
- Full CSA warranty on the board and Krueger warranty on the 68030 and 68882!
- Last - and best - **The price: $295 for the KISS system** ($339 with optional 512KB SRAM)

Call **Myron Lieberman** at the **Krueger Company**, **800-245-2235 or 602-820-5330** for more information.

# What to do with the 4000

by D. Lloyd

Now that Commodore has begun shipping the modular Amiga 4000 with the processor on a separate board from the main motherboard, it's time for them to seriously consider allowing something that would have been unreasonable with past designs: Amiga clones.

Well, sort of.

There's no question that being able to get a similar machine from multiple vendors can only help a computer's market growth: the IBM clone industry is the obvious example. However, Commodore is understandably unwilling to let third party developers chip away at its share of the Amiga market with Amiga clones. With the 4000, there is a way around this difficulty. If this obstacle is overcome, it could mean profit for Commodore, third parties, and the Amiga market in general.

It's a simple solution, really: license the main motherboard (the one with the custom chips, ports, *etc.* on it)and the operating system to third parties. Maybe even sell a true processorless A4000 so that buyers who wanted to could pick out a third-party processor card for themselves without having to pay for a Commodore-supplied one.

There would be a tremendous benefit from taking this action. Almost immediately there would be AGA-based Amigas available at various price levels based on processors from the 68020 to the fastest available 68040. We'd see cards with high-speed caches, built-in PC emulation (maybe a '486 on the board next to the '040), data compression, and if a simple way of adding external connectors to the processor slot could be found and there's room for more features on the processor board, we'd also likely get enhanced sound, graphics, probably SCSI-II, and more, all without taking up a Zorro-III slot.Competition between multiple vendors would drive the price down and the feature list up in a much shorter period of time than previous models. Multiple vendors also means big advertising pushes from multiple sources, not only in the Amiga market but in the PC world in general. Commodore's marketing efforts have finally begun to get focused and, well, marketable . . . but having other companies actively promoting Amiga clones as well would cause a tremendous increase in the visibility of our favorite platform. It would also help to get around the problem of CBM's image in the marketplace: "Commodore Amiga? Isn't that that C64 thing? Are they still in business? But hey, what's this here DMI Resolution Workstation?"Despite this proliferation of clones, Commodore would still essentially have control of the marketplace. Every machine sold would contain a Commodore main board with Commodore custom chips, and would run a Commodore operating system. CBM would profit from each sale, probably as much as or more than selling a completely Commodore-produced Amiga (especially considering that the cost of advertising, CPU-board development, and support would be passed on to the third parties making the machines). The custom chips and operating system would still be proprietary, meaning that CBM would still be able to dictate the direction and built-in capabilities of the Amiga.Will this ever happen? Don't count on it. Commodore is probably even stauncher than Apple with its "No-clone!" policy. Still, I'd love to be able to run out to the local dealer to pick up the new GVP ImpactStation Tower with 33 MHz '040, 8 megs of 40 ns RAM, SCSI-II, and 24-bit graphics on the processor board to complement the AGA chip set on the motherboard. (Actually, I'd love to be able to run out and buy even a stock A4000 . . . anyone in a charitable mood?)

# The Context Bible
## *NIV Bible Concordance from Neuralink*

The folks at Neuralink are committed to serious Bible students.For the past two years they have provided the Bible in *Thinker* hypertext format.Their latest aid to your Bible study is the *Context Bible Concordance* to provide fast word and phrase searching to find the verses you need to enhance your study and writing.

The *Context Bible Concordance* contains the entire text of the New International Version and can output to a printer or file in 4 reference formats, with or without text and/or translator's notes.A search showing all 237 verses in the Bible containing both *Jesus* and *Christ* takes less than 1 second on an un-accelerated Amiga.

Use the *Context Bible Concordance* for bible study, sermon notes, personal observations.Teachers will find it useful for lesson preparation, printing handouts for students, class or home use.

