



the Rhein Neckar Apple User Group

RNAUG Newsletter

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Version 5.1 Offers Users a Feature-rich Upgrade for \$14.95

Microsoft Announces New Version of Word for the Macintosh

LOS ANGELES, Calif. - Oct. 15, 1992 - Microsoft Corporation today announced a new upgrade for Microsoft* Word version 5.1 for the Macintosh, the word processing leader on the Apple Macintosh platform. Microsoft Word version 5.1 for the Macintosh includes a new customizable toolbar and will be officially unveiled at the October meeting of the Mac LA Users group by Microsoft Executive Vice President, Mike Maples.

The design goal for Microsoft Word version 5.1 for the Macintosh was to give users even easier access to the tools and functions they use every day. "We spent a great deal of time researching the way people use their word processors and the tasks they want to accomplish," said Pete Higgins, vice president of the desktop applications division at Microsoft. "With its new toolbar, Word 5.1 for the Macintosh gives users one-step access to the tools they use most often."



Microsoft Word 5.1 for the Macintosh is also geared to exploit the power of the Macintosh. The new upgrade includes a special PowerBook installation feature with a reduced disk size of 2.2MB and a battery indicator in the ruler. QuickTime Support, which allows users to insert and edit movies, is also included in Word 5.1 for the Macintosh. "Microsoft has always been dedicated to developing and enhancing applications for the Macintosh," said Maples. "We're committed to providing applications that fully support the Mac platform, and we now have more people working on applications for the Macintosh than ever before."

See Word 5.1: Continued on Page 3

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For the Apple II Line

NEW! TransProg III from Seven Hills Software

TransProg III is a time-saving program launcher. After installation the TransProg III icon appears at the end of every standard menu bar. From then on, instead of quitting to the Finder each time you want to start a different application, just select the application from the TransProg III menu. The currently-running program is automatically "quit" and the application you selected is immediately launched (completely bypassing the Finder).

In addition to providing quick launching, various options can be set for each application. For example, you can specify the default folder that will appear when you choose File/Open after launching an application. You can even change slot settings without having to restart the computer!

The TransProg III menu is fully customizable. You can specify the foreground/background color for each menu item and arrange the menu items in any order you desire. By creating groups you can group similar applications together on a hierarchic menu. For example, you could create a group for all your word processing applications, or your painting applications.

TransProg III also includes a really neat "Thermo Configuration" option. Using that option you can define hotkeys for applications. Whenever you start the computer the thermometer screen appears, simply press a letter you've chosen and that application launched immediately... bypassing your usual Start application!

"How is TransProg III different from TransProg 2?"

- TransProg III is fully compatible with System 6.
- TransProg III has a real menu in the menu bar, which means you can access it like any other menu instead of having to click exactly on the icon.

See TransProg III: Continued on Page 3

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Minutes Continued from Page 10

For PowerBook owners, GCC Technologies introduced their WriteMove II portable printer for \$599.

The W. C. Brown Company has released a 170 page free catalog of Apple II and Macintosh products. RNAUG will be getting a copy for its reference library if anyone is interested.

The User Group Connection has finally provided RNAUG with System 7.1 and At Ease evaluation disks for the Macintosh. Unlike previous System software releases, RNAUG cannot make copies of System 7.1. It must be bought from Apple and through 1 February 1993 there is a special promotional price of \$27.95 for RNAUG members. A sign up list was made available to the attendees.

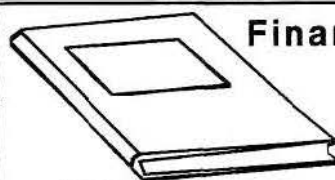
Based on a motion from the floor and approved by a simple majority, the At Ease evaluation disk was donated to the Worms Youth Center for use with their Macintosh LC.

