NEW USER'S COLUMN

I hope you all got a lot out of last month's column. It included some basic tips to get you computin' right away, along with answers to some common questions.

This month we are going to talk about hardware. Just what equipment should you own? What does what and to whom??

First, you really should own a computer! Preferably, an Atari! Which one, you ask? Well, for the price the 130XE is the best value and you can buy it for under $120. Another great consideration is the 800XL with the RAMBO upgrade kit installed. The 65XE is a 64K version of a 130XE. Any other model (even though I love my ol' 800) should not be considered.

Ok, the next most important piece of equipment you should own is the disk drive. The best choice is the 1050. Even though it does not have true double density it can be easily upgraded. The 1050 has enhanced density, which more software companies are starting to utilize, such as SILENT BUTLER by Atari and the PAWN by Firebird. Another important consideration is if you want a HAPPY drive you have to have a 1050 or an older 810. The 1050 is also easy to clean and repair, unlike most other drives. But you ask, isn't a cassette good enough? NO, NO, NO. They are very slow and unreliable. A disk drive is the best b[...]

Now, the hard part, your next piece of [...] it be a modem or a printer? Well, what are [...] want to print letters, essays, or repo[...] then buy a printer (an Epson or compatibl[...] If you don't really need a printer at this [...] You can contact a lot of fellow Atari [...] programs via the BBSs. Which modem? Hard qu[...] only going to use it now and then and s[...] recommend a XMM301 modem from Atari. [...] serious I recommend an Avatex 1200HC. It i[...] under $150.

Your next purchase should be whicheve[...] last paragraph. ‡‡Important‡‡ For both th[...] you will need an interface. If you pla[...] modem and a printer I recommend an 850 in[...] The P.R. Connection is also another possi[...] had trouble with those in the past. If y[...] the printer and do not want a modem, you s[...] 1150 interface. It is only for printers an[...] for daisy-chaining.

What else is available? Ha Ha, so muc[...] will have a fit. There are printer b[...] monitors, programming languages, 80 col[...] many, many upgrades, ATR8000, plotters, [...] pens, and too many other things to mentio[...]

What is the CHOICE I would recommend[...]
    :130XE, 1050 disk drive(2 is bet[...] printer, Avatex 1200HC modem, 850 interf[...]

Well that is it for this month[...] quite a few people, right Linda?

            Joe Cullen
            Linda Marks
            Chester Marks

PS Linda's name should have been on las[...]

Beyond the Basics
By Jeff Cleveland

Loading Registers

There are three basic instructions that put values into the registers. They are LDA, LDX, and LDY. Each, according to a specified addressing mode, will put a value into memory. They have the following syntax:

LDA VAL,X ;uses indexed addressing to put a value in the accumulator

LDX RTCLOK ; puts the value in the address RTCLOK into the X register

LDY #4 ;puts 3 into the Y register

Load instructions use all addressing modes except implied, accumulator, relative and indirect. For the most part, these addressing modes are limited to specialized instructions, and will be explained with their associated operation.

The LDX instruction is limited to immediate, absolute, and absolute indexed with the Y register. (Another mode

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PACE NEEDS YOU!

IF YOU HAVEN'T YET NOTICED, WE HAVE PUT YOUR MEMBERSHIP EXPIRATION DATES ON YOUR MAILING LABEL. THERE ARE A LOT OF MEMBERSHIPS EXPIRING IN THE NEXT FEW MONTHS. PLEASE CHECK YOUR LABEL! ALL TOO OFTEN MEMBERSHIPS EXPIRE, CAUSING US TO REMOVE YOUR NAME FROM OUR DATABASE AND WONDER WHAT BECAME OF YOU, ONLY TO HAVE YOU SEND IN YOUR MONEY TWO MONTHS LATER. WHY MAKE US WAIT AND WONDER?? WE DON'T WANT TO LOSE ANY OF YOU, SO RENEW NOW AND AVOID THE RUSH!! REMEMBER, YOU CAN ALSO RENEW EARLY WITHOUT LOSING ANYTHING, AND YOU'LL HELP SAVE OUR SANITY.

