

Silicon Times Report

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

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09/22/95 STR 1138

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- | | | |
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**FCC INVESTIGATES ISP/ISDN RATES!!
SEAGATE TO BUY CONNOR!
APPLE WARNS OF LOW PROFITS!**

STReport International OnLine Magazine
The Original * Independent * OnLine Magazine
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Hardware - Software - Corporate - R & D - Imports

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Florida Lotto

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From the Editor's Desk...

A number of interesting incidents occurred in the last few weeks that have led to some exciting developments for both our readers and STReport. STReport had been granted some "room" on a server site thus the WEB Pages and Domain Name. Much to our chagrin, we discovered through a series of calls to Internic that many of the "small insignificant charges we were asked to cover were not real. Or, at least not in the way they were explained to us. We then found that our passwords for file access and email, (one was changed with any warning!), had become "common knowledge" among a number of individuals associated with the site holder. As a result, we decided to pull our files and acquire our own site. After all, we had three quarters of the needed hardware already. We now have our own lines and site. The new site is already under construction it will be a six gigabyte Pentium 100 running on an Intel Triton system. We expect to have the site up by October 01, 1995 and fully operational by mid October. We will be offering personal web pages, commercial web pages, industry listings and cooperative linking. Additionally, we will offer domain name mail boxes for use with telnet and FTP sites both anonymous and dedicated.

On another related, but serious front, the nation's ISP's (Internet Service Providers) had better "smell the coffee" and wake up! The gouging, misinformation and most of all, the abysmally poor service, both on and off line, is about to catch up with them. It seems a large number of complaints have been lodged with the FCC and the DOJ about certain glaring "irregularities". This reporter inquired of IRS involvement concerning the ISP operators themselves in light of the recent Clearwater ISP Bankruptcy. The "Taxman" was already involved and very interested. Its apparent to this reporter the complaints are being investigated and followed up on. One Investigator quipped; "It appears the "Super Highway" has a large number of "operators" who believe in the PT Barnum premise." Well, they're in for the

“rude awakening.”

Apparently, the investigation is starting at the very top with phone companies in various locations being randomly picked for scrutinization. The big question there is why the huge difference in charges from one locale to another?? This for everything from a T-3 on down to a single line ISDN hookup. This reporter was appalled at the rates the local ISP's quoted to users for their Internet Access and various other “premium services” that really didn't amount to more than a haphazard 14.4 connect that was shaky at best. Folks in NE Florida are well acquainted with many of the alleged abuses. The complaints we've received in the last six weeks alone are alarming.. If the ISP's and the Phone Companies don't wake up... the heavy hand of Federal Regulation is liable to appear rather quickly. What's needed is an association of ISP's where they can mull over the predicament they've caused for themselves and perhaps come up with a solution. Like a reasonable “cap” on charges. Right now, they're through the roof. More to follow.

Ralph

Of Special Note:

<http://www.streport.com>

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

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STR INDUSTRY REPORT

LATE BREAKING INDUSTRY-WIDE NEWS

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

Compiled by: Dana P. Jacobson

General Computer News

NET WAGS DREAM UP NEW "VIRUSES"

The latest let's-pretend pastime on the Net has been dreaming up new kinds of computer viruses. The Washington Post this morning sampled a few of them. For instance:

- Oprah Winfrey virus: "Your 200 megabyte hard drive suddenly shrinks to 80 megabytes, and then slowly expands back to 200."
- Politically correct virus: "Never identifies itself as a 'virus.' Prefers 'electronic micro-organism.'"
- Adam and Eve virus: "Takes a couple of bytes out of your Apple."
- Ted Turner virus: "Colorizes your monochrome monitor."
- Government economist virus: "Nothing works, but all your diagnostic software says everything is fine."
- Federal bureaucrat virus: "Divides your hard disk into hundreds of little units, each of which does practically nothing, but all of which claim to be the most important part of your computer."

SIDES AGREE ON NEW CD STANDARD

In Tokyo, two competing industry alliances have put aside their differences and agreed to standardize on a single high-capacity CD standard. The next generation disc will be able to store feature-length movies, music and computer data. The standard calls for a maximum capacity of 4.7GB, compared to the approximately 600MB capacity offered by current generation CD-ROMs.

The pact brings together Sony and Philips, which supported the MMCD format, and Toshiba, Time-Warner and several other companies, which backed the competing SD standard. The as-yet unnamed new format, an extension of current CD technology, integrates all of the technical requirements set forth by both the computer industry's Technical Working Group and the Motion Picture Advisory Committee. It offers forward and backward compatibility with current industry CD and CD-ROM standards.

"This new high density CD format will address all consumer and industry needs for a single music, game, motion picture and multimedia platform." says Michael P. Schulhof, president and CEO of Sony Corporation of America. The alliance allows the industry to sidestep a repeat of the VHS versus Betamax format war, which confused and frustrated many VCR shoppers.

NETSCAPE OFFERS NET PUBLISHING

Hoping to get a jump on Microsoft Corp., Netscape Communications Corp. is set to introduce new software that

gives electronic publishing capability to users of Internet's World Wide Web. Reporting from Mountain View, California, United Press International says the new Netscape Navigator Gold 2.0, which will enable users to create home pages and other multimedia offerings, will be available for free on the Internet at the end of October and go on sale in January. The program is an enhanced version of the company's Netscape Navigator 1.0 "browser" program.

UPI notes, "The company currently has three-quarters of the Web-browsing market. But it could soon face competition from Microsoft, which plans to introduce a set of publishing tools for the Internet next year." Netscape also has announced two other programs, an enhancement of the current Netscape Navigator aimed at businesses and one that includes a relational database.

SECURITY FLAW FOUND IN NETSCAPE

Two graduate students at the University of California at Berkeley have found a serious security flaw in Netscape Communications Corp.'s Internet web browser, jeopardizing data such as credit-card numbers that users pass over the Net. The company acknowledges the flaw and said it is issuing a software fix, "but," reporter Jared Sandberg of The Wall Street Journal observes this morning, "as is often the case with Internet security, it may take time for users to adopt the fix, leaving them vulnerable meanwhile."

Associated Press writer Nancy Mayer says students Ian Goldberg, 22, and David Wagner, 21, determined a knowledgeable computer user could break Netscape's coding system in less than a minute. The findings were published in the "Cypherpunks" Internet group Sunday evening, where mathematicians and programmers routinely discuss cryptography. Netscape Marketing Vice President Mike Homer told AP last night, "We regularly monitor these newsgroups and, when we saw it, we had our engineers work on it immediately."

He added the company will release a repaired version of the software within a week that can be downloaded from its World Wide Web site (at Web address <http://home.netscape.com>).

Homer said the company was not aware of any security breaches among the program's some 8 million users. Thousands of companies use Netscape software for advertising and sales. Some use the programs to check bank balances and for catalog shopping. "Customers give their credit card numbers to companies that provide online services so they can be billed automatically each month," Mayer notes.

Meanwhile, Dietrich Kappe, a partner with Red Planet L.L.C., an Chicago Internet consulting firm, told the Journal the flaw is "a very big trapdoor. You can drive a truck through it. Somebody goofed" at Netscape. The Journal reports, "Netscape uses so-called symmetric key cryptography to scramble sensitive data so that they are unreadable by hackers snooping on the network. That key is essentially a mathematical formula so long that it makes it impractical for hackers to crack, even with powerful computers." However, Goldberg and Wagner told readers of Cyberpunks that the random number that generates the mathematical key was "fairly trivial to guess" and that the key "usually takes less than one minute to find."

Says Sandberg, "Rather than try to break the encryption "key," the two graduate students examined the so-called "random number generator" and discovered that the number isn't so random, allowing them to guess the encryption key. It took the two students ... two days to identify the vulnerability and write a software program that could guess the encryption key in less than one minute." At Netscape, Jeffrey Treuhaft, security product manager, told the paper, "The information we were using to create the key is now a known set of information. We feel it's important to let our consumers know."

As reported earlier, Netscape also sells a far stronger version of the program that includes 128-bit key length, but is prevented by the government from distributing it on the Internet. The government fears that such strong encryption could fall into the hands of terrorists who might use it to communicate without fear of being tapped by U.S. security agencies. "Security experts, however, noted that the same problem exists with the stronger software," the Journal says.

COMPUSERVE STARTS CD-ROM DATABASE

CompuServe has launched a new database called CDROMBase Online as a searchable directory of more than 9,300 CD-ROMs, including descriptions and pricing information.

The resource, including titles from some 1,800 publishers, details discs that run on Windows, Macintosh, DOS and 11 other platforms, with prices ranging from \$4.95 to more than \$50,000 per year.

Rich Bowers, co-founder/director of the Optical Publishing Association, compiled CDROMBase Online. (When Bowers created the first directory of CD-ROM products in 1986, there were 42 titles listed.)

Says Bowers, "CDROMBase Online is one of a kind. It's the largest and most complete database of CD-ROM titles available to the general public. Putting it online with CompuServe makes the database easily accessible while allowing for frequent updates. Our plan in 1996 is to expand coverage of CD-ROM products available outside North America." To reach the database, GO CDROM.

SURVEY FINDS ONLINE INTEREST UP

A national phone survey of households with annual incomes of \$35,000 or more found record levels of online service usage and plans to add online access capabilities. In a statement from Princeton, New Jersey, Response Analysis Corp. reports more than 60 percent of the households surveyed have at least one PC; 38 percent report having data or fax modems, 18 percent use online services, and 10 percent access the Internet.

Based on consumer plans, Response Analysis says it expects a 20 percent increase in online service users in the next However, the online gender gap still is wide: Only 42 percent of online households identify a female user, while over identify a male. RAC Vice President Raymond Boggs identified "three inhibiting factors that could dampen the en prospective and current users," including:

- **"Fear of Nerdng."** Curiosity about online services "can be offset by concern about the commitment required to be a successful user," the statement says. "Consumers desiring to be online literate are sometimes discouraged by the effort they think is necessary to negotiate the Net."
- **"Post-Traumatic Web Syndrome."** Once people go online, they may find the experience less than satisfying. "Some consumers enjoy the challenge of independent Web-browsing," the statement comments, "but a growing number are more interested in the destination than the voyage. Online dropouts (rather than Nerd converts) are the inevitable result of user frustration."
- **"Windows 95 Overload."** Regarding the addition of the online Microsoft Network to Microsoft's new operating system, the pollsters say, "Rather than just add online capabilities, consumers must consider whether to upgrade to the new operating system, whether to use the built-in MSN access, and maybe even whether to upgrade existing hardware. These considerations may cause potential online customers to delay making any decision at all."

Boggs also commented, "We know that virtually all computers sold at retail over the past five years are equipped with modems, yet only half of PC households are aware that they even have one." He says he expects "modem consciousness" to increase as more households acquire PCs for the express purpose of going online.

INTEL PLANS NEW CHIP SITES

Intel Corp. has announced plans to build a new research and light manufacturing facility in DuPont, Washington, approximately 50 miles south of Seattle. The facility will be Intel's first new U.S. site since it announced the creation of its Folsom, California, campus in 1985.

The company plans to begin building on the 192-acre site as soon as all necessary permits, contracts and agreements are approved. Phase One of the project will include a manufacturing facility and office building at an estimated cost of \$50 million to \$100 million. Intel hopes to begin operating the manufacturing facility by June 1996. Intel expects to have approximately 1,200 employees at the DuPont site by the end of 1996. Total site employment

could reach 6,000 within five years. Approximately 70 percent of the employees will be devoted to research and development, with the balance dedicated to manufacturing computer systems for the OEM market.

"With personal computer units projected to grow to 100 million units annually before the end of the decade, we need to take steps to assure that Intel can meet the demands of this rapidly expanding market," says Craig Barrett, Intel's executive vice president and chief operating officer.

FUJITSU TO BOOST PC OUTLETS

Look for Japan's Fujitsu Ltd. to try to boost its PC sales by expanding its sales outlets from 3,500 currently to 5,000 next year. In Tokyo, Fujitsu officials told the French Agence France-Press International News Service the company also planned to boost its share of the domestic personal computer market from the current 10 percent to 35 percent.

A spokeswoman told the wire service, "Our products were mainly corporate-use oriented before, but now we are targeting individual computer users." AFP says Fujitsu produced 450,000 PCs in the year to March and has targeted output at 1.3 million units for the current year, although the spokeswoman says the firm actually may produce as many as 1.5 million units. She noted production in the three months to June came to 213,000 units.

NEW HP PRINTERS MAKE DEBUT

Hewlett-Packard Co. today announced two new printers -- a high-performance personal laser printer that will sell for less than \$500 and a mobile ink-jet printer featuring wireless printing capabilities. The HP LaserJet 5L, which replaces the current LaserJet 4L printer, is expected to sell for about \$479. It features a 600 by 600 dots per inch (dpi) output resolution and HP's PrintSmart, a new software suite that aims to optimize printing within Windows.

The HP DeskJet 340, which is expected to sell for less than \$300, is the industry's first notebook printer to support wireless printing; it replaces the DeskJet 320 printer. The product features an infrared capability for wireless printing, a 30-page sheet feeder for improved portability and paper handling, and a higher-capacity ink cartridge. The DeskJet 340 prints black text at a 600 by 300 dpi resolution with HP's Resolution Enhancement technology. Customers who want color printing can purchase the HP ColorKit for approximately \$39. Users snap in the color cartridge in exchange for the black cartridge when they want to print in color.

SEAGATE TO BUY RIVAL CONNER

Disk driver maker Seagate Technology Inc. has agreed to buy arch rival Conner Peripherals Inc. in a stock swap observers say is valued at about \$1.04 billion. In The Wall Street Journal this morning, writer Charles McCoy says the proposed transaction, subject to due diligence and regulatory approval, would combine two of the four largest makers of disk drives and other computer-memory components. "It would make Seagate, already the world's largest drive maker in terms of revenues and its most consistently profitable performer, an even more powerful competitor," McCoy observes, "expanding its market share and broadening its product line."

He quotes analysts as saying the two companies' combined share of global drive shipments currently stands at about 35 percent. The paper describes the deal as a surprise and "full of ironies," noting that Conner has been "lagging lately because of product snafus and other problems."

Recent rumors have named Samsung Electronics Inc. or IBM as making a possible take-over bid. "Seagate wasn't considered a prospective buyer," the Journal says, "in part because of the bitter rivalry between the two companies and their leaders." Conner founder/chairman Finis Conner helped start Seagate, but left to form his own

company in the late 1970s after a falling out with Seagate's co-founder/chairman Alan Shugart. "Since then, the two companies have been slugging it out in one of the most fiercely competitive businesses going," writes McCoy, "and friends of both say the rivalry at times became personal." Analyst Todd Bakar of Hambrecht & Quist told the paper, "Conner and Seagate have been archenemies for years, and to see Conner and Seagate getting together like this is a little bit of a shock."