*The Context Bible* comes with a 2 year money-back guarantee.Also included is the book *God's Work in God's Way* by William S. Dillon.

Suggested retail prices are as follows:

*NIV Context Bible Hypertext* with *Thinker* and *Concordance* —*$150.*

*NIV* or *KJV Context Bible* with *Hypertext* and *Thinker* —$100.

*NIV Hypertext* only —$50.

*NIV Concordance* only—$50.

If you're still debating, call Neuralink and ask for their free 30-minute videotape or demo disk. The videotape demonstrates the *Context Bible* in use, while the demo disk includes a demo version of *Thinker*, the book of Ephesians, the help file, and the *Hyperbook* tutorial for the *Concordance.*

Contact: Jack Seay, Neuralink, P.O. Box 16311, Lubbock, TX 79490. (806) 793-0423, (800) 657-8822. For Australia or New Zealand pricing, contact Mark Sims, 2 Pygmalion Place, Hamilton, New Zealand.


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*We felt that the reproduction quality of the photo in last month's* Vistapro *review did not adequately represent the degree of excellence you can achieve with this program. To that end, we are printing another scenic view which it is possible to create using* Vistapro.

*This racing vehicle is a sample of what you can create with* Playmation.

# New *Playmation* Version Unveiled at Comdex

Will Vinton's new version of *Playmation* made its debut at the November Comdex show in Las Vegas. The program had a new graphic iconic 3D button interface. The new keyboard interrupt driving routine allows you to perform multiple operations without having to wait for the screen to refresh. The viewing modules are now completely independent in the Sculpture Model; this allows you to perform a 16-color shaded preview of your object in the left window, while zooming, rotating, scaling, *etc.*, in the right window. The modeling, morphing, and choreography routines have been sped over 400% through the inclusion of the keyboard interrupt routines.

Other new features includes diffusion and specular mapping of IFF images onto objects, a 50-object library which included fully-articulated characters with walk and motion cycles and a new manual, which offers both tutorial examples and a complete reference section.

According to Angus Desveaux of Anjon & Associates, distributors of *Playmation*, " We feel it's critical to show non-Amiga computer owners, dealers and distributors what is going on with 3D computer animation and multimedia on the Amiga platform....We just want people to know we're in there pulling for the Amiga at shows like this."

Jon Desveaux of Anjon comments, "At companies like Walt Disney, we have several people who own the Amiga version of *Playmation* and who have Amigas at home. But most of the computers used for graphics at Disney are Macs. Because *Playmation* is file compatible between all of the platforms, they can do professional character animation of their Amigas and load it onto Mac or PC workstations. We've referred several companies to Amiga dealers after they've checked out *Playmation* on the PC and needed to do animation post-processing and output to videotape. Animation tools are so strong on the Amiga, all they need is a reason to justify the purchase of an Amiga for their company instead of another Mac or PC. Products like *Playmation* give then that reason."

Any previous owners of Hash Enterprises *Animation Journeyman* (*Playmation's* previous incarnation) can upgrade to *Playmation* for $100. Any owners of the Amiga version can also purchase the Windows or Mac version for only $200.

Contact: Anjon & Associates, 714 E. Angeleno, Unit C, Burbank, CA 91501. (818)566-8551, fax (818)998-7925. ❑


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# BASF thinking "Green"

BASF Corporation Information Systems has embarked upon a program to convert to more environmentally friendly packaging. This first step is the use of recycled/recyclable materials in its diskette packaging.

BASF has made two major changes to all packaging for its complete line of 3.5 and 5.25 inch diskettes. The changes include a new recyclable cardboard for the outer package, comprised of recycled materials, and a new paper inner sleeve to hold each diskette, replacing the less biodegradable Tyvek sleeve.

"Whenever possible," says Bill Kelley, BASF Marketing Manager, "BASF is committed to using packaging materials which are safer for the environment. The use of paper sleeves to hold the 5.25" diskettes and the new 10-pack box, which is also recyclable, represent the first steps in our program. Future changes will include package downsizing and the elimination of all non-essential components. We recognize the importance of being an environmentally aware company and hope to see other companies in our industry follow our efforts by reducing excessive packaging."