At this point in the meeting, enough members arrived to constitute a forum for the election of officers. Jim expressed some disappointment at the lack of response to the ballot published in the last newsletter. Jim then asked for nominations from the floor for the positions of President, Vice-President, Secretary, Apple II Special Interest Group Chairperson and Co-Chairperson, and Macintosh SIG Chairperson and Co-Chairperson. A motion was taken from the floor to reelect all current officers willing to continue, with any remaining vacancies to be filled at the next meeting. The motion was seconded and passed unanimously. The vote did leave the positions of the two SIG Chairpersons vacant as both Mike Vargo of the Macintosh SIG and Alex Siegfried of the Apple II SIG indicated that they could not continue due to pressing personal business. Ned Langston was selected for the position of Macintosh Co-Chairperson. Tech Rep Don Wilder will also be departing in May which will leave a big hole in RNAUG's support side. As a certified Apple technician, Don has been invaluable in providing low cost, quality repairs and assistance to members.

In the November minutes, we incorrectly reported that Debbie and Mark Hoyle were permanently leaving for the U.S. They are going to the U.S. but Debbie will return giving birth to a new RNAUG member. John Wotho has volunteered to assume ribbon reinking duties (black ribbons only) until Debbie returns.

Clif Sayer gave his now regular exposé of various Macintosh topics (see separate article in this issue). Jim showed the new ads being run by the Audio-Photo clubs offering the Macintosh IIfx for \$2999. This can be special ordered only and members can expect a backlog because of the popularity of the new machines.

The general membership portion of the meeting then closed with the raffle. In the Apple II SIG, Jim Clark and Alex Siegfried answered members questions on the Apple II series. In the Mac SIG, Hank Lavagnini hosted a discussion of several topics with new member Bob McAuley showing his new PowerBook 230. 🍏



Financial Statement

by Paul Kostelnik

ASSETS (31 Dec 92)	
Checking Account.....	648.08
Petty Cash.....	15.70
Raffle Funds.....	0.00
Re-Inker Supplies.....	78.46
Ribbons.....	0.00
Disks.....	0.00
Public Domain Library.....	50.00
TOTAL ASSETS	792.24
TOTAL LIABILITIES	0.00
NET WORTH	792.24
INCOME (May-Aug)	
Disk of the Month.....	12.00
Public Domain Disks.....	0.00
Re-Inking Service.....	0.00
Disk Sales.....	35.25
Ribbons.....	14.50
Apple II System 6.....	0.00
Miscellaneous.....	1.00
Membership Dues	
Apple II Users.....	42.00
Macintosh Users.....	53.00
Teachers.....	0.00
TOTAL INCOME	157.75
EXPENSES (May-Aug)	
Door Prizes.....	0.00
Fees.....	0.00
Miscellaneous.....	4.30
Petty Cash Expenses.....	0.00
Disks, Ribbons, etc.....	905.39
TOTAL EXPENSES	909.69
NET INCOME	(751.94)

The Newly Elected Officers

President	Jim Clark
Vice President	Ingo Richarz
Secretary	Hank Lavagnini
Treasurer	Paul Kostelnik
MAC SIG Chairman	To Be Filled
Mac Co-Chairperson	Ned Langston
Apple II SIG	To Be Filled
Co-Chairperson	Keven Moher
Apple Beagle Buddy	Jim Clark
Technical Rep	Don Wilder

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Word 5 Continued from Page 1

What's New in Word 5.1 for the Macintosh? The Toolbar! Microsoft Word 5.1 for the Macintosh is the first word processor for the Macintosh to ship with a customizable, 3D Toolbar that has the following features:

- * Automatically installs 19 buttons on 9-inch monitors, 25 buttons on 13-inch monitors and up to 30 buttons on 16-inch or larger monitors.

- * Docks on the top, left or right of the monitor screen.

- * Customizable with more than 150 button faces and 300 Word commands.

- * Automatic Bullets.

- * One click buttons to Nest and Unnest paragraphs or bulleted lists.