The Journal says Seagate proposes swapping 0.442 of a share of its stock for each of the roughly 52.2 million Conner shares outstanding. Analysts characterized the deal as part of a bold strategy by Seagate to diversify and, says the Journal, "to essentially impose consolidation on the disk-drive industry, which is notorious for savage price competition that has led to sharp swings in earnings and stock prices."

SUIT CHALLENGES NET ANONYMITY

Anonymity in cyberspace is being challenged by a Caribbean resort owner and a scuba instructor who claim they were defamed online. They are asking a judge to force America Online to reveal the name of a subscriber so they can sue the person for libel.

If Arnold Bowker and John Joslin are successful in obtaining the name, "it could have serious implications for millions of people who use (online services) to think, write and debate in a world where they are identified by their ideas, not their names," says Associated Press writer Brian Bergstein. Daniel Weitzner, deputy director of the Center for Democracy and Technology in Washington, told Bergstein he and his colleagues fear a morass of court cases to try to hold computer users accountable for what they say anonymously online.

"What this case brings up," Weitzner said, "is the specter of millions of libel suits every time there's a disagreement. ... I think it's a critical issue." AP says the motion filed in Chicago's Cook County Circuit Court charges Bowker's dive shop at the Carib Inn in Bonaire, Netherlands Antilles, and instructor Joslin were defamed by a message posted on an AOL bulletin board for scuba divers by a user identified as "Jenny TRR," who in June wrote that she had a bad experience while learning to dive at the Carib Inn with an instructor who she alleged used drugs.

Said the note, "Since I'm a little new diving needless to say diving with a stoned instructor was a little scary. ... I won't mention his name but he's the only white instructor there." Lawrence Levin, the attorney for Bowker and Joslin, said a frequent visitor to the Carib Inn told Bowker about the allegations, adding that much of the inn's business depends on communication with customers via computer.

Says AP, "When Bowker investigated the charges made by Jenny TRR and found them untrue, he posted a message on the same bulletin board rebutting them and asking Jenny TRR to recant, Levin said. When no apology came, Bowker decided to sue for damages, claiming his business had suffered. But first he must find out the identity of Jenny TRR." Levin commented, "The person who used this abused the privilege of being able to communicate with people worldwide. ... This has serious repercussions for businesses."

TWO CHARGED WITH CRACKING TOWER

Two California computerists have been indicted on federal charges they cracked the computers of Tower Video stores nationwide and collected information on 2,000 credit card accounts. Reporting from Sacramento, United Press International quotes federal prosecutors as saying the two -- Terry Patrick Ewing, 21, of Berkeley, and Michael Yu Kim, 20, of Los Angeles, indicted on conspiracy, fraud and willful destruction of computer information -collected private account information on customers from California to Pennsylvania.

If convicted, they face up to 20 years in prison and \$250,000 fine. Authorities allege that between April and August, Ewing and Kim used their PCs to invade a computer network used by Tower Video stores, creating a file of credit card information on 2,000 Tower Video customers.

The indictment says the pair attempted to cover their tracks by deleting log files used for security. UPI notes court documents don't allege whether the men actually used the information. "While the Sacramento Tower Video store was the primary target of the hackers," says the wire service, "stores in Berkeley, Las Vegas, New Orleans and King of Prussia, Pennsylvania, were also hit." UPI says the alleged scam was discovered by the computer company in July, prompting an investigation by local law enforcement, the U.S. Secret Service, FBI, and U.S. Attorney's Office. A raid on the men's Berkeley home uncovered 2,000 Visa, MasterCard, Discover and American Express account files, investigators said.

RADIUS SLASHES WORKFORCE

Radius Inc. says it has reduced its worldwide workforce by approximately 20 percent. The Sunnyvale, California-based company says the cuts were needed to align costs with current market conditions. "We need to streamline the company and improve operational efficiency given the reduced margins that are characteristic of today's personal computer market," says Charles Berger, Radius' chairman and CEO.

Of Radius' approximately 430 employees worldwide, approximately 90 positions were eliminated from all areas of the company, says a statement issued by the company. Radius designs and markets Macintosh OS-based computers and graphics products for Macintosh and Windows systems. The Mac OS-based systems are built for Radius by IBM Corp.

APPLE WARNS OF LOW PROFITS

Fourth-quarter profits "significantly below" analysts' expectations are being predicted by Apple Computer Inc., which says its income has been dragged down in part by a component shortage and new product delays. Analysts surveyed by Zacks Investment Research on average had predicted earnings of \$1.04 a share, business writer Catalina Ortiz of The Associated Press reported this morning.

"It's disappointing, certainly," analyst John Girton of Van Kasper & Co. in San Francisco said. Until yesterday, he had forecast 97 cents per share profit, but he lowered that to 51 cents after studying the company's statement. "They've been growing in the 20 percent (range) and this will suggest their growth will certainly dip below that," Girton told AP. "That could hurt Apple's attempt to boost its share of the personal computer market," Ortiz comments. (Last year, the company's share of the worldwide market fell to 8.3 percent, according to Dataquest Inc.)

Apple said in a brief statement that demand for its PCs remains strong and that production will increase compared to the fourth quarter of last year. However, it predicted total shipments, revenue and gross margins will be hurt by component availability, product delays and pricing pressures on its older products. The company will report results for its fiscal fourth quarter in mid-October. Ortiz observes Apple also has underestimated demand for the Power Macintosh, a new line intended to compete against PCs using Intel Corp. chips and Microsoft Corp. software. Said Girton, "It's fairly well known they've been behind in production, so it's not a great surprise. The hope has been that they'd rise to the challenge and increase their production in a timely fashion, and they haven't been able to do that, apparently."

AP quotes Apple as also saying it has stopped shipments of its recently announced PowerBook 5300 portable computer because of safety problems with the lithium ion battery. "Within the past week," says the wire service, "cells within batteries in two PowerBooks at Apple got hot enough to cause flames and damage the machines.... Fewer than 1,000 of the new computers have shipped since their Aug. 28 introduction, and only a few hundred have reached consumers."

Company spokeswoman Lisa Byrne said Apple is contacting purchasers and is replacing the lithium ion batteries with replacement nickel metal hydride ones.

AT&T RESTRUCTURES GIS, CUTS JOBS

AT&T Corp. is preparing to slice as many as 10,000 jobs from its computer operation, charging \$1.2 billion against earnings to pay for the move, reports The Wall Street Journal, which adds that the company may eventually get out of the PC business altogether. The job cuts, representing 20 percent of AT&T's computer workforce, are part of a major restructuring at AT&T's Global Information Solutions Inc. unit, the former NCR Corp.

An AT&T spokeswoman had no comment on the report. "Now facing a multibillion-dollar showdown with the Bell companies, which plan to attack its long-distance market, AT&T may come to view GIS as an expensive distraction it can no longer afford," states the Journal. The newspaper notes that Dayton, Ohio, where NCR was founded more than a century ago, will bear the brunt of the cuts. "The once-thriving center of the world's retail and banking system market, Dayton can no longer count on the successor of the mighty National Cash Register Co. to keep it flush with tax revenue," reports the Journal.

MISSING YOUTH'S MOM STILL HOPES

The mother of a Maryland 10-year-old whose disappearance prompted a two-year national FBI investigation of child pornography online hopes this week's dozen arrests will shed new light on what has happened to her son. "At least something good is happening out of this," Barbara Burdynski told Jon Jeter of The Washington Post.

The FBI probe has not yielded any new clues into the case of George Stanley "Junior" Burdynski, who disappeared in May 1993 from his Prince George's County neighborhood while riding his bicycle. The FBI suspect he was lured by computer pedophiles. The boy was never found.

Mrs. Burdynski told The Post that FBI agents say they will question the people they have arrested about her son and will check their computers for information about her son. "They specifically told me if it wasn't for the investigation of Junior's disappearance, they wouldn't be able to do this," she said. "He's a hero."

As reported yesterday, the FBI arrested a dozen people accused of trading in child pornography by computer networks, and more arrests are expected. Federal authorities say their probe monitored America Online to catch suspects distributing child pornography, as well as those alleged to be arranging sex with children. AOL cooperated with the federal agents, who said the online service itself was not under investigation.

Authorities say the disappearances of Junior Burdynski prompted the undercover investigation, which it dubbed "Innocent Images." "I wish I could get a resolution, something," Mrs. Burdynski told the Post. "You can't go on for the rest of your life wondering. Sometimes I think it's slowly driving me crazy. I have to stay busy, or I get very depressed." She added that the FBI investigation "is what keeps me going."

Jeter says the search for Junior Burdynski led police to "a ring of pedophiles who preyed on boys from the Brentwood neighborhood where Junior lived." Says the paper, "Although no one has been charged with the boy's abduction, detectives discovered that Junior and his friends spent time at the Winchester, Virginia, and Hyattsville homes of James A. Kowalski, 64. Junior was one of several children who had used Kowalski's computer, playing video games and sending electronic messages to others, according to law enforcement sources and the boy's mother."

Sources told the paper the exchanges typically were innocuous, "but Kowalski also used the network to boast about his sexual exploits with children and to send obscene images of nude children to other network users, including his friend Stephen B. Leak, according to sources. Although neither man has been charged in Junior's disappearance, both subsequently were convicted of multiple charges of child abuse and pornography and sentenced to jail."

Meanwhile, in The Wall Street Journal this morning, reporters Jared Sandberg and Glenn R. Simpson note this week's porn crackdown "has inflamed the debate over whether new laws are needed and has confronted America Online Inc. with a hazardous public-relations dilemma."

The writers observed that the raids have drawn praise from both sides of the current cyberporn debate, "jockeying for

sound bites." Sen. James Exon, who has sponsored a tough proposal for trying to regulate online speech, said in a statement the arrests "illustrate the growing problem of computer pornography," renewing his call for "more stringent laws" to "punish those who transmit indecent material over computer networks where children have open access."

Jerry Berman of the Center for Democracy and Technology, countered the crackdown shows new laws aren't needed at all. Said Berman, "The good news is something can be done about this. We hope this will frame the debate and convince Congress we don't need the kind of blunderbuss approach advocated by Sen. Exon."

DEMOCRATS' HEALTH DATA STOLEN

(SHADES OF WATERGATE?)

From Washington comes word that a computer containing Democratic data on health care legislation has vanished, apparently stolen, from the office of a senior congressional staff member. A committee official told the Reuters News Service the desktop computer was taken during working hours on Tuesday from the office of the top Democratic staff expert on the health subcommittee of the House Ways and Means Committee.

"Republicans on the panel are drafting controversial Medicare legislation, strongly opposed by the Democrats, that is supposed to be made public shortly," the wire service noted. Democratic Ways and Means spokeswoman Ellen Dadisman told the wire service, "We're very distressed," adding the committee did not have backups for all the most recent information. She said the "entire computer, including the monitor and mouse," was taken.

ORGANIZATION WARNS OF NET PERILS

New figures from the Computer Security Institute reveal that the Internet can be a dangerous place for businesses. According to the San Francisco-based organization's 1995 Internet Security Survey, one out of every five Net sites has suffered a security breach. Additionally, while almost 40 percent of Net sites don't have a security firewall in place, 30 percent of breaches occurred after a firewall was installed. Despite the less-than-foolproof protection offered by firewalls, CSI estimates that sales of the anti-hacker software will grow from \$1.1 billion in 1995 to \$16.2 billion in 2000.

MAGAZINE CLAIMS WIN95 EMAIL FLAWED

A computer magazine is reporting it has found a flaw in Windows 95's electronic mail feature that "can leave proprietary data unprotected." However, Win95 publisher Microsoft Corp. says it isn't a bug, but a feature. At the heart of the issue is the Exchange "universal inbox" that comes with the new operating system. In a statement from Manhasset, New York, CMP's Windows Magazine says "a security problem" in Exchange "means that budget reports, salary information, personnel files, confidential company documents and more, can be left vulnerable to exposure and theft."

MS Exchange is an option that allows users to handle MS-Mail, faxes and email from CompuServe, Microsoft Network and the Internet, among other capabilities. "It is so attractive," says the magazine's statement, "that many people who are installing Windows 95 are converting their current email files to MS Exchange. And this is where the problem lies."

Editorial Director Fred Langa comments in the statement, "Exchange, as it turns out, has a security hole that gapes so wide that literally all your electronic mail may be at risk. You can close the hole, but if you aren't aware of it, you'd be in for a very nasty surprise." When Win95 users convert their old email to the Exchange format, he said, they are "fooled" into thinking that Exchange will use their old password to protect their new email.

"Wrong," warns Langa. "If you're using Exchange's default settings, chances are any of your co-workers can walk up to you machine and gain access to your 'private' email account with no special hacking, cracking or other knowledge required. By default, there's effectively no protection at all. Even though Exchange asks you for your old password, the software doesn't use the password to protect your files."

Langa commented this isn't the first time Microsoft has shipped a product whose default behavior caused security problems. "A while back," he said, "Windows Magazine discovered and reported that a default setting in Word 6.0 meant Word files sent electronically could unexpectedly carry all kinds of possibly embarrassing or confidential data along with them. When asked about the security hole, Microsoft told us it really was a feature, not a bug, and the default settings were just fine."

Microsoft is saying the same thing about the Exchange characteristic that Windows Magazine is terming a "security gap." The magazine said Win95 users who want to change the password setting must do so manually. Says Langa, "Even if you think you're password-protected, go to Exchange's Tools/Services menu, select the Personal Folder file (or whatever it's named on your system) and click on Properties. Now click on Change Password, enter a new password. Finally, make sure the 'Save this password' box is not checked."



Adaptec 294x FAQ STR InfoFile

AHA-294X Common Questions and Answers

Q: Why wouldn't an AHA-2940 BIOS banner be displayed when installing the AHA-2940?

A: Either the board is not in a bus mastering slot, or the PCI slot is not enabled for bus mastering in the CMOS setup. Check your motherboard manual to find out if the slot is bus mastering, or how to enable bus mastering for that slot.

Q: On boot-up I get the error message "Host Adapter Configuration Error."

A: In CMOS setup, enable IRQ for the PCI slot. Alternatively, you can mark one of the IRQs as free. Be aware that there may be an IRQ conflict with a built-in controller on the motherboard. For CMOS settings, refer to your PC user's manual.

Q: On boot-up I get a message "BIOS installed Successfully", but my system hangs.

A: Verify that the CMOS interrupt structure is set to "INTA" and the CMOS IRQ level matches the jumper setting on the motherboard. Refer to your PC user's manual.

Q: When I invoke the < Ctrl> -A option, the message "Can not locate host adapter" is displayed.

A: Update the AHA-2940 BIOS to version 1.11 (checksum 8200). (It's up to 1.12 If you have an EPROM burner, download the file 2940.EXE from the BBS. Otherwise, call Adaptec Technical Support at (408)-934-7274.

Q: My Intel P90 system hangs during boot-up, while displaying "Starting MS-DOS...."