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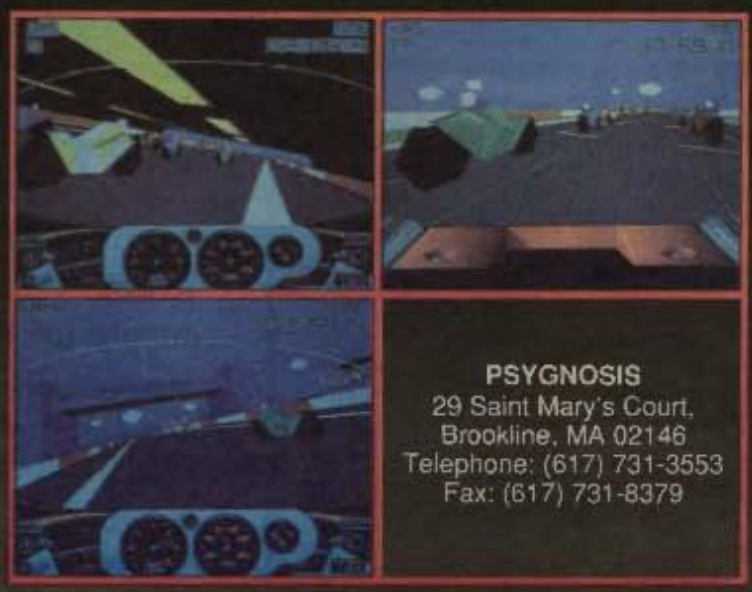
Red hot motorcycle racing action that puts you right on the track. Compete at 10 challenging grand prix courses in your quest for the world championship. *Red Zone* lets you choose your level of difficulty according to your experience. Improve your skills on practice laps with action re-plays and 3rd person helicopter views of your performance. *Red Zone* features high speed vector graphics rotation, digitized sound effects and a design that takes advantage of accelerated computers.

You're deafened by the roar of the crowd and the hungry whine of finely tuned engines as you move into your starting position. The flag drops, you pop the clutch, twist the throttle and push it to **The Red Zone.**



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# "Recycle Disks, America!" Program Underway

By Bob Liddil

Have you ever wondered what program manufacturers do with all those old software diskettes that are obsoleted when a new version appears? It seems cheapest and most expedient to haul them to the landfill and cover them up with dirt. Out of sight, out of mind.

"Bad idea," believes Insync Digital Corporation. "The things are poisonous, non-biodegradable, a hazard to groundwater, life, the universe and everything!" according to Eric Miller, CEO of this green-minded little company just outside New York City.

"Here's a better idea..." Eric continued. Then he outlined a unique plan that saves the planet, makes money for childrens' charities and helps our wallets as well.

Dig it. Insync has just obtained a large quantity of diskettes which were formatted only once (in one of those automatic format machines), then discarded by the major software manufacturers who had intended to use them. Eric was quick to point out that these are not rejects or half dead grungy seconds, but absolutely top-of-the-line diskettes that a manufacturer used to distribute his best programs.

Eric said to me, "Wouldn't you give 41 cents apiece for pre-formatted Amiga diskettes?"

I would, actually, especially after hearing about the shortage of new disks from PD software companies in the Pacific North West.

Eric continued, "How about $360 for a thousand pre-formatted 3.5 Amiga diskettes? You get some great diskettes plus a chance to help some kids too. Such a deal!"

Such a deal indeed, Eric. I asked him what the catch was and he mentioned that he takes Mastercard, Visa, AMEX and just about everything else, including cash and checks. I told him I didn't think that sounded like a catch. So then he said all disks have a lifetime warranty. Well, I didn't think that sounded like a catch either. Hmmm, sounded pretty good, actually.