- * Odd/Even Printing for reproducing double-sided copies.

- * QuickTime support now incorporated in the product (was available as a separate plug-in module in version 5.0)

- * Envelope addressing and printing.

- * Change case.

- * Increase or decrease font size.

- * Add borders.

- * Open, save or print files with one mouse-click PowerBook Install.

- * 2.2MB installation.

- * Battery Indicator.

- * Designed to maximize battery life by accessing the hard drive less frequently Find File by Folder.

- * Gives users the ability to search for files in a specified folder instead of searching over an entire network or drive.

Pricing and Availability: Microsoft Word 5.1 for the Macintosh will be offered for a suggested retail price of \$495, with a special upgrade price of \$14.95 for Word 5.0 for the Macintosh users. The upgrade price for users of version 4.0 and earlier is \$129. Microsoft Word 5.1 for the Macintosh is scheduled to be available in early November. Microsoft Word 5.1 for the Macintosh is expected to ship in six languages by the end of the year, including English versions for Australia, the United States and the United Kingdom, as well as French, French-Canadian and German versions. Releases in Danish, Dutch, Finnish, Italian, Norwegian, Portuguese, Swedish and Turkish versions are also planned.

System Requirements: Macintosh Plus, SE, Classic, Portable, PowerBook, LC, II-family, or Macintosh Quadra, personal computer. One 800K disk drive and a hard drive. System 6.0.2 to 6.0.8, Finder 6.1 or higher, a minimum of 1MB of memory (2MB required for use with the grammar checker) Under System 7, minimum of 3MB of memory (4MB recommended for use with the toolbar or grammar checker). Microsoft Graph module requires System 7. 🍏

TransProg III Continued from Page 1

- * TransProg III now deals with groups of applications and uses hierarchic menus for easier use.

- * Using TransProg III is much easier because all the configuration options are available right on the TransProg III menu--no separate configuration programs to use!

- * Many customization options have been added to TransProg III (menu item color and order, system configuration options, etc.).

- * Arranging the TransProg III menu is easy because you can Copy/Cut/Paste applications, groups and dividers.

- * TransProg 2.2 could not launch documents for new System 6 applications (e.g. Teach). TransProg III does.

TransProg III was entirely written in assembly language (TP2.2 was written in C) and memory management has been optimized.

By the way, if you are still using TransProg 2.2, TransProg III can import your existing configuration information so you won't have to create your menu from scratch!

TransProg III works with System 5.0.4 and System 6, and is \$39.95 suggested retail. It is available immediately from Seven Hills Software (add \$3.50 shipping and handling), and will be available very soon through the usual sources (Quality Computers, TMS Peripherals, Big Red, etc.).

NOTE: Registered owners of TransProg 2.2 (shareware from BrainStorm) will be receiving an update notice through the mail at a reduced cost. 🍏



In October 1992, Apple Computer Inc. Chairman and Chief Executive Officer, John Sculley, right, received the Industry Executive of the Year Award from Government Computer News Publisher Gary Squires.

TidBITS#156/14-Dec-92

Trojan Horse Warning

by Frederic Rinaldi-71170.2111@compuserve.com

Frederic Rinaldi warns: "I have been told that a Trojan Horse HyperCard stack named *Hermes Optimizer 1.1* has been distributed through the Olympus BBS. The addresses appearing in the **About** menu are 70142,210 (CompuServe—my mail was read but I received no reply) and FARRADAY1 (AppleLink—this address seems not to exist). I have received the stack and carefully traced it. The stack claims to "decrease the level of fragmentation in your Hermes Shared file", but in fact RENAMES ALL FILES on the hard disk, MOVES DIRECTORIES and then DELETES THEM ALL. To do its disgusting stuff, the stack uses many of my XCMDs/XFCNs, and special thanks for my externals appear (!!), along with my name. Please note that I have nothing to do with this, and was never contacted by this criminal fool before its release. Watch out for it." 🍏