‡‡LIBRARIAN'S CORNER‡‡

Greetings to all for the month of April! Happy Easter and Passover to everyone!! Are you ready for Spring and Peter Cottontail? Now... for the moment that you've been waiting for... I am currently putting together a couple of the "best of" ODDX/PACE BBS disks for 8-bit users. These disks will contain some of your favorite P.D. programs such as "Wheel of Fortune", some Print Shop utilities, and for modem users one of the current BEST telecommunications programs, Amodem 7.4 for ALL modems! These disks should be ready for the April 17th regular business meeting for copy and checkout. Several copies will be available.

Speaking of which...I'm not sure that we could call our upcoming business meeting a "business" meeting because we should really have some FUN at this "special" meeting, especially for gamers! This meeting on GOOD FRIDAY will be devoted entirely to GAMES! Come one, come all, we'll have a BALL... bring your favorite games to show off how well you can play them! Challenge a friend! Compare high scores! All are welcome to participate, ST's too! So whatever ATARI computer you have, bring your favorite games in whatever media format you choose. So.. come on down!

Now last, but certainly not least... ST library news... This month we have for the ST library a WORKING copy of the great program MEGABLIT (Neo/Degas compatible), NEWWORD2, which is the latest version of the Word400 disk accessory, and a few other miscellaneous programs for you to enjoy. These will be available for COPY ONLY as usual. Since this is "game-night", bring your latest games to show off, too. It should be exciting. Drop on by, you'll be glad you did! Well, that's about all for now... See you next time!

A DAY OF ADVENTURE

Greetings to all PACE members! This month I will tell you how our trip to the Southside went. Too bad that more of you couldn't have came on this trip... we had a BLAST! The people who went on this little excursion were Joe Cullen, Lynn Chapman, Jeff Cleveland, and me. A special thanks to our editor (Joe) for driving us over, and fighting all that Va. Beach traffic! Thank you, Joe!

And now for where we went, what we saw, and SOME of what we did... first we hit INTERFACE in Norfolk. A very good selection as always for ATARI software, hardware, and service, but they have raised their prices quite a bit. Jeff was hoping to get ICD's R-TIME 8 CLOCK CART., but alas, it was around $20 OVERPRICED. After we'd looked around a bit, it was on to the next stop.

We hit PEMBROKE MALL next. We went into their Games'N'Gadgets and found out that their prices were about the same as this side, BUT they had a better selection of 8 and 16 bit software for ATARI. Also, some very SUPER DIGITIZED PIX for the ST as well as XE. Most of the demos I saw were EXCELLENT. We picked up a few titles, CRYSTAL

CASTLES for the ST, and an EXCELLENT 8-BIT word processor, SUPERSCRIPT. These software titles were reasonably priced. Lynn also picked up a few "oldies-but-goodies" at a low price.

After looking around the mall at other things, we hit the SPACE PORT arcade. Jeff showed us some of the newer games, and we were impressed, especially of "OUTRUN" by SEGA. Jeff demoed it for us, and he's great at it. The graphics are really terrific in OUTRUN! It is the most popular game in the arcades, nowdays, and no wonder. But even though it's $0.50 a crack, it's worth it.

When we left the mall, we hit SOFTWARE CITY next. Nothing much there, they had some ATARI software and ST software and hardware, but they are much too expensive. I bought a few magazines and we left. Next was the biggie... LYNNHAVEN MALL. I hadn't been there in about 3 years, and it's even bigger and better than I remembered! Of course we hit their Games'N'Gadgets too, and found the same prices, but their store had some other titles that we didn't see at the Pembroke G&G.

By now, we all had the "munchies", so we all ate. Then... upstairs to the ALADDIN'S CASTLE arcade for more fun and games... by the way, Jeff got the high score on OUTRUN, over 7 million points... way to go, Jeff! For those of you who haven't seen it, it is a "Miami Vice" type driving/racing game that's VERY realistic!