Eric's advertisement says that all disks are erased and relabeled and I liked that idea a lot. So I sent him thirty-six bucks. Danged if I'm gonna let anything that good slip away. Plus, half the cost goes to childrens' charities.

Give Insync Digital a call at 516-678-9624 and ask for Eric. If you get an answering machine, don't worry, he plays the tape back frequently. ❑

# HP LaserJet Printers lower prices just in time for Christmas!

Hewlett-Packard Company has reduced the prices of five of its HP LaserJet printers. The reductions are being made to realign the pricing of current printers following the October introduction of the HP LaserJet 4 and 4M printers.

The new prices are as follows:

The HP LaserJet IIIP printer will be reduced from $1,595 to $1,499. The printer comes standard with parallel and serial ports and 1 Mbyte of memory, upgradeable to 5 Mbytes.

The HP LaserJet IIISi printer will be reduced from $5,495 to $4,999. The printer comes standard with parallel and serial ports, a modular input/output (MIO) interface slot and 1 Mbyte of memory, upgradeable to 17 Mbytes.

The HP LaserJet IIISi PostScript printer will be reduced from $6,595 to $6,039. The printer comes standard with parallel and serial ports, an MIO slot and 2 Mbytes of memory, upgradeable to 17 Mbytes.

The HP LaserJet IIISi printer for the Macintosh will be reduced from $6,995 to $6,429. The printer comes standard with an EtherTalk interface and 5 Mbytes of memory, upgradeable to 17 Mbytes.

The HP Laser IIISi printer for the Macintosh with EtherTalk will be reduced from $6,995 to $6,429. The printer comes standard with a LocalTalk interface and 5 Mbytes of memory, upgradeable to 17 Mbytes.

The HP LaserJet IIISi printers are designed for all types of workgroups, and prints 17 pages per minute (ppm).

The 4-ppm HP LaserJet IIIP printer is for PCs. A PostScript version of the HP LaserJet IIIP printer, which is compatible with PCs and Macintosh computers also is available for $2,199.

The HP LaserJet III family of printers had 300 dots-per-inch (dpi) resolution, HP PCL 5 printer language, Resolution Enhancement technology and is supported by thousands of software programs.

Contact: Hewlett-Packard Company, Direct Marketing Organization, P.O. Box 58059, MS511L-SJ, Santa Clara, CA 95051-8059. (800) 752-0900. ❑

*Panasonic's LaserPartner KX-P4430.*

# Four new Laser Printers from Panasonic

Panasonic's four-member family of Laser Partner printers range from a five-page per minute (ppm) personal printer with scalable fonts to an 11-ppm PostScript printer.

"Panasonic Office Automation's recent introduction of two personal laser printers — the KX-P4430 and KX-P4410 — demonstrates our commitment to the booming home office and small business market," says Terry Shorrock, national marketing manager for Panasonic OA's Computer Products Division. "Our entire laser printer family is designed to provide customers with reliable, cost-effective printers for sophisticated text and graphics applications."

### KX-P4430

The KX-P4430 Laser Partner features a new five-ppm laser printer engine and PCL 5 emulation and also offers "Satin-Print," an innovative resolution enhancement technology that smooths out the jagged edges typical of most low-cost laser printers. The personal printer has eight internal outline typefaces, which can be scaled from four points to 999.75 points in quarter point increments.

The KX-P4430's developer has an anticipated life of 90,000 sheets, and is projected to last more than a year of normal use even when averaging more than 300 sheets per day.

The printer comes standard with one megabyte of RAM and is expandable to five megabytes. It also features a universal multipurpose cassette that adjusts for paper sizes ranging from envelope to legal size.

Suggested retail price for the KX-P4430 is $1,495.

### KX-P4410

The KX-P4410 is targeted at home office and small business professionals who demand a low-end, cost-efficient laser printer. This five-ppm printer has 14 resident fonts, each available in portrait and landscape orientations. It is also equipped with a font card slot that "reads" data, allowing end users to load fonts from the font card into the printer's RAM and then access an additional font card. Panasonic OA font cards are available for a suggested retail price of $145.