BUGS and TIPS

by Hank Lavagnini

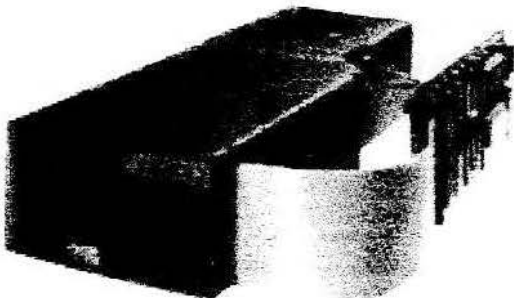
Linked Printing with Word (Mac)—Let's say you're dealing with a paper in Microsoft Word 4.0 which could get rather large. You've broken up the paper into separate documents but you want to print it all together with the next file printing right after the end of the previous file, and not start a new page.

Click on **Next File** under the menu **Format** in the Document dialogue box. It will let you select a file to print after the first file, with page numbers and footnotes numbered correctly. It requires a little experimentation, but basically it works.

Note that one problem with Word for larger files is that if you want to see the actual pages (i.e. with headers, page numbers, footers, etc.), then the Page View can be incredibly slow (several minutes to look at the end of a 50 page paper on an SE).

IIGS Hard Disk Woes (IIGS)—Say you have a IIGS with a Vulcan hard drive which you just totally reformatted leaving the first partition on the drive as the boot drive. But when you restart, the system tries to load from the hard drive, in which case it obviously can't find ProDOS. If you deactivate slot 7 (where the drive is) and load from a floppy disk, the system can't find the hard drive. A Catch 22?

Go into the control panel (open-apple, control, and escape keys) and set the startup slot to slot 5, in the same menu where you de- and re-activating slot 7. You'll find you probably have it either set to 7 or to "scan", either of which would cause your the problem.



AutoDoubler Exclusion Shortcut (Mac)—AutoDoubler lets you exclude files from being automatically compressed by going to the AD Control Panel and designating each file or folder. But AutoDoubler also lets you exclude files based on the label they have. In System 7's **LABELS** control panel, you can designate a label as AD Excluded, then in the AD control panel you check on that label to be excluded from compression. This gives you a quick way to keep files from being compressed without going into the control panel.

Norton No Help with AD (Mac)—You'd better not lose any valuable files if you use AutoDoubler and are relying on Symantec's Norton's Utilities for the Mac. Norton cannot recover AutoDoubled files. Fortunately, AD has a lot of built-in safeties to protect your files, but things do happen.

A Mouse for PC Transporter (IIGS)—Getting a mouse to run requires two things. First, you have to install the appropriate mouse driver on the Apple side for loading at boot up. This is similar to loading drivers for your printer and modem ports. The driver is called MOUSECOM. In the IIGS, you specify slot 4 for the mouse.

Two, you have to install a mouse driver on the MS-DOS side. This is done with a line in the CONFIG.SYS file:

```
DEVICE=MSMOUSE.SYS/2
```

You need to have the file MSMOUSE.SYS supplied with the PC Transporter in your root directory. The /2 is necessary to specify the COM2: port (which is where the Apple Side drivers install themselves). A driver called MOUSE is also provided for the Apple side, but the Microsoft mouse driver for the MS-DOS side is not—Copyright y'know. It is probably only needed if you have a piece of MS-DOS software that doesn't like the MSMOUSE driver.

Another FileShare Incompatibility (Mac)—Virex 3.7 works correctly with AutoDoubler except when running System 7 and FileShare. Virex will cause compressed items on the desktop to appear with DiskDoubler generic icons until file sharing starts up and updates the desktop. If file sharing is not turned on then the desktop icons will update when the Finder updates the desktop.