Well, we really had a great time that day, and it's a day that I won't forget, EVER. In fact, I can't remember when I had such a nice, fun day. Maybe we could do it again, sometimes. Well, there you have it from your own ST VP. My store "ratings" are below. See you next time!

```
           INTERFACE OF NORFOLK.....8
           SOFTWARE CITY...........-1
           G&G (PEMBROKE)...........7
           G&G (LYNNHAVEN)..........8
     Scale is 1 being the worst, 10 being the best!
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‡‡Maria‡‡

PACE NOMINATING COMMITTEE
1987

I have appointed the 1987 nominating committee. The committee is chaired by David Koster with committee members Lynn Chapman and Bill Miller. The nominating committee is responsible for filling the slate with candidates for office in the upcoming elections in June. Any and all members that are interested in holding an office should contact one of the nominating committee members. The phone numbers for the committee members are:

```
           Dave Koster   - 838-9614
           Lynn Chapman  - 851-6292
           Bill Miller   - ???-????
```

PACE will benefit, and so will you, by having an active slate of officers. The job of running this club is, and should be, fun and fulfilling for the officers. Whenever a job is fun it ceases to be a chore. Join in and be an active part of this informative group and stay in touch with the Atari computer and those who use them.

Mike Fazzi

THE PAWN

When it comes to text adventures, I had pretty much given up on anything but Infocom. Once you've gotten used to thinking in complete logical sentences, it's very hard to go back to thinking in terms of "GO EAST" and "LOOK BOOK". Recently I discovered a new text adventure that can compete very nicely.

The game is THE PAWN, by Firebird. The adventure takes place in the magical world of Kerovnia during a period of tremendous social upheaval. King Eric has started to lose his hold on his subjects. Queen Jendah II has been assassinated. The economy is in a terrible gloom. This is the way you find things when you arrive on the scene. According to the documentation, "You'll have to discover the goal of the game and the best way to achieve it by utilizing the items you find on your travels, conversing with characters and exercising your imagination."

This adventure is quite unique in many ways. While it is a text adventure, there are illustrations of many of the locations which "drop" onto the screen when you reach that location. These pictures can be scrolled up and down, as needed to read the text, by using the function keys. Or if you prefer, there is a command to turn them off altogether. I discovered a really nice feature quite by accident. There is a keyboard buffer that allows you to type your next command (or multiple commands) even while the drive is being accessed. Another great thing is the "Cryptic Clues" included in the documentation. These are encoded hints designed to help you out of situations you might have trouble with. They are listed according to which problem they pertain to, and since they are "cryptic" you won't see any answer you don't want to see. When you need help, type "hint", then type the encoded hint and the game will translate it for you.

Of course, there are a few drawbacks to THE PAWN, too. The program comes on 2 disks (1 side each), but only works with 1 drive. That means there is a lot of disk swapping, both during play and while saving a game position. Everything is done in Atari "enhanced" density, so your drive must be able to accommodate that. Because the program disks are not copy-protected, the company relies on the documentation for its protection. Periodically throughout the game you will be asked to turn to a specific page in the book and type in a specific word. So keep that book close by!

If you like text adventures, THE PAWN is well worth your time. If you're new to adventuring you might find parts of this one a little tough, but that just means the fun and excitement will last that much longer. I haven't finished the whole adventure yet, but if I can figure out how to get past that *!@!%% dragon I should be close. Anyone have a sharp sword I can borrow???