The KX-P4410 incorporates the PCL 4 printer language and produces text and graphics at a resolution of 300 dpi. Designed with a Centronics parallel interface, it is compatible with most computer hardware. It is also equipped with 512K of RAM, expandable to 4.5 megabytes.

Suggested retail price for the KX-P4410 is $1,095.

### KX-P4455

The KX-P4455 Laser Partner is an 11-ppm PostScript printer featuring 39 Adobe typefaces in Postscript mode and 26 resident fonts in HP LaserJet II mode. The KX-P4455 comes equipped with two megabytes of RAM, expandable to four megabytes, two paper cassettes, RS-232C, RS-422A, Centronics parallel and AppleTalk interfaces.

Suggested retail price for the KX-P4455 is $2,995.

### KX-P4450I

The 11-ppm KX-P4450i produces high quality text and graphics at a resolution of 300 dpi. It comes equipped with 512K of RAM, expandable to 4.5 megabytes, and had a total of 28 internal fonts, 14 each usable on both portrait and landscape. Paper handling features include two standard 25-sheet letter-size paper cassettes, which can accommodate various paper stock. It is also equipped with an EZ-Set front control panel and Centronics parallel and RS-232C serial interfaces.

Available through authorized Panasonic dealers, the suggested retail price for the KX-P4450i is $2,095.

Contact: Panasonic Communications & Systems Company, Two Panasonic Way, Secaucus, New Jersey 07094. (800)742-8086, (201)348-7000. ❑

# PUT WWII INSIDE YOUR AMIGA

by Mike Stasko

Avalon Hill has been developing board games since the late 1950s, and their diverse range of games seems to cover all aspects of the imagination, from NBA simulations to conquering foreign worlds. Avalon Hill has now taken their vast library of games and started to convert a select few for computers. One of their latest for the Amiga is *The Third Reich*, a WWII simulation.

*Third Reich* takes place in Europe and in North Africa. Since it is a two-player game, you are given the choice of playing against another person or versus the computer. You objective is straightforward: defeat the other side, whether it be Axis or Allies. You can choose to be either the Axis powers (Germany and Italy) or the Allies (England, France and the USA).

Avalon gives you a choice of three different timeframes. Depending which side you want to play (Axis or Allies), each scenario has its own advantages.

The first one takes you back to 1939, when the Axis is on the verge of conquering Poland, and France is expecting your invasion any day. Or, you could be the Allies, trying to stop the advancement of Hitler's war machine before he takes France. The second choice places you three years later in the spring of 1942. Hitler has just taken over France, is knocking on Moscow's door, and V-2's are being heard over London. The third scenario takes place in 1944, when the Allies have the Axis under their thumb. As the Allies, you can see how fast you can crush Hitler, or as the Axis, you can try to outmaneuver the Allies and see if you can mount a counterattack. Each of these scenarios challenges the player in a different way.

Game play is on a map of Europe and North Africa, which is divided up into multiple hexagons, showing where each country's forces are stationed. There is a zoom feature that is much needed. In normal view, you have a picture of almost the entire board, which is quite scrunched together and difficult to see clearly. The zoom option, however, enlarges the map so you can make out each hex much more easily. Each side gets a turn consisting of five different stages.

First, you set up your forces (in the beginning only), then movement of forces, and finally combat. Once you have finished combat, you start the Unit Construction phase. Depending upon the amount of resources you have, you can build a variety of things. Once unit construction is done, you can move those newly developed pieces to any position on the board that you control. However, you cannot stack more than two pieces in a hex. Play then moves to your opponent.

In addition to the single game disk, there is a small, but legible, map of the whole area. What one might want to do is to enlarge the map on a copier, make multiple copies and not worry about having to erase pencil marks.