A: Contact the system vendor to obtain the latest system BIOS.

Q: When loading ASPI8DOS.SYS the system hangs, and then displays the error message: "Read BIOS Parameter Failed."

A: Update ASPI8DOS.SYS manager to version 1.10 (EZ-SCSI 3.03).

Q: The ATI (Mach 64) video card installed with my AHA-2940 shows no video or causes intermittent hangs during boot under DOS or Windows.

A: There are known compatibility issues between the two PCI cards. Contact ATI for possible resolution of these issues.

Q: The EZ-SCSI installation hangs on installing the AIC-7870.DLL driver.

A: Update to EZ-SCSI version 3.03.

Q: Upon boot-up, a 486 AMI BIOS system displays the "Device Name Not Available" message during drive inquiry message.

A. Contact your system vendor to obtain the latest system BIOS.

Q. I heard that there is a new BIOS release for the AHA-2940. Do I need to upgrade my adapter?

A. The BIOS v1.11, which replaces v1.10, corrects a problem for the OPTI chipset only. The problem prevented the user from accessing SCSI Select when selecting < Ctrl> -A. An error "No Host Adapter Found" will appear after selecting < Ctrl> -A. BIOS v1.11 corrects this problem. Unless you have an OPTI chipset, there is no need to upgrade the BIOS.

Q. How do I determine which AHA-2940 is the primary card if I am duplexing under Novell?

A. During boot-up, check the LED on the AHA-2940 cards to see which one illuminates first.

Q. I recently upgraded from a previous SCSI Host Adapter to an AHA-2940 PCI adapter and the 78xx.SYS driver. When I removed the old adapter from the system, I connected the hard drive to the AHA-2940 and re-booted. Now the system will not boot. What's wrong?

A. A possible solution is that when the new driver was added to the NTBOOTDD.SYS, the old driver was also there, and was configured to be activated at BOOTUP time. The new driver must be set to start at BOOTUP. This can be done in the Device section of the Control Panel. The old driver needs to be deleted from the NTBOOTDD.SYS if the card is no longer in the system. If the old card is still in the system but is not controlling the boot device, choose the Service section in the Control Panel and select the original driver to be started at SYSTEM time not BOOTUP.

ADOBE SYSTEMS PLANS TO ACQUIRE CENECA COMMUNICATIONS

Ceneca's Products Expected to Revolutionize Web Site Creation and Maintenance

Mountain View, Calif., (September 18, 1995) (Nasdaq:ADBE) -- Adobe Systems Incorporated today announced it has signed a letter of intent to acquire Ceneca Communications, Inc., strengthening Adobe's position as the leading vendor of professional-quality authoring tools for the Web. Ceneca is a privately-held developer of World Wide Web publishing and site management tools. Terms of the deal were not disclosed.

"The Web continues to experience explosive growth," said Charles M. Geschke, President of Adobe Systems. "Adobe has long held a leadership position in the professional and corporate publishing markets with its popular authoring tools. Now, with the combination of Adobe(TM) Acrobat(TM) and Adobe's Portable Document Format (PDF), and Ceneca's exciting Web authoring and site management products, Adobe provides a powerful solution to customers interested in taking advantage of the opportunities provided by the Internet."

Last month Ceneca announced its new suite of Web authoring and site management tools that simplify the process of Web authoring. Ceneca PageMill(TM) makes creating Web pages as easy as producing a word-processed document, while Ceneca SiteMill(TM) dramatically simplifies site management. In the past, creating Web pages required an understanding of the details of HTML (Hypertext Mark-up Language), as well as knowledge of URL addresses and various image file formats. The Ceneca Web authoring products eliminate the need to understand all of the complexities of HTML, URL addresses and image file formats. Pricing and availability will be announced shortly.

"We are very excited about becoming part of Adobe," said Robert Seidl, president and CEO of Ceneca Communications. "Adobe's distribution into the corporate and professional publishing marketplace with its authoring tools and more recently with PDF will allow us to address a much wider audience of customers. In addition, we look forward to combining our technologies with many of Adobe's existing technologies to offer customers a full suite of solutions for Web publishing."

With this announcement, Adobe continues to strengthen its position as a supplier of solutions for Web publishing. Earlier this year, the company announced Acrobat product integration with Netscape, AT&T, Microsoft (for its Microsoft Network) and Spyglass. In addition, the company recently introduced Adobe PageMaker(TM) 6.0 software for the Macintosh(R), which allows users to create HTML and PDF output.

Adobe Systems Incorporated, founded in 1982, is headquartered in Mountain View, California. Adobe develops, markets and supports computer software products and technologies that enable users to create, display, print and communicate electronic documents. The company licenses its technology to major computer, printing and publishing suppliers, and markets a line of application software and type products for authoring visually rich documents. Additionally, the company markets a line of powerful, but easy to use, products for home and small business users. Adobe has subsidiaries in Europe and the Pacific Rim serving a worldwide network of dealers and distributors. Adobe's 1994 revenue was approximately \$598 million.

Ceneca Communications, Inc. develops, markets and supports communication tools for the World Wide Web. Its products are aimed at marketing and communications professionals developing external Web sites, as well as corporate communications professionals and users of company-internal Web sites. Its main office is in Palo Alto, California.

Adobe, the Adobe logo, Acrobat and PageMaker are trademarks of Adobe Systems Incorporated or its subsidiaries and may be registered in certain jurisdictions. SiteMill and PageMill are trademarks of Ceneca Communications, Inc. Macintosh is a registered trademark of Apple Computer, Inc.



McAfee Safety Nets! STR Infofile

Errata for VirusScan Version 2.2.6 (9509)
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These release notes cover what is new in VirusScan 2.2.6 and the August DAT release (9509) of VirusScan for DOS, VirusScan for Windows, VirusScan for OS/2 and VShield.

NOTE: OS/2 users.

IF YOUR OS/2 SYSTEM IS CONNECTED TO OS/2 LANMANAGER, DO NOT RUN OS/2 SCAN FROM STARTUP.CMD. DOING SO COULD RESULT IN LOST DESKTOP OR OTHER UNDESIRABLE RESULTS.

McAfee is working with IBM and with several large organizations, which rely heavily on OS/2, to alleviate the corruption problem. The temporary solution is to put VirusScan in a start up group. Not in the log in script or in the start up command file.

Note for NT users:

You must add the following line in your DEFAULT.CFG and PROFILE1.PRF file (or any other profile you have chosen to use), residing in the same directory as WSCAN.EXE.

/NODDA

If you are not familiar with profiles, please refer to VIRUSCAN.TXT or your printed manual.

2.2.6 New Functionality:

The new VSHIELD.EXE is required for VSHIELD to make use of these new detection strings (DAT files).

/ALL

Now understands the data format of a Microsoft Word (tm) document file format in order to search for the new breed of Word Macro viruses. For example:

SCAN C: /ALL /REPORT scan.rpt

Detectors added or updated in the 9509 DAT file (149):

_383
_383 GENERATION 1
571

_1315
2014
4SEASONS
ADIN.3026
ALAMEDA.DR.B
ALFA.3072
ARARA.1054
ASH.280.B
ASSASSIN.952
BACKFORM.2329 (2345)
BACKFORM.2365 (2381)
BCV
BEACHES
BELORUSSIA
BENGAL.863 (EXE)
BIOSPASS
BOB.448.B
BOOTKILL
BYE
CANNIBAL
CASINO.2330
CCC_381
CECE
CENTENARY
CHCC.2662
CHEMIST.265
CIVIL_IV.594
CLI&HLT.1345
CLOUDS.588
CLOUDS.657
CLOUDS.718
CREPATE
CYBERTECH.503
DAME.LAME.2326
DARK_APOCALYPSE.1020
DARK_AVENGER.G
DEL.1526 GENERATION-1
DIABLO
DIAMOND.DAVID
DREAMER.4808
DRUID.311
DSU.1414
DUAL_GTM.1528
ESPEJO.A
ESPEJO.C
ESTO TE PASA
EXEBUG.A
FAILLURE
FAXFREE.BLINKER
FEEBLEMIND
FRED-657
FF_CHAR.1000
FRED-657
GAMBLER.288
GARDEN

GREEN
HATES.212
HLLO.CVIR.2
HS.903
HS.982
ICELANDIC.2706 (EXE)
ISTANBUL.1349
IVP 365
IVP.683
JERUSALEM.MOCTEZUMA
JESTER.1258
KEYPRESS.BBS.1258
LEPROSY.LUBEC
LITTLE.GIRL.1008
MARAWI.2828
MASSACRE
MING.359
MIRROR.2
MURTI.577
N-XERAM
NATAS.G (MBR)
NARCOSIS
NEUROQUILA.A (MBR)
NEUROQUILA.B (MBR)
NEUROQUILA.VARIANT (MBR)
NIGHT_KNIGHT
NR.300
OVERRIDE
PARITY.BOOT.ENC
PARITY.BOOT.UNE
PEANUT.443
PEANUT.453
PIA
PJ.VARIES
PLAYGAME.A
POSSESSED.2443
PS-MPC.MOM.974
PS-MPC.TRAIN.646
PURE.441.B
PURE.441.CAV
RADISH.8466
RETRIBUTION
RIOT.MULTIPLEX.815
RMNS.456
RMNS.651
RMNS.736
RMNS.736.B
RMNS.MAN
RMNS.WOMAN
RUSSIAN_FLAG.A
SANDY
SAROV.1140
SATURDAY_14TH_2
SCREAMING_FIST.927 (MBR)
SHUTDOWN.698

SIGN.615
SILLYC.126
SLOFTXC
SLUKNOV
SPLIT SECOND 1033
SPLIT SECOND 1035
STRANGER
TALON
TELECO.1000
THIEF
TINY_SHARK
TPE-GEN
TRIVIAL.24
TRIVIAL.25.B
TRIVIAL.31.C
TRIVIAL.54
TRIVIAL.346
TRIVIAL.B&B
VCL.2
VCL.FIRE.206
VIENNA.648.LISBON.H
VIENNA.REBOOT
VLAMIX.1
VODKA.560
VOLGA.A
VOLGA.B
VOLGA.C
VS.985
VVM.204
VVM.207
VVMA.205
WEFLOW.93
WINWORD.CONCEPT (see below)
WORDMACRO.DMV (see below)
XEP.1355
XINIX.CHAOS

Winword.Concept (alias Prank Macro, WordMacro.Concept, WW6Macro)

The new virus, Winword.Concept, representing a new class of viruses, has been discovered! This virus is a Macro virus. It infects the Word environment on any hardware platform (PC Compatible, Mac, PowerPC, etc.) and its .DOC and .DOT files.

Winword.Concept is a benign virus. Your only symptom if you have this virus is a one time occurrence of a dialog box with only "1" as text and only "OK" as a choice. Following that, it replicates a set of macros into your global template file (usually NORMAL.DOT) and changes any file saved using the "Save As..." command to be of the template type.

VirusScan 2.2.6 can be used to scan your .DOC and .DOT files. You must use the /ALL switch as described above.

If you discover that you have this virus, please enter into Word and read the .DOC file included in this package. Follow the instructions and apply them to every .DOC or .DOT file which VirusScan detects as being infected with the WinWord.Concept virus.

If you determine that you are not infected, please take this opportunity to protect yourself from this form of viruses.

In Word, go to:

Tools
Options...
Save

and enable the "Prompt to Save Normal.dot" option. This will alert you to any future attempt by any macro viruses to infect your system.

WordMacro.DMV

This one was published shortly after the outbreak of WinWord.Concept. It is not as widespread as WinWord.Concept.

Removers added or updated in the 9509 DAT file (74):

_1315
ALFA.3072
ALFA.3072 (MBR)
BONES
BW.MAYBERRY.ANDY.609
BYE
CAZ.722
DESPERADO.C
DIABLO
DUAL_GTM.1528
ESPEJO.B
ESPEJO.C
EXEBUG.A
FAILLURE
HATES.212
ICELANDIC.2706 (EXE)
ISTANBUL.1349
IVP.683
JERUSALEM.1808.NEW8 (COM)
JERUSALEM.1808.NEW8 (EXE)
JERUSALEM.1808.NEW8.A
JERUSALEM.CVEX3.5120.A/C
JUNE_12TH.2660
LITTLE.GIRL.1008
MANZON
MARAWI.2828
MPS-OPC2.682
N-XERAM
NEUROQUILA.A (MBR)
NEUROQUILA.B (MBR)
PARITY.BOOT.ENC
PARITY.BOOT.UNE
PEANUT.443
PEANUT.453
PS-MPC.331.A
PS-MPC.478
PS-MPC.569.D
PS-MPC.644
PS-MPC.644_
PS-MPC.ANARCHIST.524

PS-MPC.G2.585
PS-MPC.G2.MUDSHARK.314
PS-MPC.G2.MUDSHARK.314 (DROPPER)
PS-MPC.GREETINGS.1118
PS-MPC.KERSPLAT.670
PS-MPC.MAYBERRY.OPY.409
PS-MPC.MOM.974
PS-MPC.NAPOLEAN.729
PS-MPC.POWERMAN.717
PS-MPC.SAMH.441
PS-MPC.SCHRUNCH.458
PS-MPC.SKELETON.596.B/601
PS-MPC.SOUL.517
PS-MPC.SWANSONG.1508
PS-MPC.TOYS.773
PS-MPC.TRAIN.646
PS-MPC.TREX
PS-MPC.WALT.311
PS-MPC.WAREZ.1803
PUPPET
RUSSIAN_FLAG.A
SAROV.1140
SAROV.1200A
SAROV.1200B
SATANBUG
SATANBUG.9849
SATANBUG.A
SCREAMING_FIST.927 (MBR)
SLOFTXC
TEKRAR.VAZGEC.561
TRACEBACK.2930.B
TRACEBACK.3066.A
TRACEBACK.3066.B
VIENNA.648.LISBON.H

False Alarms fixed:
KILROY
HLLC.4875.A

Top active viruses other than those presented above:
AntiCmos (alias: Lixi)
Byway (alias: Dir2.Byway) (*)
Da'Boys (**)
Junkie
MonkeyA
MonkeyB
Natas
NYB (alias: B1)
Ripper
Sampo
V-Sign (alias: Cansu)
WelcomB (alias: BuptBoot)
Winword.Concept

(*) Effective 9508, we adopted the CARO name of Byway. To remove this virus, boot up with the virus in memory. Copy all executable files to floppy, with a non-executable extension. Copy all the data files off. Format harddisk. Replace files.

(**) To remove Da'Boys from a hard disk infection, one needs to boot from a clean corresponding DOS version and execute the command "SYS C:".


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

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

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ATTENTION—ATTENTION—ATTENTION

 Apple Computer **MAC/APPLE SECTION**
John Deegan, Editor (Temp)

FCC on the WEB! STR Focus!