A System 7.1 Change, Not Bug (Mac)—If you installed System 7.1 and your font styling program (e.g., Broderbund's TypeStyler) can't find your fonts any more. It's not a "bug." System 7.1 changed where fonts are located, and clearly some programs can't find them now. It's not a bug. It's just a change in how things are done. Try opening the fonts with the latest version of Suitcase (2.1.2), MasterJuggler or try the shareware utility, Carpetbag.

Apple's Compatibility Checker (Mac)—can be useful but it depends on information from other vendors. Unfortunately, it tends to tell you to remove things it doesn't know about. If it tells you to remove a newer version of a program, try it out for yourself first.

System 7.1/Suitcase 2.1.2/ATM 2.0.3 (Mac)—This combination should work fine, but only if you don't use System 7.1's Fonts folder, or have Suitcase open up a font in there. The problem with ATM 2.0.3 and System 7.1 is that ATM won't look inside the Fonts folder. The new ATM 3.0 will.

System 7.1 and Adobe Fonts (Mac)—Installing 7.1 over your current system, the Adobe Postscript Type 1 Fonts get replaced with an Apple set, but only the Roman versions remain (also called Regular or Plain). There are TrueType Fonts that have 2 or 4 styles that come with 7.1 and these get added also, but you lose a lot of your Type 1 bolds, italics, etc. To avoid problems, merge your Adobe Fonts back in after installing 7.1 or get them out of the way before doing the 7.1 install.

Support for Ehman Drives—Were you left with an orphaned hard drive when Ehman, Inc. went belly-up? Well, Mr. Ehman reorganized under a new name and has promised continued support. Contact their answering machine at Bridgette Inc. Technical Support Division at (619) 441-6990 or write to Bridgette Inc., 1466 Pioneer Way #9, El Cajon, CA 92020. 🍏

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Additional copies of the student book

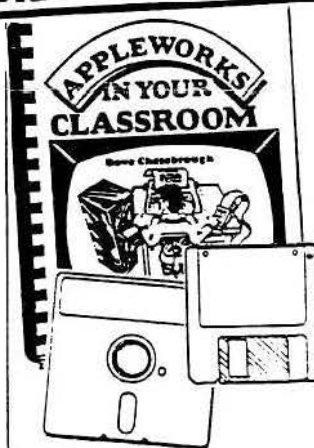
01-9071-Z4 \$9.95

10 or more copies, each \$8.95

Purchase includes permission to make enough copies of the student disk and student pages of the reproducible book for the classes of one teacher.

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Note: You must already have the AppleWorks program in order to use the *AppleWorks in Your Classroom* data disk. (By Dave Chesebrough)

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10 or more copies, each \$8.95

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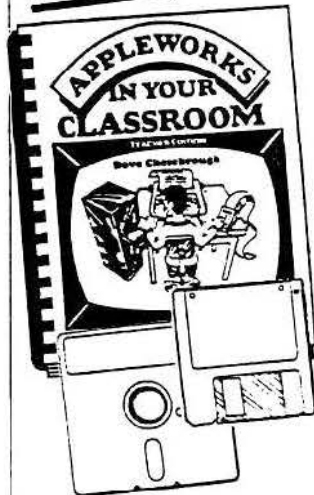
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NEW

Now—a new teacher edition of this
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AppleWorks in Your Classroom: Teacher Edition

AppleWorks in Your Classroom just became an even more valuable teaching tool for you! This new teacher edition provides everything you need to teach all aspects of AppleWorks quickly and easily.

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The accompanying teacher resource disk contains additional files for use in teaching AppleWorks, additional student activities and suggested solutions, and a comprehensive hands-on final exam with a complete answer key.

Note: You must have the AppleWorks program in order to use the *AppleWorks in Your Classroom* teacher resource disk. (By David E. Chesebrough)

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01-9085-Z4 \$20.95

1 AppleWorks teacher resource disk

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AppleWorks for the Teacher:

Time-Saving Tips, Insights, and Techniques

If you use AppleWorks, you need *AppleWorks for the Teacher*. This book and accompanying data disk enable you to use the many features of the powerful and popular AppleWorks program.