HOLLYWOOD HIJINX

Your Uncle Buddy and Aunt Hildegarde have passed away. As their favorite relative, they leave you their Malibu mansion and all their worldly goods. Sounds great, right? Not

so fast, kiddo. There's one small stipulation - you can only claim your booty if you find the treasures they've hidden throughout the sprawling beachfront estate. Find all the treasures in one night, or lose the whole caboodle.

That is the premise of HOLLYWOOD HIJINX, the latest text adventure from Infocom. As always, Infocom puts you right into the middle of a complete story and gives you the opportunity to shape the story's course of events through your choice of actions. Thanks to the excellent parser (vocabulary), you won't have to waste time trying to discover the right words to make yourself understood.

As you make your way through the enormous mansion and its lovely gardens, you'll find descriptions that are colorful and complete, giving you the feel of actually being there. Along the way, you'll find puzzles that will test the wits and tickle the ribs of both first-time and experienced players alike. If you've never had the pleasure of wandering through an Infocom adventure, what are you waiting for??

HOLLYWOOD HIJINX makes use of the usual standard Infocom features. It supports 2 drives, which makes saving and loading your positions a breeze. It also gives you the option of sending all information to your printer and screen simultaneously, making it easy to keep track of your progress. One of the features I find very useful is the "OOPS" command. If you type a long sentence that contains a misspelled word, rather than re-typing the entire line you can type "OOPS" followed by only the corrected word. My spelling abilities are fine, but the way I type I use that feature a lot!

As with all Infocom adventures, there is more than one "solution" to the game. Tasks can be accomplished in any order (usually), and they can also usually be accomplished in more than one way. That's good for 2 reasons - it allows the novice to more easily figure things out, and it allows you to complete the game more than once, in a different manner (if you choose).

If you, like me, are tired of shoot-em-up games that depend mostly on how good your reflexes are, grab HOLLYWOOD HIJINX and give your mind some exercise. You'll never go wrong with an Infocom.

<div align="right">LINDA MARKS</div>

Greetings, I hope you enjoy the April issue of Pace World. Thank you to those that contributed an article. The swap and share night was a success, lots of people, lots of computers, 8-bit and ST, games and utilities, and a lot of fun! If you missed it you missed a lot of fun.

Great news, everybody! Plans are now underway for the next PACE picnic! Nothing has been confirmed yet, but tentatively we plan to have the picnic on Sunday, May 10th. Yes, we realize that's Mother's Day. All the more reason to join us! All you mothers out there, come on out (male or female.) Call Mike Fazzi for more the details.

Remember the next meeting deals with games, so bring your favorite games and show off to the rest of us.

Until next month,
Your humble editor, Joe Cullen

ATARI APRIL 1987 ATARI

SUN	MON	TUE	WED	THU	FRI	SAT
			1	2	3 PACE SWAP & SHARE NIGHT WE WERE THERE. WERE YOU?	4
5	6	7 HAPPY BIRTHDAY RB	8	9	10	11
12	13	14 HAPPY PASSOVER	15	16	17 PACE BUSINESS MEETING! LOTS OF FUN AND GAMES, TRY AND MAKE IT! 8-BIT AND ST. GOOD FRIDAY	18
19 HAPPY EASTER	20	21	22	23 EX-COM MEETING	24	25 ALL NEWSLETTER ARTICLES ARE DUE ON THIS DAY TO MAKE IT IN NEXT MONTH'S ISSUE.
26	27	28	29	30		

CALL THE FOLLOWING CLUB SLAVES:
PRESIDENT OF PACE   :MIKE FAZZI   :838-5680
8-BIT VP/LIBRARIAN   :MARIA CAMPBELL :596-5179
16-BIT VICE PRES   :JEFF CLEVLAND   :851-5918
SECRETARY OF PACE   :STEVE FISHBEIN :877-1285
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YOUR HUMBLE EDITOR   :JOE CULLEN   :838-5528
CLUB CARTOONIST   :BESS CULLEN

PACE MEETS AT GLORIA DEI SCHOOL, CORNER OF
FOX HILL ROAD AND WILLOW OAKS BLVD. HAMPTON,
VIRGINIA. CALL ANY PACE OFFICER FOR DETAILS,
TODAY !!!!

P.A.C.E.
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PLEASE UPDATE OUR ADDRESS IN YOUR RECORDS!!!!!!!