FCC HAS OWN WEBSITE

Focus is on ISP & ISDN Pricing!

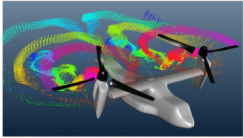
The Common Carrier Bureau of the Federal Communications Commission is pleased to announce the availability of our new World Wide Web pages. The Common Carrier Bureau regulates interstate wireline telecommunications services. The Bureau pages provide user-friendly access to recently-released items, as well as information about the Bureau and descriptions of current proceedings. Visitors can browse FCC factsheets, get information about "hot topics" such as ISDN pricing, slamming, and the exhaustion of 800 numbers, or read our Frequently Asked Questions list. Within the next few weeks, separate pages will be added for each Division within the Bureau, providing additional information about the issues we are addressing. The Bureau's Web pages will be updated regularly and expanded as more material is placed online.

The Common Carrier Bureau's home page is located at:

<http://www.fcc.gov/ccb.html>

You can also access the Bureau's pages by selecting the "Common Carrier Bureau" button from the main FCC home page at < <http://www.fcc.gov/>> . We welcome comments and suggestions from the public; EMail regarding the Bureau's pages should be directed to Kevin Werbach at

< kwerbach@fcc.gov> .



LAPTOPS/ENTERTAINMENT SECTION

Marty Mankins, Editor

STReport Jaguar Game Review: Super BurnOut

-= Available Now =-

Developed by: Shen/Virtual Xperience

Published by: Atari

Sugg. Retail Price: \$59.95

Ease of Play: Average/Intermediate

by Marty Mankins

Behind every driver of a car is a person wanting to get onto a race track and open it up and beat the rest of the drivers. Atari's first attempt to satisfy this craving was not done as well as what were expecting. Checkered Flag was ok, and had some good options, but it was simply lacking in control over the car. While waiting for another racing game, Atari decided to sneak Super BurnOut (known as SBO from here on) and many were pleased. I, for one, am grateful. SBO is an amazing racing game, pitting motorcycles against each other in a race for First Place. You will be sure to spend many hours playing this game and taking the different tracks with the assortment of bikes and your skills.

GAME PLAY

SBO is easy to play. You get a bike, pick a track and go. Steering is done by the cursor pad. By default, pressing B will get you acceleration. A push of the A button will stop you with the brakes and the C button is used by the clutch. (for the manual transmission, if you choose to pick that over the more convenient automatic gear box) There is some confusion in the buttons when selecting options and starting games. C normally will start the game, but sometimes B will get you to the next level of play and start the game. Pushing A will exit you back a screen to change your options.

The first thing I did was went into the Option screen and changed the controls so that A is accelerate, B is brake and C is left for the clutch. This helped a lot, so that I could use my two fingers (middle and index) to stay on both the gas and the brake. Then when I am racing and come to a corner, I can leave my finger on the gas, press B for the brake at the same time, and then let up on B once I come out of the corner. This also allows me to tap on B a few times to slow down just a tad, making sure I don't wipe out, but being able to take the corner without losing too much acceleration.

Two-player mode was fun, but the split screen was bothersome. It seems to be the best way to have designed this game. What would be really nice is for the jaguar to support two monitors with SBO. This way, each player has their own screen, just like in the arcades with something like Virtua Racing. Maybe a future title that works with the CatBox to support multiple monitors. Who knows? I bet someone else in your house will be willing to give up their TV for a few days to let you play. < g>

TRACKS AND BIKES

Amongst the many tracks to select from, there was no one favorite. You get used to each one by playing them over and over. The tracks are America High Speed, Australia Technical, Brazil Technical, Canada High Speed, France Semi-Technical, Germany High Speed, Hungary High Speed, Japan Technical. The curves are not easy to take at high speeds and all tracks have plenty of curves. It's nice when you hit a straightway like on the France track, and it does help you to get caught up real fast. But a curve comes a bit too soon and you must slow down a lot or prepare to get bucked off your bike.

This is where bike selection comes in. If you are a speed maven, you need to pick a bike that had less grip on the road. The better the grip, the slower top speed your bike will reach. Your choice of bikes is Super Rabbit, which has a medium grip and a top speed of 155mph. Or you could go a bit slower with a lot more grip by choosing the Killing Turtle. And a slow (148mph) bike this is, when compared to the others. Reflex Z is a bit faster, but still at 169mph, it's not going to break records. For that purpose, pick Wheels of Terror (200mph and a low grip), Lightning Racer (maxing out at 217mph) or my favorite, Sliding Thunder. The grip on this bike is very low, so you must slow to a crawl on corners, but man, will you fly on the straight track.. With a top speed of 227mph, it doesn't get any faster.

Drones are the other bikes you race against. These guys just simply are the ones to beat when playing against the computer.. You get to choose the number of laps to race, from 2 to 7. Racing modes are where you pick what kind of racing challenge you want to experience. Training mode is where you get to try out your skills. This is where you learn the tracks, bikes and road conditions. Versus Mode is for racing against another person. Two-player mode is really fun, but make sure to watch your own screen. The screen is split top and bottom, so it can be distracting at times. Championship is where you race all tracks in a row. When you are finished, it shows you what position you placed in for each track and how many points you won and the ranking. Naturally, I hardly ever got past C (rankings are from A for excellent to E for not so hot).

Record mode is good if you don't want to see someone else's best times on the screen. And what's nice, there are no other bikes to get in the way. Just you and the road. Oh, and the same curves you need to slow down for. The drones are missed, but once your record time is on the screen, you can go back to Trainer mode or go racing for the top spot.

In all options, drones can be set to be weak, average or strong. I've raced with strong drones and normally come in 5th, 6th or 7th place. They are hard to beat. The number of laps I like to race is 7. The reason for this is that it gives me more time to catch up when I get behind. If my thumb is hurting really bad, then I'll drop that down to 4 or 5. Two laps is just too few, unless you are wanting just a quick trip around the track.

CONCLUSION

Super BurnOut is a racing game that deserves to be played often. It's addicting and the exciting game play keeps you coming back for more. It's very good at working around the lack of control that Checkered Flag had and keeps control of the bike you are using. The graphics are nice and the tracks are well designed. This is what makes the Jaguar worth playing. Games like SBO need to happen more often.

Graphics:	9.0
Sound FX/Music:	8.5
Control:	8.5
Manual:	8.0
Entertainment:	9.5
Reviewer's Overall:	8.5

This is one game where graphics matter. And they do in this title. All of the best screen rewrites are here. It's nice to see that this game does appear to use some 64-bit technology. You couldn't do this, with the details of the bikes, on a 16-bit system. The Sound and music is really good, but could have added some skidding sound and maybe a few voice enhancements for the riders (e.g. "Hey!" or "Watch it!"). The opening voice is done well and is really nice, giving it that actual racing feel. The manual is ok, but lacks some details like the control options and a few more tips about playing in two player mode. The entertainment value is excellent and is going to remain a Jaguar favorite for quite a while.

STReport Jaguar Game Review: Double Dragon V: The Shadow Falls

-= Available Now =-

Developed by: Tradewest, Inc.

Published by: Williams Entertainment

Sugg. Retail Price: \$59.95

Ease of Play: Intermediate/Difficult

by Marty Mankins

As a teenager, I used to play the original Double Dragon in the arcades. Many quarters were spent trying to get good at this game. I remember the different levels and the many times I had to save my girl from the evil gang. And beating these guys up was just half the fun. Well, it what is supposed to be the fifth sequel, Double Dragon makes it to the Jaguar in Double Dragon V: The Shadow Falls. You have all new characters and they are done well, but there is something lacking in this game. Maybe it's all the time I spent in the arcade and I expected more after years of revisions. But, not all is lost. There is some good game play and it works very well. But it's not the best. It falls somewhere in between.

GAME PLAY

The general idea to Double Dragon V (known as DDV from here on) is to beat all opponents until they you have gone through the different levels. These levels are Dragon Dojo, Cody's Nutron Grill, Metro City Sewer System, Chemical Factory, Dusty's Garage, Fusion Plant, Shadow Dojo Interior, Shadow Dojo Exterior and Metro City Hotel. Your first game will start you at the Metro City Hotel. From there you fight with any of the characters. You can choose which character you would like to be. Or if you are in two player mode, your opponent chooses which character they want to fight with.

The characters are often referred to as dossiers. The list is impressive. You can choose from Billy Lee, Jimmy Lee, Jawbreaker, Bones, Countdown, Dominique, Sekka, Shadow Master and Sickie. Each has their own power weapon. For example, Sickie will often throw a lightning bolt your way. Your job is to duck out of the way. Learning the controls is what you need to get good at. Learning the special moves of each player is also good to get used to. It seems that the special moves are done to take a lot of power from the enemy. And once you learn how to do them, they really do help.

CONTROL AND GRAPHICS

Using the cursor pad, there are 8 different moves you can make. Also listed in the manual is a special move for each character. These special moves are helpful when the chips are down and you need to take more life away from your enemy. Jawbreaker's move is my favorite. He lunges forward into a headbutt. And it's one of the easiest moves to make.

All three buttons are used. A is for a light punch. B is for a medium punch and C is for a hard punch. Also, on the keypad, you can use 3 for a light kick. The 6 key is for a medium kick and, the obvious 9 key is for the hard kick. While not exciting, there are a good amount of moves to make. And if for some reason you don't like these default key locations, you can customize them in the Options screen.

There are statistics on each player that are good to read, as they inform you of what kind of fighter you are up against (or playing with). DDV has some of the better fighting characters on this type of game, when compared to Kasumi Ninja and Dragon: The Bruce Lee Story. But, maybe there should have been more than one special move for each character. If there were, then you add a bit more variety to doing the same moves.

One really cool feature is being able to choose what and how many attributes your fighter will have. You get a total of 11 attributes to use. The more you have in one area, the better you will be in fighting with that attribute. Strength is important and I will sometimes make that 4 or 5, taking away from the Special attribute. Defense is important, but so is the Reserve attribute, which you should leave at least one in. Try the different levels of attributes

for each one. It's fun and makes the game a little more interesting. I've played a game where I try to stay back most of the time, but have my Strength at 9, with 2 in Reserve. This can take down your enemy really fast, but one hit and your just about dead.

OVERALL ENTERTAINMENT

DD5 is good, but not really good. The fight moves are nice and they do have some action to them, but this game is not a 64-bit version of Double Dragon. It's a 32-bit version living in a 64-bit game system. The screens are nice, the fighters are detailed to a degree, but there are some game play values missing. I find that there are other options that could have made game play a bit nicer. Also, the fighters seem to move faster than is needed at times.

CONCLUSION

Double Dragon V is not a bad Jaguar title. In fact, I like it. But it's not all that good. There is room for improvement. Perhaps when Double Dragon VI comes around, we'll see the 64-bit enhancements and have a better chance at gaining some more gaming value for the high price it commands.

Graphics:	6.0
Sound FX/Music:	5.0
Control:	5.0
Manual:	5.0
Entertainment:	5.5
Reviewer's Overall:	5.5

Graphics were the best thing about Double Dragon V. The details were good and the fighters had some details when moving and jumping. The sound and FX were lacking for a fighting game. Kicks and punches should have had more definition. The control of the players is good, but nothing stellar. Actually, the amount of moves that were possible was good, it was how to execute these moves that needed a little work. The manual is very interesting, as it is laid out like a comic book, telling a story of how to play the game. It's different, but not completely welcome. Stick to a regular manual format. And the entertainment value is good for a fighting game, but it could have been better.

STReport Jaguar Game Review: Ultra Vortek

- = Available Now = -
Developed by: Beyond Games, Inc.
Published by: Atari
Sugg. Retail Price: \$69.95
Ease of Play: Average/Intermediate

by Marty Mankins

No one makes a fuss when there is a glut of fighting games for a game system. Of course, when this system is the Super Nintendo and there are over 300 games available, then 4 fighting games are not a big deal. But when you bring into play that the Jaguar has 3 fighting games (Dragon, Double Dragon V, Kasumi Ninja), adding a fourth game of mean dude vs. bad guy brings people into thinking that maybe there are too many fighting games. But, bring in Ultra Vortek and you forget about the other 3 fighting games. In fact, you will be so busy with Ultra Vortek, you will wonder why it took so long to come out with this game.

Never fear. Ultra Vortek (known as UV from here on) is here to stay. It's amazing how much this game has blown me away. It has chewed up a good 40 hours of my time, and I've had it less than one week. No game since Pacman and Dig Dug has taken this much time in a week. So enough about the talk about how great UV is. Let's get into this game.

STORY LINE

The basic goal of UV is to fight all of the characters (and some others) and to get pieces of the Ultra Vortek tablet along the way. Then you must fight the guardian. This sound easy, but it's really hard. You have four levels of play: Training, Normal, Hard and Killer. I've been through both Training and Normal levels and have beaten the Guardian (who is tough son of a gun). But the Hard and Killer levels are where I'll spend the rest of my time trying to beat and get past that Guardian.

FIGHTERS

Speaking of the Guardian, he's one of the creatures you need to beat to get to be the ruler of the Ultra Vortek. Being able to beat the Guardian is really hard compared to fighting with the others. You get to pick which character you want to fight with. I've chosen Volcana for this review. She's the most popular (well, not with my wife) and has a certain "fire" about her. Her main weapons are the ability to throw fireballs and to dissolve into a cloud of fire and smoke to get away from the enemy.

Lucius uses a lightning blast that really hurts if you're not used to it. He's also got a secret hawk attack that far from a tickle. Dreadloc is a remnant from Jamaica and likes to fight near my residence (kicking and slicing people near an older Utah site you find while playing the game).

Buzzsaw uses an actual saw to take skin off of you. Skullcrusher is one of my favorite, not for the fact that he can use his laser eye to zap you (and cause a shock wave in the ground that sends you to your feet), but for the fact that he takes his head and can really give you a headache. Grok likes to rock and roll, literally. He can make you hurt by simply running into you or by taking his rock formation and pounding some blood out of you. And finally, there is Mercury, who reminds me a lot of the T-1000 Terminator (from the movie Terminator 2: Judgment Day). He tends to melt when you nail him just right.

Enough about the fighters. Let's get to fighting! As I mentioned above, I picked Volcana. She's a fighter. And not to sound like I'm some male he-man, but this chick can really beat the crap out of someone! She's got moves, she spits and throws fire and she can really disappear when the going gets tough. Then re-appear on the other side of your enemy to give them that fatal kick or punch.

The first one I fight is Skullcrusher. I learn to duck from his laser eye. I learn to jump when his laser eye beams the ground and causes a shock wave that needs to be avoided. After two rounds, I fight Grok. The rock bad guy is really not that hard to beat, but you need to make sure you keep kicking him and knocking him down. It's hard to punch and kick him, so the slide kick helps take him down, albeit slower.