The teacher-tested tips, teaching suggestions, and classroom applications were gleaned from *The WORKS*, a newsletter dedicated to exploring the uses of AppleWorks in education since October 1986. You also get reviews, a glossary, and lists that put you in touch with useful texts, software, templates, hardware, newsletters, and user groups.

Selections are grouped according to level and topic and cover both beginning and intermediate skills. The Beginner's Section focuses on concepts and techniques needed for the word processor, data base, and spreadsheet modules of AppleWorks. For experienced users, there are guides to the

program's powerful advanced features, sophisticated application techniques, and resources for personal or classroom use.

The disk provides useful templates, data bases, and word processing and spreadsheet files both for you, the teacher, and also for use with your students. Also included are files detailing AppleWorks educational resources, a data base of products and their sources, and examples of top public domain files.

Here's all the help you need to fully utilize the capabilities of AppleWorks and gain access to hard-to-find support resources.

Note: You must have the AppleWorks program in order to use the *AppleWorks for the Teacher* data disk. (By Dave Chesebrough)

1 Apple data disk; teacher book, 181 pp., 8 1/2" x 11"
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TidBITS#156/14-Dec-92

Mac Game Reviews

by Adam Engst and Richard Rubel

Games can be hard to review, since they're so individual in their appeal. Nonetheless, I've tried to say what I think and why I think it. In addition, Richard Rubel has contributed several reviews. We'll start with Richard's reviews, move on to a few short ones from me, and finish off with some longer reviews.

Richard's rating scale is simple: One means the game is worthless. Five means it is arcade quality and you should have bought it already. The Overall rating is how much he enjoyed the game, and how much he thinks others will. The Repeat Playability rating is based on how long you should enjoy playing this game. Value is whether it's a good deal for the money.

I haven't had time to check out some of these programs as fully as I would have liked, but such is life. I also don't want to imply that only new games are good—Spaceward Ho! still offers tremendous play, and I feel that SimCity rates as best of the Sim series because it's the only one we can identify with on a gut level rather than an intellectual level.

By the way, Wordtris is one of the games I miss most, having bad wrists that require extra care, and I sincerely ask that if your hands start hurting while playing Wordtris or any other game, stop! It's not worth hurting yourself, perhaps for life.

Lemmings! by Richard Rubel

This game started on the Amiga, moved to the PC, and eventually found its way to the Mac. It was well worth the wait. Full 256-color graphics (plays in any depth, though), multi-voiced music, and all-around cuteness make it a winner.

Your goal is to save lemmings from their doom. Simple, but there's a catch (always is...). They obey your commands, but you can only issue a limited number of commands. Each screen is a puzzle, starting with an entrance and ending with an exit. The bottom of the screen displays a list of actions at your disposal. You can create lemmings that build, dig, tunnel, climb, parachute, block, or explode. There's usually a limit to how many of each you can make, though, and half the fun is finding alternate ways to pass an obstacle. You use these special lemmings to create a path that the rest can follow before time runs out. You're faced with 120 different screens (30 each on FUN, TRICKY, TAXING, and MAYHEM), each with a percentage of lemmings to be saved and a time to save them in.

Lemmings are cute. Each can die in so many interesting ways that it's fun just killing them off...

There's a warning on the box to the effect that the company is not responsible for lost sleep. They're right. Don't buy this game if you have something important to do within the next week. You can't get to the next level within each difficulty rating without completing the level before, and it is easy to want to solve just one more level... and when you complete these, be ready for "Oh No! More Lemmings!" (more levels) and "Lemmings II" (same premise, different actions and ideas), coming soon. If you like a combination of fast reflexes and puzzle solving, this is for you.

Available in stores and mail order houses.