The rulebook is adequate and tells you enough so you can play the game. If you are familiar with other simulations, then you should have no trouble getting started within a few minutes. If you're new to this type of game, sit down and read through the twenty pages, instead of booting up the game right away and getting frustrated because you're getting your butt kicked.

I found the game to be addictive (once I knew what I was doing!) and was up until almost 2:30 in the morning, trying to break Hitler's hold on France. Length of a game depends upon which time era you started with, and the side you chose. While playing the Axis role, I was able to defeat all of Europe (except England) by the summer of 1945.

The only drawbacks have nothing to do with the actual game, but with copy protection. There is a "word-lookup" protection in the beginning, which isn't bad. But you cannot install *Third Reich* on a hard drive, nor can it be run from the *Workbench*. You have to boot the game disk to get it going. I can live with the "lookup" protection, but I hope in future versions, Avalon Hill will make it HD installable.

## PRODUCT INFORMATION

*Third Reich* will run on any Commodore Amiga (500-3000) with 1 meg of RAM. Requires a color monitor. Suggested retail price is $39.95.

Contact: Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. (410)254-9200, fax (410) 254-0991.

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# Personalize your Mouse Pad

## *EasyVue from MicroComputer Accessories*

*Brighten up your office area. EasyVue Mouse Pad from MicroComputer Accessories lets you personalize your mouse pad.*

Responding to computer users who are looking for ways to organize and personalize their workspaces, MicroComputer Accessories, Inc., has introduced its new EasyVue Mouse Pad. With a clear tracking surface that fits inside a beveled-edged frame, the mouse pad keeps notes, instructions and photos in plain view.

In addition to helping computer users boost productivity by keeping important notes and instructions in view, the mouse pad can also help lighten up the day by displaying a user's's favorite photos, cartoons or quotes. *(Artists might want to try using it as a tracing guide. Place the item to be copied under the glass, and draw with your light pen or mouse. We haven't tested it, but it ought to work. ed)* The surface lifts easily to arrange or add items and non-permanent glue spots are included to hold items in place. The frame is putty colored high-impact polystyrene measuring 10 inches by 12 inches by 3/8 inches.

The suggested retail price of the EasyVue Mouse Pad is $9.95 and it is available through office and computer product resellers worldwide. For the name of the dealer nearest you, contact MicroComputer Accessories at 800-521-8270.

Contact: MicroComputer Accessories, 9920 La Cienaga Blvd., Inglewood, CA 90308. (310) 645-9400.

❑

*MERRY CHRISTMAS AND A VERY PROSPEROUS NEW YEAR FROM THE STAFF OF AMIGA NEWS.*

Bob, Graham, Terry, Mary, Pauline & Helen

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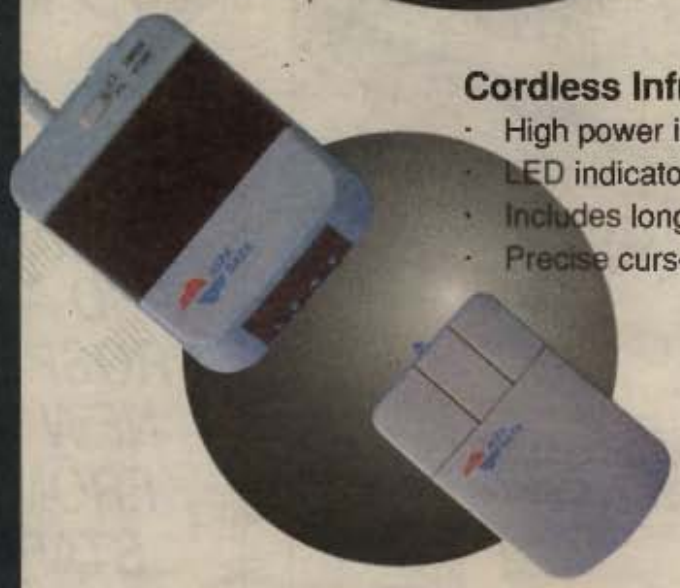

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