Taking Mercury out is a bit distracting. You are in an abandoned subway station that's closer to hell than you think. (given the 3 structure poles with the number 6 on each of them). Occasionally a subway train will go by, which is where one distraction comes in. The other distraction is the deconstruction around you and getting stuck next the edge of the debris of this subway station. Fighting Dreadloc is done in Utah, as is noticed by an older site in the game (for the second time, I won't tell! < g>). Avoiding his bladed-staff is not easy, but can be done by making sure you are moving out of the way before he gets wild.

Buzzsaw is no easy task to avoid. It's amazing how much power he holds in his hand. Just stay low and kick hard and you can take him down with several hits and punches. And Lucious, or as I like to refer to him as "Lightning Man", comes on strong. He'll take you down if you are not ready. And it hurts, really bad.

"HIDDEN" FIGHTERS

Ok, so you've fought the other fighters. You feel ready to beat the Guardian. Not so fast. It's not over quite yet. You are placed in the round with the shadows of the previous fighters. Not only are the shadows mad and ticked off, but they are harder to see. You really have to watch your ass, literally. Playing Volcana was not easy and I always had to watch out for every move. I even got to fight my own evil double in shadow form. And just when you think you have beat them all, you need to beat another. And you don't get a refresh of your power meter. You must last through several shadow fighters before you can end the round.

And just when your thumb was starting to feel good, it hurts really bad when you reach the Guardian. Beat him, and you have both a numb thumb and a holding spot of the Ultra Vortek. To get to this spot requires a lot of kicking to the head and getting out of the way before you die. The Guardian is like a mini-Satan, with a tail that will

whip your ass until you are beaten. And you often don't have a chance to get out of the way. Just keep yourself back far enough and you will be safe.

The background scenery is awesome. It's very entertaining at times, and as the subway station shows, it's slightly distracting. But that adds to the game play. And the action never slows down. The graphics are incredible and the display of the characters are without flashing. Their movements are perfect and very easy to control. I found many times of wanting to look closer at the details than at getting myself beaten down by Buzzsaw.

CONCLUSION

Ultra Vortek is a must buy. If there is any doubt in your mind about whether you should plink down \$70 (or less) on this game, erase it. This is the title all Jaguar owners need to have. Even if you don't like fighting games, you can learn to like this one. All fighting games should wish they were this good. So what would they do for an encore? Ultra Vortek 3D. How about it, Beyond Games and Atari?

Graphics:	10.0
Sound FX/Music:	10.0
Control:	10.0
Manual:	9.5
Entertainment:	10.0
Reviewer's Overall:	10.0

What's to say after seeing the numbers? The only exception is the manual, which could have been slightly better at explaining the game levels. Instead, it told the story, which was entertaining, but for game play, a few bits of information could have helped. Not a problem, since the manual is not really looked at after you start playing the game all the time.



ATARI/JAG SECTION

Dana Jacobson, Editor

From the Atari Editor's Desk

"Saying it like it is!"

I've had the Suzy B's Software double-CD set for about a month now and I still haven't managed to look over everything that's available to me! If you have a CDROM attached to your favorite Atari computer and you're a collector of public domain/shareware programs, graphics, games, animations, and TONS of other topics - order this double-CD set today!

Michael Burkley has been collecting public domain software for a number of years and he and his wife, Suzy, have been offering PD disks for sale through their "Honey of a Deal" program with Suzy B's. Now you can buy most of that collection, on two CDs! I did. I'm still deleting files from my hard drive that I've been collecting over the years - it's nice to have some available hard drive space again; and I can use a bunch of floppies to "store" other stuff! And the programs that, even though they've been around for some time (in some cases), I've never seen before or never managed to download! Unbelievable!

Most of the programs and assorted goodies that I've looked at so far are all for the Falcon, primarily. Since my Falcon purchase is relatively recent, I haven't had a chance to look around and see what's available for it online. Now, I don't have to bother; Suzy B's provided much of it for me! I figure that maybe by the end of the year, I'll have managed to look at most of the 1.3 gigabytes of software! And, I understand that a new collection is underway!

I'm still working on other CD articles; and I'm also looking into obtaining some more for review. I'm anticipating a well-rounded "best of" series to provide you an informative review of what's available. You'd be surprised what is out there that's not Atari-specific, but can be used with a CDROM on your Atari machine.

This is going to be a longer-than-usual issue this week due to a lot of exciting news on the Jaguar front, so let me move on. It's really getting difficult to split up my time looking at CD titles on my Falcon and getting in some playing time with the Jaguar! So little time, so much to do! < g>

Until next time...

DELPHI'S ATARI ADVANTAGE!

TOP TEN DOWNLOADS (9/20/95)

- | | |
|-------------------------------|------------------------------------|
| (1) LIGHTNING STORM ANIMATION | (6) ATARI COMMUNITY E-MAIL LIST |
| (2) T.A.F. WWW BROWSER | (7) GEMHEXED 1.00 |
| (3) REJOINDER | (8) FOG - FALCON DISKLETTER |
| (4) GEMVIEW 3.15 | (9) CINDY SITUP MPEG |
| (5) PYSGHAM 1.5 | (10) ORACLE SOURCE: DELPHI VERSION |

HONORARY TOP 10

The following on-line magazines are always top downloads, frequently out-performing every other file in the databases.

STReport (Current issue: STReport 1137)

ATARI EXPLORER ONLINE (Current issue: AEO: VOLUME 4, ISSUE 7)

Look for the above files in the RECENT ARRIVALS database.

TOAD COMPUTERS ANNOUNCES MIRROR OF UMICH FTP SITE SEPTEMBER 12 1995

SEVERNA PARK, MD, USA--Sept. 12 1995--Toad Computers, a supplier of Atari hardware and software, today announced that they will make available a mirror of the University of Michigan Atari Software Archive. The University of Michigan Atari Software Archive has been the primary FTP site for Atari eight-bit and ST public-domain software for years. However, due to its popularity, it has often been very difficult to get into the site. Various mirrors of the "umich" Atari site exist (wuarchive.wustl.edu), but these are sometimes just as difficult to reach.

Toad Computers this week announces that they will maintain a mirror of the "umich" archive at their ftp site, "ftp.toad.net". Toad spokesperson David Troy explains, "We are very excited to be able to offer Atari users something extra; something that goes beyond just our homepage." Since November 1994, Toad Computers has offered a World-Wide-Web homepage which provides news, prices, product information and online ordering to Atari users. Since August 10, 1995, Toad Computers has been connected to the Internet through a high-speed/high-capacity T1 line (1.54MBps). The Toad Computers "umich" mirror can be reached by ftp at the following address:

<ftp://ftp.toad.net/pub/umich/>

The Toad "umich" mirror archive is updated daily and contains over 700MB of compressed public domain software for the Atari 8-Bit, ST, STE, TT030 and Falcon computers. It is accessible from anywhere in the world through the Internet and such online services as GENie, Delphi, CompuServe, America Online, and the Microsoft Network.

Toad Computers is a reseller of hardware and software to Atari users and also provides Internet services in the Annapolis, Maryland area. The company is one of the largest Atari resellers in the world and ships worldwide. Toad

Computers is located at 570 Ritchie Highway, Severna Park, Maryland, 21146; 410/544-6943.

EMAIL: info@toad.net
ORDERS: 800-448-8623
FAX: 410-544-1329
INFO: 410-544-6943
WEB: http://www.toad.net/
FTP: ftp://ftp.toad.net/

Toad Computers offers the "umich" mirror as free public-domain and shareware software, makes no warranty as to its suitability for any application and assumes no liability for its content. NOTE: The "at" symbol in Internet addresses does not always translate correctly; there is an at sign in info" at sign"toad.net
* LED v1.31 * Join AtariNet - Stay Informed - Freq ATARINET @ 1:209/745!

ANNOUNCEMENT

Coming soon:

SampleC - MIDI sample dump, sample conversion and librarian program for the Atari ST, TT, Falcon series of computers.

List of features:

- Supported formats:
 - AVR signed and unsigned, AIFF including Cubase Audio, AIFF-C (uncompressed), WAVE (.WAV), CDP soundfiles. Stereo and mono, 8-16 bit.
- Can receive and transmit 9-16 bit samples via the MIDI sample dump protocol.
- Supports Atari CDP soundfile system (Soundstreamer etc.).
- Converts between all supported formats - stereo to mono, bit conversion.
- Non-modal interface, optimized for MagiC operating system.
- VA_START and FREEDOM support for multiple file loading. Recursive file selector allowing every available sample to be loaded in one operation.
- Intuitive interface - drag and drop samples, enhanced GEM facilities, 'iconification' on all TOS systems.
- ST-GUIDE on-line manual, KOBOLD support.
- Active registered user support.

SampleC should be available within the next month, and will probably cost 12 UK pounds for registration within the UK - overseas costs TBA. An unregistered version, which is fully functional but places an 80K limit on all sample sizes and does not include the ST-GUIDE manual, will be available. If you would like to receive the unregistered version, please send me a DSDD disc with a stamped, self addressed envelope - I cannot return discs with no postage paid.

Send to:

SampleC demonstration,
Richard Evans,
3, Gervis Crescent,
Parkstone, Poole, Dorset,
UK. BH14 0LR.

Your details will be stored on computer for reference, they will not be passed on in any manner to any individual or organization. If you are willing for this to happen, please include a signed statement to this effect. If you do not wish to have your details stored, please state this in writing also.

Richard Evans.

All trademarks acknowledged.
Richard Evans | JANET | mud08@keele.ac.uk

JAGUAR SECTION

It's JaguarCD Time!! Rayman!
Ultra Vortek! VLM! VidGrid!
Blue Lightning! CATnips!
And MUCH more! Let the Games Begin!

From the Editor's Controller - Playin' it like it is!

I don't know where to begin this week!! The exciting news is that the JaguarCD is available and selling well (according to the few retailers that I talked with this past week). It's nice to see that Atari is finally getting some good press for a change. The users are happy, the retailers are happy, and Atari is glad to see the JagCD finally out! We'll have ours shortly, with special efforts by Atari's Jeanne Winding and Don Thomas. We've received a number of items lately, including an in-progress version of Highlander. Our Jaguar staff is playing and reviewing a number of games at the moment. We hope to have some in this issue, if all goes well. If not, look for LOTS of reviews in the next few issues. Games are coming in and going out just as fast! My local post office workers know me by sight these days and are constantly asking me which games are going out with each visit. I have a feeling that they're all going to be buying Jaguars after hearing me talk about the games while waiting for them to be weighed and shipped! Well, this issue is jam-packed with news, information, online comments about the new games and the JagCD, and reviews (hopefully!). Let's get to it! The weekend is upon us and I'm going to grab a couple of Pepsis and settle in to my easy chair and turn on the Jaguar and play until my hands get too sore to play any more!

Until next time...

Jaguar Catalog STR InfoFile What's currently available, what's coming out.

Current Available Titles

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
J9000	Cybermorph	\$59.99	Atari Corp.
J9006	Evolution:Dino Dudes	\$29.99	Atari Corp.
J9005	Raiden	\$29.99	FABTEK, Inc/Atari Corp.
J9001	Trevor McFur/Crescent Galaxy	\$29.99	Atari Corp.
J9010	Tempest 2000	\$59.95	Llamasoft/Atari Corp.
J9028	Wolfenstein 3D	\$69.95	id/Atari Corp.
JA100	Brutal Sports FtBall	\$69.95	Telegames
J9008	Alien vs. Predator	\$69.99	Rebellion/Atari Corp.
J9029	Doom	\$69.99	id/Atari Corp.
J9036	Dragon: Bruce Lee	\$39.99	Atari Corp.
J9003	Club Drive	\$59.99	Atari Corp.
J9007	Checkered Flag	\$39.99	Atari Corp.
J9012	Kasumi Ninja	\$69.99	Atari Corp.
J9042	Zool 2	\$59.99	Atari Corp.
J9020	Bubsy	\$49.99	Atari Corp.
J9026	Iron Soldier	\$59.99	Atari Corp.
J9060	Val D'Isere Skiing	\$59.99	Atari Corp.

	Cannon Fodder	\$49.99	Virgin/C-West
	Syndicate	\$69.99	Ocean
	Troy Aikman Ftbl	\$69.99	Williams
	Theme Park	\$69.99	Ocean
	Sensible Soccer		Telegames
	Double Dragon V	\$59.99	Williams
J9009E	Hover Strike	\$59.99	Atari Corp.
J0144E	Pinball Fantasies	\$59.99	C-West
J9052E	Super Burnout	\$59.99	Atari
	White Men Can't Jump	\$69.99	Atari
	Flashback	\$59.99	U.S. Gold
	VidGrid (CD)		Atari Corp
	Blue Lightning (CD)	\$59.99	Atari Corp
	Flip-Out	\$49.99	Atari Corp
	Ultra Vortek	\$69.99	Atari Corp
	Rayman	\$69.99	Ubi Soft

Available Soon

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
	Pitfall	\$59.99	Atari
	Power Drive Rally	TBD	
	TWI Dragon's Lair	TBD	Readysoft
	Hover Strike CD	\$59.99	Atari
	Demolition Man	\$59.99	Atari

Hardware and Peripherals

CAT #	TITLE	MSRP	MANUFACTURER
J8001	Jaguar (complete)	\$189.99	Atari Corp.
J8001	Jaguar (no cart)	\$159.99	Atari Corp.
J8904	Composite Cable	\$19.95	
J8901	Controller/Joypad	\$24.95	Atari Corp.
J8905	S-Video Cable	\$19.95	
	CatBox	\$69.95	ICD
	Jaguar CD-ROM	\$149.99	Atari Corp.

Industry News STR Game Console NewsFile - The Latest Gaming News!

ATARI JAGUAR CD SYSTEM POUNCES ONTO MULTIMEDIA MARKETPLACE

SUNNYVALE, CA -- (September 22, 1995) -- According to video game enthusiasts, it was well worth the wait. Atari Corporation's highly anticipated multimedia compact disc player for the Jaguar 64 interactive home entertainment system has hit the stores and is jumping off the shelves.

Atari Corporation has already sold out of its first production run of the CD peripheral, and is stepping up production to

fill the high demand of retailers' reorders.

"Our first order of Jaguar CDs has been largely consumed by our customer pre-orders," said Peter Roithmayr, Senior Buyer from Electronic Boutique. "We have already reordered and are excited by the strong sales we are seeing for the Jaguar CD."

The combination of the Jaguar 64-bit console and the advanced CD technology yields a system with explosive power. As the first CD system coupled with 64-bit technology to hit the market, the Jaguar CD is on the leading edge of "next generation" home entertainment systems at only \$149.95.

Gamers experience intense true color, full motion video and CD-quality stereo sound when upgrading to the Jaguar CD system. The CD component plugs into the Jaguar 64 console providing 790 Megabytes of raw data storage. Approximately 15 Jaguar CD titles will be available for sale later this year including hits like "Myst", "Primal Rage" from Time Warner Interactive, "Black ICE\White Noise", "Highlander", and "Commander Blood".