Company: Psygnosis Price: \$29 mail order

Overall: 5 Repeat Playability: 3, once solved Value: 5

Hellcats & Hellcats: Missions at Leyte Gulf by Richard Rubel

Hellcats has to be the best flight simulator for the Mac today. It combines 256-color, 3-D, shaded graphics with extremely fast, smooth scrolling and military-simulator-quality avionics and creates a fast-paced arcade game.

There are eight missions to fly, ranging from bombing an enemy runway to protecting an Allied carrier from Japanese attack. Your plane is the F6F Hellcat, equipped with machine guns and a pair of bombs. Each target you obliterate gives you points towards promotions through the ranks, but be forewarned: dying in the game is like dying in real life. Your character is gone, and you start again with a new recruit.

The game is best played with a joystick but works fine with a mouse. There are a few bugs, most noticeably a blind search party; bail out near your

base, and chances are the rescue party will still pass you by. A program exists called "Hellcats Rescue" (available via anonymous FTP from sumex) that exhumes dead pilots, leaving their scores intact. This is useful when Hellcats pulls a fast one on you.

Missions at Leyte Gulf, the sequel to the smoothest flight simulator on the Mac adds more goodies. In addition to eight more missions, it features rockets (though not completely historically accurate, they are fun), moving targets (ships, trucks, tanks), and smarter fighters. Gameplay seems even faster on my IIfx than the original Hellcats. Note that this is only a missions disk - you still need the original program.

Available in stores and mail order houses.

Company: Graphic Simulations

Price: Hellcats: \$38 mail order/Missions: \$22 mail order

Overall: 5 Repeat Playability: 5 Value: 5

...but too much of the package feels like a grade B remake of "Captain Kirk Meets The Flying Toasters."

See Mac Games: Continued on Page 8

Mac Games *Continued from Page 7*

Star Trek: The Screen Saver by Adam Engst

This set of After Dark modules from Berkeley Systems should be an instant hit with Star Trek fans, what with modules like one that displays detailed technical information from "Scotty's Files," a Starfleet Final Exam that you can actually take, a Planetary Atlas manual, displays of various ships panels, a display of the tunnelling Horta, a screenful of tribbles, and Spock walking around messing with things. In this respect, there's little wrong with the \$40 package.

To play the devil's advocate, I can't recommend Star Trek: The Screen Saver to anyone who isn't a serious Star Trek fan. Sure, the graphics are the correct licensed versions, as are the sounds, but too much of the package feels like a grade B remake of "Captain Kirk Meets The Flying Toasters." In some ways, the fact the hokey graphics aren't a problem: much of the original show's sets were equally as crude. However, I think the displays suffer from translation into another medium—like cartoons of TV shows or stuffed animals based on comic-strip characters, they always feel slightly wrong.

Overall, then, Star Trek: The Screen Saver is a must for the serious Star Trek fan, but not necessarily appropriate for your average After Dark module collector. Note that unlike the More After Dark module package, After Dark itself (and the MultiModule and Randomizer modules) comes with Star Trek: The Screen Saver. This is convenient and also convinces me that Berkeley correctly identified their audience.

Falcon MC by Adam Engst

I almost hesitate to mention Spectrum HoloByte's Falcon MC, because as much as it looks neat and was eagerly anticipated by the gaming community, it's too complex for me to learn in the few days I've had it. I immediately managed to get seriously stuck, as happens when I try most flight simulators, and when I found how to change the view, I discovered I was spiralling straight down at full throttle. Ooops.

Perhaps these games are easier if you have a Gravis MouseStick, which the program supports, but I have trouble using a game that attaches a control to almost every key on the keyboard. It's a testament to the accuracy of the simulation of an F-16 fighter though, since the actual planes have numerous controls.

I do like the fact that Falcon MC allows you to interact with computer-generated opponents - various planes and ground forces that generally wish to turn you into a smoking heap of debris (I didn't need help from them). I'm not enough of an aeronautical aficionado to like merely flying around, as one does in Microsoft Flight Simulator. I always fly under the Golden Gate bridge or as close as possible to large city buildings. As such, I anticipate more exploration into Falcon's controls so I can figure out how to destroy a few bad guys.