"The launch of our Jaguar CD exemplifies Atari Corporation's commitment to providing consumers value priced components for their Atari entertainment system," said Ted Hoff, President of Atari's North American Operations. "Now, Jaguar owners can quickly and economically upgrade to a CD system and dramatically enhance their gaming experience."

In addition to the awesome gaming capabilities, the Jaguar CD elevates home entertainment to an entirely new level as it plays audio discs while providing simultaneous access to Atari's cartridge media. Players can experience a laser light show in their own homes with "The Virtual Light Machine" that is built into the Jaguar CD system. As audio discs play on the Jaguar CD, "The Virtual Light Machine" morphs, contorts and pulsates psychedelic light with the beat of the music.

With a suggested retail price of only \$149.95, the Jaguar CD system is undoubtedly the best value on the market. Atari Corporation, however, takes their commitment to value-pricing one step further in giving Jaguar consumers a bonus pack with the CD peripheral. More than \$100 in fast-action interactive software will be included free with the system. The software bonus pack contains:

- Blue Lightning -- Gamers pilot a plane from a squadron of United Nations operatives as they fight to stop General Drako, the UN member turned terrorist. Players design flight plans and use their quick maneuvering skills to destroy key enemy locations and bases.
- Vid Grid -- An innovative way to "play" music videos. As players watch the video, the screen is divided into squares and placed out of order. Players must unscramble each video before it finishes playing. Vid Grid features videos from hot rock artists Guns 'n Roses, Jimi Hendrix, Metallica, Ozzy Osbourne, Van Halen, Red Hot Chili Peppers, Peter Dinklage, Aerosmith, and Sound Garden.
- Myst -- Jaguar CD consumers will be treated to a demo of the first level of game play for the wildly popular title. Players must use their intellect to unlock the secrets of ages past. Every detail, no matter how insignificant it first seems could be the key to unlocking the mystery.
- Tempest 2000 -- Consumers receive the audio CD to this all-time favorite Atari hit. With Jaguar CD capabilities, the Tempest 2000 soundtrack can be played with "The Virtual Light Machine".

The Jaguar CD peripheral with the bonus software pack-in is available in stores nationwide. Atari Corporation notified tens of thousands of Jaguar 64 users of the new Jaguar CD release through the company's Jaguar Alert consumer postcard program. For more than twenty years, Atari Corporation has provided consumers with high quality value priced entertainment. Atari Corporation markets Jaguar, the only American-made advanced 64-bit entertainment system

and is located in Sunnyvale, California.

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SUNNYVALE, CALIF. (Sept. 19) BUSINESS WIRE -Sept. 19, 1995--Atari Corp. Tuesday morning announced the launch of "Rayman" for the Jaguar 64 entertainment system. "Rayman" is a challenging, unique game developed and published for Atari by Ubi Soft for the powerful Next Generation Jaguar. "Rayman" transports players to a mystical world with vibrant animation and an upbeat soundtrack as they help the affable adventure hero defeat bizarre enemies, rescue his friends and restore peace and harmony to the world.

Combining challenging game play, cartoon-like animation and authentic sound effects, "Rayman" appeals to gamers of all ages and skill levels. Players explore multi-layered worlds with independently scrolling backdrops leading to clever enemies that learn each gamer's playing style and fight back with wicked skill.

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

Gaming capabilities and sophisticated visual presentation have the industry buzzing about this new game for Jaguar 64. In the September issue, Electronic Gaming Monthly awards "Rayman" for Atari's Jaguar 64 the Editor's Gold Choice Award.

"Rayman" is rated (KA) for kids through adults, is in stores now and has a suggested retail price of \$69.99. For more than 20 years, Atari has provided consumers with high quality, value-priced entertainment. Atari markets Jaguar 64, the only American-made, advanced 64-bit system and is located in Sunnyvale. With headquarters just outside of Paris, Ubi Soft develops, publishes and distributes video games and computer entertainment software throughout the world, with offices in the United States, Germany, Japan, Spain, Italy and the United Kingdom.

CONTACT: Patricia Kerr or Jennifer Hansen

Dorf & Stanton Communications, Inc.

(310) 479-4997 or (800) 444-6663

SEGA ENTERS CD-ROM MARKET

Sega Enterprises Ltd.'s Sega of America, best known for its video cartridges for dedicated game machines, is jumping into the PC game market this fall with its first CD-ROM games. Reporting from Redwood City, California, the Reuters News Service quotes Sega as saying it will port enhanced 16 and 32-bit Sega games to Pentium-based PCs running Microsoft Corp.'s Windows 95. Initially, the Sega CD-ROM lineup includes "Ecco the Dolphin," "Tomcat Alley" and Comix Zone."

"An upgrade of Sega's hit arcade and Sega Saturn title 'Virtua Fighter Remix,' which requires a multimedia accelerator board by Diamond Multimedia, Systems Inc. is scheduled to hit the market as a pack-in with the Diamond

Edge 3D board starting in October," Reuters adds. Also, later this year look for the Sega Saturn "Panzer Dragoon" to be available for the PC using the Edge 3D accelerator, the wire service says.

MICROSOFT OFFERS NEW JOYSTICK

A new joystick is seen as Microsoft Corp.'s latest weapon in its effort to lure video game enthusiasts to personal computers. Part of a growing line of Microsoft hardware peripherals for the consumer market, the joystick "is aimed in part at taking advantage of the Windows 95 operating system, which is being positioned as a far better gaming system than previous versions of Windows," says the Reuters News Service.

The Microsoft Sidewinder 3D Pro, available in mid-October for about \$60, will operate older games, but will include a total of eight buttons rather than the usual four, to allow game designers to add new options. Microsoft officials told the wire service the product will take advantage of new digital-optical technology to give gamers more precise control. It will be packaged with Activision's MechWarrior 2 combat game for about \$80. Microsoft also said it will offer a two-button analog joystick called SideWinder for about \$30.

With the new Windows 95 system, Microsoft has made a major effort to entice game players and developers from rival platforms, such as the Sega and Nintendo dedicated game devices. "Not only are the video-game devices far less expensive than personal computers, until now they also have provided faster response for action games than computers," Reuters comments. "Microsoft officials are hoping that game players can be won over to computers by improvements such as the new operating system, specially designed games and input devices." Besides the joystick, Microsoft's consumer division produces several mouse units and an ergonomically designed keyboard.

PANASONIC PLANS PC/MAC CD-ROMS

Panasonic Software Co., the entertainment publishing division of Matsushita Electric Corp. of America, says it will begin publishing CD-ROM software titles for the Macintosh and PC. Panasonic Software, located in Santa Clara, California, was established in April 1994 to publish interactive software titles for the 3DO Interactive Multiplayer system. The company first PC title will be Cyberdillo, a 3-D adventure game in which players guide a half armadillo, half cybernetic machine, on a scavenger hunt. Cyberdillo will be available in November. No price has been announced.

Planned Macintosh titles include Theo the Dinosaur and Isis. Theo the Dinosaur is a children's interactive playbook that encourages kids to read and recycle. The story is based on cartoonist Phil Yeh's book, Theo the Dinosaur. The title is set to ship in November. No price has been announced. Isis is a cinematic adventure game in which players must rescue a beautiful goddess by finding the gems that harness the elemental forces of Earth, Wind & Fire. This game features the music of Earth, Wind & Fire with live interviews and concert footage. Isis will be available in December. No price has been announced.

Jaguar Developers STR InfoFile *Current Developer Lists & Titles*

Game Title	Date	Game Type	MSRP	Publisher
Air Cars	TBA	Racing/Combat	\$59.99	MidNite Ent.
Alien vs Predator	NOW	Role Play/Adventure	\$69.99	Atari
Alien vs Predator CD	2/96	Role Play/Adventure	TBD	Atari
Arena Football	10/95	Sports	TBD	V Reel
Assault	2Q/95	Action/Combat	\$59.99	MidNite Ent.
Atari Kart	11/95	TBD	TBD	Atari

Att. of Mut. Penguins	10/95	Arcade	TBD	Atari
Baldies (CD)	09/95	Action/Simulation	TBD	Atari
Batman Forever (CD)	04/96	Action/Adventure	TBD	Atari
Battlemorph (CD)	09/95	Flying/Action	\$59.99	Atari
Battlesphere	09/95	Space/Combat	TBD	4-Play
Battlestar	11/95	Space/Combat	TBD	?
Battle Wheels	2Q/95	Racing/Combat	TBD	Beyond Games
Black ICE/White Noise	12/95	Action/Adventure	TBD	Atari
Blue Lightning (CD)	08/95	Flying/Action	\$59.99	Atari
Braindead 13 (CD)	10/95	Action/Adventure	TBD	ReadySoft
Breakout 2000	11/95	Puzzle	TBD	Atari
Brett Hull Hockey (CD)	11/95	Sports	TBD	Atari
Brutal Sports Football	NOW	Sports/Combat	\$69.99	Telegames
Bubsy	NOW	Action/Adventure	\$49.99	Atari
Cannon Fodder	NOW	Action/Adventure	\$49.99	Virgin
Chas Barkley Basketball	09/95	Sports	TBD	Atari
Checkered Flag	NOW	Racing	\$69.99	Atari
Club Drive	NOW	Racing	\$59.99	Atari
Commando (CD)	11/95	Action (3D)	TBD	Atari
Commander Blood (CD)	11/95	RPG	TBD	Atari
Creature Shock (CD)	08/95	Adventure/Sci-Fi	TBD	Atari/Virgin
Cybermorph	NOW	Flying/Action	\$59.99	Atari
Dactyl Joust	11/95	Action	TBD	Atari
Dante (CD)	06/96	Action	TBD	Atari
Deathwatch	11/95	Arcade	TBD	Atari
Defender 2000	10/95	Arcade	TBD	Atari
Demolition Man (CD)	09/95	Action/Combat	\$59.99	Atari
Doom	NOW	Action/Combat	\$69.99	Atari
Double Dragon V	NOW	Action/Adventure	\$59.99	Williams
Dragon:Bruce Lee Story	NOW	Combat	\$59.99	Atari
Dragon's Lair (CD)	08/95	Adventure	TBD	Ready Soft
Dragon's Lair 2 (CD)	10/95	Adventure	TBD	ReadySoft
Dreadnought (CD)	2Q/95	Adventure	TBD	Atari
Dune Racer (CD)	01/96	Racing	TBD	Atari
Dungeon Depths	2Q/95	Action/Adventure	\$59.99	MidNite Ent.
Evolution: Dino Dudes	NOW	Puzzle/Adventure	\$49.99	Atari
Fight For Life	TBA	Combat	TBD	Atari
Flashback	NOW	Action/Adventure	\$59.99	US Gold
Flip-Out	08/95	Puzzle	TBD	Atari
Formula Racing (CD)	12/95	Racing	TBD	Atari
Frank Thomas Baseball	04/96	Sports	TBD	Atari
Gotcha!	01/95	Challenge	TBD	Unknown
Hardball Baseball	2Q/95	Sports	TBD	Atari
Highlander I (CD)	11/95	Action/Adventure	\$59.99	Atari
Highlander II (CD)	02/96	Action/Adventure	TBD	Atari
Highlander III (CD)	04/96	Action/Adventure	TBD	Atari
Horrorscope	2Q/95	Combat	TBD	V Reel
Hover Strike	NOW	Action/Combat	\$59.99	Atari
Hover Strike CD	09/95	Action/Combat	TBD	Atari
Hyper Force	TBA	Unknown	TBD	Comp. West

Ironman/XO-Manowar	04/96	Action	TBD	Atari
Iron Soldier	NOW	Action/Strategy	\$59.99	Atari
Iron Soldier II (CD)	01/96	Action/Strategy	TBD	Atari
Jack Nicklaus Golf(CD)	2Q/95	Sports	TBD	Atari
Kasumi Ninja	NOW	Combat	\$69.99	Atari
Magic Carpet (CD)	12/95	Action/RPG	TBD	Atari
Max Force	09/95	Action	TBD	Atari
Mindripper (CD)	02/96	Adventure	TBD	Atari
Mortal Kombat 3	04/96	Fighting	TBD	Atari
Myst (CD)	08/95	Interactive Novel	TBD	Atari
NBA Jam T.E.	12/95	Sports	TBD	Atari
Phase Zero	10/95	Action/Arcade	TBD	Atari
Pinball Fantasies	NOW	Arcade	\$59.95	Comp. West
Pitfall	09/95	Arcade	TBD	Activision
Power Drive Rally	08/95	Driving	TBD	TWI
Primal Rage (CD)	12/95	Fighting	TBD	TWI
Rage Rally	2Q/95	Racing	TBD	Atari
Raiden	NOW	Action/Adventure	\$49.99	Atari
Rayman	09/95	Action/Adventure	TBD	UBI Soft
Redemption (CD)	11/95	Action/Adventure	TBD	Atari
Rise of the Robots (CD)	11/95	Action/Arcade	TBD	TWI
Robinson's Requiem (CD)	09/95	Adventure	TBD	Atari
Rocky Horror Inter.(CD)	04/96	Adventure	TBD	Atari
Ruiner Pinball	09/95	Arcade	TBD	Atari
Sensible Soccer	NOW	Sports	TBD	Telegames
Sky Hammer (CD)	12/95	Flying/Action	TBD	Atari
Soccer Kid	2Q/95	Sports	TBD	Ocean
Soul Star (CD)	09/95	Action/Sci-Fi	TBD	Atari
Space Ace (CD)	09/95	Space/Combat	TBD	ReadySoft
Space War	09/95	Action/Adventure	\$59.99	Atari
Starlight BowlaRama CD	10/95	Simulation/Sports	TBD	Atari
Star Raiders	2Q/95	Space Simulation	TBD	Atari
Sudden Impact	12/95	Action	TBD	Atari
Super Burnout	NOW	Racing	\$59.99	Atari
Supercross 3D	09/95	Sports	TBD	Atari
Syndicate	NOW	Simulation	\$69.99	Ocean
Tempest 2000	NOW	Action/Adventure	\$59.99	Atari
Thea Relm Fighters (CD)	10/95	Action/Fighting	TBD	Atari
Theme Park	NOW	Simulation	\$69.99	Ocean
Tiny Toon Adventures	2Q/95	Action/Adventure	\$59.99	Atari
Towers II	12/95	RPG	TBD	JV Enter.
Trevor McFur	NOW	Action/Adventure	\$49.99	Atari
Troy Aikman NFL Ftball	NOW	Sports	\$69.99	Williams
Ultimate Brain Games	2Q/95	Puzzle	TBD	Telegames
Ultra Vortek	09/95	Action/Adventure	\$69.99	Beyond Games
Val D'Isere Skiing..	NOW	Sports	\$59.99	Atari
Varuna's Forces (CD)	11/95	Action/Adventure	TBD	Atari
VidGrid (CD)	08/95	Puzzle/Music Video	TBD	Atari
Wayne Gretzky NHL (CD)	12/95	Sports	TBD	TWI
White Men Can't Jump	NOW	Sports (w/Team Tap)	\$69.99	TriMark

Wolfenstein 3D	NOW	Combat/Action	\$59.99	Atari
Zero 5	01/96	Unknown	TBD	Unknown
Zool2	NOW	Action/Adventure	\$59.99	Atari

Jaguar Online STR InfoFile Online Users Growl & Purr!

CATNIPS... JAGUAR TIDBITS FROM DON THOMAS (950917)

I expect this issue of CATnips will turn out being a bit unique. It looks like it will be a long one and I hope people like it because I've spent hours and hours putting this together. < g> I urge everyone to read ALL the comments because I picked a lot of the ones brought to my attention for their informative value. Please help copy and distribute this issue so as many people as possible have it available to them. CD-ROM is here!

As you will see, Atari has had an explosive end of week last week. Not only has "FlipOut!", "White Men Can't Jump", "Rayman" and "Ultra Vortek" been released on carts recently, the CD-ROM is hitting stores in quantities and gamers are ecstatic. I don't expect you to take my "biased" word for it, so I've collected "a few" comments from CompuServe, the Internet, GENie, CATscan and Prodigy. It seems that Mr. Hoff is a bit of a hero at Atari. In my opinion, he deserves the recognition!

On last Wednesday, Mr. Hoff helped launch the CD-ROM with a live RTC (Round Table Conference) on GENie and within hours of that event, CD-ROM's were being cited in popular gaming retailers across the country. My EMail box on all the popular services is filled. Special thanks to Frans Keylard for his tireless efforts to keep me up-to-date with Internet traffic. (Yes, I appreciate Travis Guy and Dana Jacobson too. < g>) Another unsung hero is Mr. Laury Scott who has had to put a lot of work to meet the deadlines established to keep Atari's schedules. I also think Atari's Customer Service Department deserves a LOT of that-a-person's (politically corrected that-a-boys < g>). In particular, I'd like to say "thanks" to Carolyn, Barbara, Renee, Claudia, Geraldine and Arnold. They put up with a lot of people who have, well let's say, very anxious ways of telling Atari that they'd like their CD-ROM. < g>

"Coming October 6, Plug in the WIRE network."

"On October 6, Atari Corporation, CompuServe Information Service, Atari Explorer Online Magazine and Silicon Times Report unveil something big for the online community."

FOR COUNTRY MUSIC FANS...

Before I unleash the frenzied feedback from friends who found the CD-ROM < g> , let me offer a suggestion as one of the first audio CDs you may wish to play on it. Just recently, a young lady who we (my family) know in the humble town of Manteca released her first album on CD and cassette. Her mother used to babysit my son, and I remember the long hours that her daughter would practice singing and training her voice. The other night, I took my son to see "Hackers" (got to keep up with these things < g>) and the theater was playing Kristin's new CD: "Neon Romeo" before the movie started. Wow! Kristin sounded good!

It occurs to me that there may be a few Country Music lovers in the Internet as well as on the major online services. I think Kristin may very well teach me to appreciate Country Music a lot more. I admit I am biased, but Kristin has a unique quality in her voice and she has managed to perfect it over the years. I think she has a great shot at making a name for herself.

Kristin's mom is a super lady. If she's not doing something for Kristin, it's for another family member or one

of her friends. Kathy has co-produced the CD and the family made the trek to Hilltop Studios in Nashville, Tennessee to record it.

It's been a little while since I have seen Kathy and Kristin Rich since our son is now on a different schedule and they don't watch him during the day any longer. I do think Kristin sounds great and I know how much work their family has put into putting out their first bonafide album. So, I've offered to help spread the word... especially since all the Jaguar owners I know are getting something cool to play Kristin's new CD on. < g>

Here's the deal... The CD is \$15 and the cassette is \$10. The cassette and the CD are professionally packaged (although I can't find a barcode... hmmm). As an offer to anyone reading this, both Kristin and Kathy have agreed to sign your copy. (Kathy and Kristin both sing on the CD). You can have the sleeve signed, the CD or both. Just ask.

There are 10 songs and Kristin's best is in every one of them. Since this is the teenager's first, this may be a great opportunity to preview what is in store for her fans down that Country road! Here are the selections:

Just Wanna Rodeo With You	Take It From Me
You Said You'd Call Me	Trouble With Love
A Mile a Minute	We're Talkin Tears
Never Stop Lovin' Me	Love's Looking Back
Runnin' On Love	Forever Young

If you're inclined to help launch this young woman's success AND benefit from a great "limited edition, signed" audio CD or cassette, then send \$15 for CD or \$10 for cassette (plus \$3.00 S&H) to:

Kristin Rich - NEON ROMEO Special Offer
c/o Artisan SW
P.O. Box 849
Manteca, CA 95337

Checks and Money Orders accepted. Make checks out to "Kristin Rich-Neon Romeo offer". California orders, please add sales tax. Distributor, resale and bulk purchase inquiries welcome.
SMALL PRINT -- Please note that this offer is not endorsed or affiliated with Atari Corporation or it's licensees. I am admittedly taking advantage of my distribution channels to help Kristin sell her new CD. I have not nor do I intend to personally benefit financially or otherwise from this offer. Have I missed anything? Send E-Mail inquiries to: 75300.1267@compuserve.com.

RAYMAN!!!!!!

Date: Fri, 15 Sep 1995 02:47:26
From: Lenorah@aol.com
To: Multiple recipients < jaguar@bucknell.edu >
Subject: RAYMAN!!!!!!
Comment: Discussion of the Atari Jaguar and video gaming industry

I picked up my copy of Rayman today. The moment I got home, I made straight for EB. Sure enough, it was there on the shelf (the empty box with the NEW RELEASE on it anyway), I headed to the checkout so quick I was just a blur. I struggled to write the check fast enough, and waited impatiently for the clerk to clear it. I took the fast route home, and had Rayman inserted into the cart port the instant I was through the door.

So far I've played for a little over two hours, and I'm having a BLAST! The control is perfect, the sound is

great, the music is OK (I was hoping for stereo, but I guess memory is limited when graphics this detailed are used), and the graphics are extremely sharp. Parallax, shimmer, the three scrolls are detailed enough to suffice. It's my guess, that the only reason the PSX version has more parallax, is because it has plenty of space on the CD, and it doesn't play music from memory. UBI has packed a lot into limited cart space, the characters movements incredibly varied (I just love breaking the teeth out of the fish's mouth), and there are tons of little mushrooms moving, stacking up, and jumping around in the first world. I can't really say if I've seen any Slowdown (TM Nintendo), I think this game is so fluid, that I just imagine it, but it rarely occurs, and only an extremely tiny hint of it then.

The music fits the game extremely well, it's crystal clear, and as stated before I would've preferred stereo, but that doesn't bother me (unless my Jag isn't hooked up right, my TV is supposedly smart and detects mono signals when cable is connected to the right input jack). The SFX are clear and fit right into the action, there is always sound coming from something. The only thing missing in the audio is voices, at the startup screen, you can see Rayman's mouth moving as to say "Rayman", but no voice is heard. Also, when you stand still for a while he says something, but nothing comes out. It doesn't impact the game though.

Well, that's my review.
Stephen

SERVICE: PRODIGY(R) interactive personal service
TIME: 09/16 3:01 AM
BOARD: VIDEO GAMES BB TOPIC: ATARI JAGUAR
SUBJECT: UV AND RAYMAN
TO: DONALD THOMAS JR (EUKG11A)
FROM: ROBERT JOHNSON JR (LTTY44A)

Don --
I just picked up copies of Rayman & UV this morning locally in the Bay Area -- both are fantastic & were worth waiting for. Rayman in particular is spectacular. As you wrote, my local dealer said the CD unit should be in by early next week. I can barely wait!! And on behalf of everyone on this board, I wish to take this opportunity to personally thank you for your candid input on the Jaguar. And also thanks to all the Jaguar fans who post notes on my favorite board. See you all tomorrow night.
Robert

JAG CD-ROM IMPRESSES AMERICA ON-LINE USER...

DATE: Fri, 15 Sep 1995 23:59:00
FROM: Lenorah@aol.com
TO: Multiple recipients <jaguar@bucknell.edu> SUBJECT: I GOT MY JAG-CD!!!!!!!!!!!!!!!!!!!!!! COMMENT:
Discussion of the Atari Jaguar and video gaming industry

YES, YES, YES!!!! Ya Mon! Woo Hoo!!

The moment I saw the posts that the JagCD was out, I grabbed the check book and flew out the door < zipp> . The moment I got to EB I sighted my crosshairs on the Jag stuff and locked on to the CD display box. After an excruciating(sp?) wait at the check out counter, I hurried to my car. Just to make sure it was really real, I opened the box and looked in, it was real! I never thought I would visit EB two days in a row and walk out with something new (not returns or trades) both times. Rayman and JagCD within a day of each other, hooray for us!

I guess my patience paid off . The only thing I didn't like about getting them is the tax, around here it is 8.25%, which is high for tax in this area. I've got Rayman and my JagCD, so I'm not going to be spending any more for a while anyway. As soon as I got home, I fulfilled my promise I made a long time ago, the first disk I put in it was the T2K soundtrack (my old one, I'll keep the new one in the wrapper), VLM is everything the hype makes it out to be. My mom likes it as well, and my dad keeps saying the images are fractals, I don't really know but I don't think so. Next, I played the Myst demo (talk about short demo), very nice color, the sound that goes with the FMV was a bit scratchy, but that is common with most FMV anyway.

Next, I played BL, the cinemas looked really good, and the music during the game is crystal clear. Load time is minimal, only about 10 seconds, it jumps to the FMV quickly too. It will take a while to get used to the control, but its not impossible, I've only played it a few times so far.

The Jaguar can now be truly called a Multimedia System. I could be wrong, but I can say that I speak for the majority of Jag owners who are impatiently awaiting their JagCD when I say "YES!! YES!! YES!! YES!! YES!! YES!! YES!! YES!! YES!!"

I don't normally listen to country (I feel the need every once in a while for some reason), but the VLM seems to respond well to it. I'll have to try some of my soundtracks next, most have a bit of orchestrated tracks in them. Excuse me while I go watch the VLM some more.....

Stephen

And YET ANOTHER AOL FAN!!!

DATE: Sat, 16 Sep 1995 19:06:15
FROM: Marvin15@aol.com
TO: Multiple recipients < jaguar@bucknell.edu >
SUBJECT: JAGUAR CD
COMMENT: Discussion of the Atari Jaguar and video gaming industry

Well, I got it and WOW. This thing rocks and you cannot beat the price. A kick-a\$\$ system and 4 discs for 150 dollars. Vid Grid really shows off the system's FMV abilities. Blue Lightning is not that great but it will do. I haven't listened to the Tempest soundtrack yet but still, It is great techno judging from the game. I also haven't opened Myst but it should be nice. The VLM is ultimate and really works well to the Dangerous Minds Soundtrack. Well, I have to get back to playing and I just hope that this doesn't go the same way the Jag did and take almost 2 years for a good number of games to come out. Good Job Atari. BTW, I got it from Babbages in St. Louis in case anyone is wondering what areas have gotten them yet.

Derek

ANOTHER DANCE AT CD-ROM PROM...

DATE: Sat, 16 Sep 1995 21:03:27 -0400
FROM: mbates@stocko.com (Marlin Bates, IV)
TO: Multiple recipients < jaguar@bucknell.edu > SUBJECT: JAGUAR CD
COMMENT: Discussion of the Atari Jaguar and video gaming industry

Well, I got mine today. Just thought I would do a quick overview of the system and software.

Location: Stockton, CA (Northern Calif) Bought it at Electronic Boutique in Concord, CA for \$149. Last one

out of 10 they got. In a nice box similar in design to the Jag box. Comes with the four discs which you know about. The holders for the CD-ROM games (except Myst) come in very cool tri-fold CD holders (similar to the ones some audio CDs come in). Myst, since it is a demo, is simply in a Cardboard sleeve. The power supply is IDENTICAL to the Jag base which is cool and odd at the same time.

Included is of course the multi national owners manual and a flyer about a Memory Track. It is a cart sized memory backup for high scores on CD games. Which is very cool to know.

One thing I was disappointed with was the loss of the boot up roar. Too be sure the new effects with the Logo and VLM at boot up are too cool!

Also, I did not think I was going to like Vid Grid but it IS GREAT! The difficulty accelerates at a good but challenging pace. I'm not too hot on all of the groups but they picked songs which span a good variety and don't annoy those not familiar with all of them. Also the opening shots in here are OUTSTANDING. Very fluid.

If you fail to put either a cart or disk in a cool ? Disk comes up (similar to the Mac ? disk) when you do not put a disk in at boot) Blue Lightning is graphically excellent but the controls are a bit picky.

MYST IS EXCELLENT. I had owned the Mac version and this is BETTER graphics and speed wise and this is only a demo!

All-in-all I would rate everything about this a 9. And not a 10 only because I have had to wait so long!

Marlin

ULTRA VORTEK REVIEW FROM INTERNET...

FROM: fkeylard@on-ramp.ior.com (Frans Keylard)
TO: 75300.1267@compuserve.com
SUBJECT: Re: Ultra Vortek Opinion
DATE: Sun, 17 Sep 1995 21:39:45

In rec.games.video.atari, tiptron@aol.com (Tiptron) wrote:

ULTRA VORTEX - BEYOND GAMES

Review by: Larry Tipton

Ultra Vortek finally answers the question "Can the Atari Jaguar Do Fighting Games?" The answer, a resounding YES!!! If you are a fan of MK/MKII, Killer Instinct, Street Fighter, or NEO GEO fighters go out and get this game now! The control is splendid, the special moves are new an fresh, the sound effects are bone crunching great, the music FITS this game: Hyper-Grunge-Garage Band Guitar Rock.

Ultra Vortek is not hyper fast like some of the fighter games are today. You know, where the characters move so fast you cant see them and they nail you with 100 punches and kicks in 2 seconds. The action in this game just feels right. The look.... No blurry images. Incredible backgrounds. This thing oozes with next generation style. The playfields are about two TV screens wide. There is plenty of room to fight, escape, etc. The first two levels of difficulty are pretty easy. I was able to reach the Guardian in Normal mode. What an ugly dude!!!! Watch his tail! Ouch. The Hard Level setting is where you can find the real game. The Hyper level is for folks who love to feel pain

of losing to a superior CPU opponent!

The move are easy to pull off, not frustration like those found in Kasumi Ninja. It feels natural! The booklet does not give away all of the special moves, well have to figure those out for ourselves! I've seen quite a few Annihilation moves performed by the CPU at the hard setting. Three by Mercury alone. I have not figured out how to do them yet. All of the characters have the same basic moves: Punch, Pummel, Kick, Jab, Uppercut, Sweep, Retreat, Escape, Jump, Crouch, Block.