Richard Rubel adds (based on the demo)... MacUser still gives 4.5 mice to the original black-and-white version of this game. The new version is similar enough that you don't need to learn to play again, but different enough to hold your attention. The idea is simple—a combat simulator. You fly an F-16 Fighting Falcon against the best enemy Migs around. Meanwhile, landing craft approach your shores...

Your plane comes with several different armaments ranging from chain guns to heat-seeking missiles. The amount of each you have is determined by how much you want your plane to weigh (more weight sacrifices maneuverability).

The biggest and most visible difference is color: four bits worth instead of one. Sounds and aerodynamics are similar. It still feels like I'm flying a Ted Turner-colored sequel rather than a whole new game.

However, other improvements, including updated armament, smarter enemies, and moving targets, add to the fun. The graphics are detailed, too. The full game adds controls (notably a rudder) not implemented in the demo, and supports a joystick. The demo plays with mouse or keyboard, and gives a fair idea of the game - one full play of the easy level until you die (aided by starting with low fuel).

Full version available January '93

Projected Cost: \$39.99 mail order

Overall: 3 Repeat Playability: 3 Value: 3

Wordtris by Adam Engst

I'm a word person. I enjoy Spectrum HoloByte's Wordtris (\$30 mail order) more than Tetris because my brain matches patterns of letters words faster than patterns of shapes.

In principle, Wordtris plays like Tetris—move falling blocks into position so certain patterns form, at which point the pattern dissolves. In Wordtris, though, the patterns are words, and the longer and more complex your words, the more points you get. The letters fall one at a time as though onto the surface of water, and push down until they reach the bottom. Then they pile up toward the top of the screen, presaging the game's end. You can form words horizontally or vertically, and as you move up levels the letters fall all the faster. Each level has a magic word, which scores a bunch of points and clears the unused letters from the screen.

The concept is simple enough, but Spectrum HoloByte threw in a few quirks, such as the scoring. Any monkey can make short words, so you get more points for long words, and you can optionally have the game not give you points for duplicated words (so you can't get points for "the" more than once). You also occasionally get an eraser, which is handy for eliminating extra Q's and Z's that you may have lying around.

What makes Wordtris, though, is its multiplayer abilities. Playing against a computer is OK, but it's more fun to play a person. Wordtris offers several different games, including one where you both try to work on the same screen, although that gets crowded. Network play is even more fun because when you create a word over a certain size immovable rocks appear at the bottom of your opponent's screen, pushing up letters and making life difficult. If you create your magic word (which is always relatively long), you clear your screen and your opponent gets a lot of rocks. Interestingly, the player who runs out of room at the top does not necessarily lose, because network play uses the same scoring system as regular play, so you can cause your opponent to run out of room and still lose on the point scale. Highly recommended.

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Minutes of the December Meeting New Officers for the New Year Not So New

Mark Twain Village, Heidelberg—December 10, 1992
President Jim Clark opened the last meeting of 1992 with the announcement of the first meeting for the new year to be held on 14 January 1993. Tonight also represented RNAUG's seventh year of existence.

As the necessary quorum of members had not been reached at the start of the meeting, the election of new officers was postponed until later in the meeting.

In Apple II news, Jim assured the membership that the Apple II is not only far from dead, but very much alive as shown by the review of some 150 new programs this past year. Programs such as Pointless, TimeOut Grammar, and Platinum Paint have kept the Apple II line a very viable machine.

Hewlett-Packard announced the release of their new DeskJet 550 inkjet printer (also available as the DeskWriter 550 for Apple computers). The 550 series holds both color and black ink cartridges for improved printing. Current owners of H-P Deskwriter printers may be able to upgrade for some \$500 but we have no firm details on that. List price is \$1,099.

See Minutes: Continued on Page 2