Feels very similar to MK/MK2/MK3. But, they also have their own special moves. Lucious' Hawk Attack looks incredible! Buzzsaw's Pain Machine looks like a Daggit on steroids! And who wouldn't love Skullcrusher's "Choke and Thump!" Volcano's fire moves are Hyper-Toasty < g> .

Did I mention that the backgrounds are incredible? Or that the control is top-notch? Yes! -and- Yes! Oh, and the shadow fights are also incredible looking. Look, transparencies! Very tough too! Save your strength, you are going to need it. :-)

Rating on a scale of 1 to 10, 10 being the highest score possible.

Graphics:	10
Control:	10
Sound:	10
Music:	9
Playability:	10
Originality:	8
Overall:	9.5

Beyond Games and Atari did this one right! I just can't say enough good things about this title!!!!

Larry Tipton

FROM THE ATARI JAGUAR SUPPORT AREA ON COMPUSERVE...

SERVICE: CompuServe
DATE: Saturday, September 16, 1995
TOPIC: Jaguar General
SUBJECT: Congratulations, Atari
MSG#: 92804
FROM: Daniel Skelton, 73742,464

To Don, Lynn, Laury, Loic, and everybody at Atari who've had to put up with lots of griping over the past few weeks (much of it from me):

Congratulations to all of you for the finest week in the life span of the Jaguar. Rayman, Ultra Vortek, Blue Lightning, Vid-Grid, Virtual Light Machine, and the Myst demo. Okay, I don't want to hear ANYBODY complaining about no new software being released. That's SIX new programs in one week, including what may be three of the best ever released for the system, Rayman, Ultra Vortek, and VLM.

Finally, the Jaguar has a world-class platform game, one which is being released at the same time as other platforms' versions (not months after), a game that screams "next generation."

Finally, the Jaguar has a solid two-person fighter, one which has aroused even my interest, and I have about as much love for two-person fighters as I have for memorizing DOS commands. Every delay taken by Atari to improve this program was time well-spent. I can only hope that Fight For Life is utilizing its extra time as well.

Finally, the CD-ROM is available, and Virtual Light Machine is the kind of program I dreamed of running some 15 years ago when I did an electronic music radio program on college radio - this is EXACTLY what I had wanted to broadcast on video to accompany the music. Keep up the pace, keep up the good work, and many thanks from one happy Jag owner having a GREAT weekend!

-- Dan Skelton
Antique Videogame Aficionado and Proud Jaguar Owner

FRANS FINDS ANOTHER ULTRA VORTEK FAN ON THE INTERNET...

FROM: fkeylard@on-ramp.ior.com (Frans Keylard)
TO: 75300.1267@compuserve.com
SUBJECT: Da_n UV ! It gave me a blister!
DATE: Sun, 17 Sep 1995 21:41:00
In rec.games.video.atari, mnelson@netcom.com (Michael

Nelson) wrote:

I picked up Ultra Vortek this morning. The game is excellent! In fact, I haven't had this much fun with a Jag game since IS. The graphics are crisp, smooth, and interesting. I have no idea where the animation complaints came from. I was also impressed by the energetic music. Not quite in the same league with T2K, but still very good. They make heavy use of a heavily distorted guitar sound - > very cool.

I was a bit concerned when I breezed through the trainee level opponents (uh oh, KN all over again). Fortunately, the game got harder on the normal setting. The guardian kicked my weenie a\$\$\$. A big problem I had with KN was that opponents (even on Ninja God level) would fall easily to repeated attacks. I can run the table using only a high kick. UV opponents, though, will have none of this. Only on Trainee level could I repeatedly use the same attack and consistently win bouts. This is good.

Do I have any regrets about buying this game? Yup, I've got a great big blister on my joypad thumb. I'm gonna have to wait for it to heal before I play UV again.

Michael

WHAT WAS IT THEY SAY ABOUT RAYMAN AGAIN?...

FROM: fkeylard@on-ramp.ior.com (Frans Keylard)
TO: 75300.1267@compuserve.com
SUBJECT: RAYMAN is awesome !!!!!!!!!!!
DATE: Sun, 17 Sep 1995 21:44:26
In rec.games.video.atari, rcdebaca@nmsu.edu (Richard CDeBaca) wrote:

Just bought Rayman this Friday and all I can say is I feel sorry for the people that sold their jaguars, the fun is just beginning. The bright colors, and animations even look great on an old cheap 13" TV. Everyone in my student apartments that walks by and sees the screen wants to know more about the Jag. Who cares if people only find out

about the Jag now. It is never too late. I think this game will definitely sell some systems!

Later.

Richard

OKAY, BUT I NEED MORE BEFORE I'LL BELIEVE IT...

FROM: fkeylard@on-ramp.ior.com (Frans Keylard)

TO: 75300.1267@compuserve.com

SUBJECT: Reviews: Rayman and Ultra Vortek

DATE: Sun, 17 Sep 1995 21:45:55

In rec.games.video.atari, TheShirt@interramp.com (Boomer) wrote:

Yesterday I bought, sight unseen, Rayman and Ultra Vortek from my local Babbages. (They had *two* whole copies of Ultra Vortek shipped to them?) Although the sales person seemed somewhat surprised, I couldn't have been happier when I got them home.... and that was after paying Babbages exorbitant price of \$69.99 each (what can a guy do when only one store in a city of 100,000 plus carries Jaguar stuff). Anyway, here goes:

Rayman (after about one hour of playing)

A new classic in the realm of platformers. Though I usually don't pay much attention to platformers (my daughters do), it beats, hands down, any other platform I have played.... including DKC. Of course, I prefer game play to prettiness, so keep that in mind. I'm sure, over time, I will put in the effort to finish it (something I usually don't do). Definitely a *MUST BUY*, even at \$69.99.

Ultra Vortek (after about 30 minutes of playing)

This games rocks....and I don't just mean the soundtrack. I have played MK, MKII, SF, SFIIT, Primal Rage, etc., and I personally think this beats them all..... truly a Jaguar victory!!!

The graphics are superb, the music is superb, the gameplay is superb! An 11, 11, 11 straight across on a scale of 1-10. Buy it, buy it, buy it.... if you like fighters, you won't be disappointed. I really question whether MKIII will be able to beat it.

Bottom line... I think the question of 64 bits? (one I never doubted) has clearly been answered by both of these games. BTW, I have the disposable income to buy Saturn or Playstation or whatever else I want, but with the release of these two games, I see there is no longer a reason to even think about them! There is no doubt in my mind that Atari is on the right track and there are many *GREAT* things to come.

See Ya,
The Shirt

E-mail: TheShirt@interramp.com

Without Atari's almighty pong No video game console would be going strong If playing any console and thinking "Hey, this is for me" Be sure and thank the creator, the mighty Atari!

VLM= VERY LIKABLE MACHINE!

SERVICE: Prodigy
BOARD: VIDEO GAMES BB TOPIC: ATARI JAGUAR
SUBJECT: UV AND RAYMAN
TO: DONALD THOMAS JR (EUKG11A)
FROM: JERRY DANZIG (PSFT55A)
DATE: 09/17/95, 12:59 PM

Don,

The VLM is a universal favorite because it's such a mindblower! I mean, I was looking forward to it, and it still far exceeds my expectations; I'm having a wonderful time running all my old psychedelic CDs on it, with incredible results. If Atari can keep stuff coming that blows people's minds like this, the Jag can still hold its own against the latest onslaught from the Far East. I'd also like to say that I think Blue Lightning is much better than some of the reviews I've seen; it's the best fighter simulation I've played, though I don't have an exhaustive knowledge of the genre...

JERRY LOVES THE JAGUAR CD-ROM...

SERVICE: Prodigy
BOARD: VIDEO GAMES BB
TOPIC: ATARI JAGUAR
SUBJECT: CD: HAPPY JOY JOY!!! TO: ALL
FROM: JERRY DANZIG (PSFT55A) DATE: 09/15/95, 4:47 PM

YES!! The day after I scored a copy of Rayman, what else did I see sitting on the EB shelf... can it be... THE JAG CD!!! (I'm here in NYC.) How is it?

F-A-N-T-A-S-T-I-C!!! Here are my initial observations, after just a few hours messing around with it:

- 1) THE VLM IS WORTH THE PRICE ALONE!!! Yes, I qualify as an "ex-hippie", but you have simply got to see the Virtual Light Machine in action to believe it. This is the finest light show I've ever seen, and it's not at the old Fillmore... it's on your TV, lighting up your favorite CDs. [Don Thomas, if you're listening, you MUST show the VLM in a TV ad; words and a static picture alone don't do it justice. And it's a feature none of the other systems has!] What's really cool is to pick one of the nine VLM banks and set the Jag for random, so it changes effects within the bank every twenty seconds. AWESOME!!! Smoke 'em if you got 'em!!! Minter to the rescue!!!
- 2) Blue Lightning looks great too, with texture mapping on all surfaces, smooth flight, choice of planes, intro FMV, voices, stereo is the video selection, which seems to favor videos with quick cuts and weird images, like Peter Gabriel's Sledgehammer. The only gripe is I hear some static on the audio, which I don't hear when playing audio CD's.
- 3) Demo of Myst looks impressive too, with interactive demo of library plus slide show of later scenes. I was so excited to have the CD (and so broke), I didn't even look to see what if any games were available.

Between Flip Out, Rayman, Blue Lightning, and Vid Grid, I have plenty to keep me occupied for a while. There is also mention in the package of a separate "Memory Track" cartridge which plugs in the cartridge slot and retains CD game settings; I'd like to know if this is available yet too. At any rate, Jag fans, I HIGHLY recommend the

CD unit and suggest you RUN, don't walk, to your game store to pick one up. (By the way, I was afraid mine wasn't working when I first hooked it up; it turned out I hadn't plugged it all the way into the base unit -- make sure you hear it click into place...) Happy to answer further questions when I'm not playing. (I'm currently "watching" the Beetle's Magical Mystery Tour, and it's something to see!!)

CATscan IS BUZZING TOO...

CATscan E-Mail (209/239-1552)

Sent By: (#27) John Hardie

Sent To: (#1) Don Thomas - Atari Corporation Sent On: September 16, 1995 at 8:35pm

Recv On: September 17, 1995 at 3:47pm

Subject: CD,etc.

Jag CD, Rayman, and Ultra Vortek! Don, I've gone to Atari heaven!!! Everything is great, VLM, VidGrid, Blue, Myst Demo, all are very good. Thanks again for the informative conference the other night. All this talk of Oct. 6, should I get myself a CompuServe account?? Talk to you later.

-- John

YET ANOTHER CATscan PURRRRs...

Message: = Open Discussion = #221 of 221 [20 Lines]

Sent On: September 17, 1995 at 12:55am

Sent By: Marlin Bates - All Hail the Fuji! Sent To: All

Replies: None

Subject: JAGUAR CD

Just thought I would call and post a message to the effect that I think this Jag CD is COOL! Another quality program from the people in the land of the Fuji! I am curious (but very happy to see it) as to the Memory Track cart and when we will see it available for purchase?

Everything about the Jag CD from packaging to performance is top notch. Blue Lightning is a bit tough for my not so nimble reactions but other than that I am VERY glad to have purchased it.

I do like the new opening Logo screen. I also have to admit that I did not think I would like Vid Grid (h_ll, I don't even like some of the groups!) but Vid Grid is incredibly addictive. I just keep playing it and playing it. Sometimes just to watch the videos! Outstanding game! Will we see more of these? Maybe volumes II & III? Howsabout some

Elton John (since he has some Geffen albums)? Dan Fogelberg? Keep it up! I love it! BTW, the Concord Electronics Boutique was sold out of Jag CDs! I bought the last one!

Marlin

AND FROM THE LAND OF BOTTLED WISHES...

SERVICE: GENIE

DATE: 9/15/95, 08:49 PM
CATAGORY: The Jaguar - Atari's latest Game Console!
FROM: P.FLETCHER4

I GOT MINE!!! I GOT MINE!!!! I GOT MINE!!!!
FUN! FUN! FUN! FUN! FUN!

Ok I'm still a bit excited, but gee was I happy when EB called today and I cruised to the mall straight after work. :) First impressions..... The unit is very well built. it always looked so flimsy on the advertisements, but man this sucker is strong. VLM..... Looked a bit weird at first, but once I began playing with it..... its great! Cool effects and tons of options.

VID GRID..... Actually pretty fun. The videos are a bit grainier than I had expected, but it certainly looks better than standard MPEG movies on the PC. I only played this for maybe 15 minutes so I'll have to make my judgments at a later time.

MYST DEMO..... Graphics are nice and the demo is fairly interesting if you like this sort of look at stills and interact with them sort of game.

BLUE LIGHTNING..... Graphics are really cool... FMV is used but is easily skipped by pressing a button. The FMV is of a nice quality, but I hate FMV as a rule so I doubt I'll ever watch it again. The game is basically the Lynx version with a 90's paint job. It's good, but not a game that will last the test of time. TEMPEST CD..... Already have a Minter signed copy so who cares???? :)

Good job Atari. I'm glad that the week of Sept 11th was a true date. I only live an hour from EB world headquarters so we in the Philadelphia area may have a jump start on other Atarians, but believe me the wait is OVER!!!!

--Pete

SHORT BUT TO THE POINT... DID SOMEONE SAY RAYMAN?...

SERVICE: GEnie
DATE: 9/16/95, 03:19 AM
CATAGORY: The Jaguar - Atari's latest Game Console!
FROM: T.STEED1

Hi folks! Sorry I haven't been on lately, I've been busy playing....
R - A - Y - M - A - N ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! !
Yahoooooooooooooooooooooooooooo!

My little buddy was everything I expected, and more!!!!!! It was SO impressive, we hooked up a Jag to one of our monitors (don't tell anyone!) and let passersby play it! Lots of people asked "Is this the Playstation?" And I had to frequently answer, "No, it's the Jaguar, at almost half the price. Sure LOOKS like a Playstation, though doesn't it? Except the case is cooler!" Just today, I sold 3 systems WITH Rayman alone. Sold more Jags today than the Playstation and Saturn put together.....

THEN..... when it was getting sort of slow, Mr. UPS shows up with Ultra Vortek. Now, I normally am not a

fighter fan (Though I eagerly await Primal Rage) but this title was worth the wait, too! The evil voice person should be hired for Atari Customer Service, and that Volcana chick can come by my place anytime... oh, the game! Yes! It sure is a relief after Kasumi (no slam intended). WOW. Anyone have any codes/fatalities?

AND THEN, just to ruin my day, I read the latest issue of DHGF which also arrived today... and in the Dragon's Lair review, they mention, AGAIN, that the Jag CD is single speed. Well, being the smart-allelic that I am, I took the liberty of writing them a scathing letter (civilized, but scathing) and,..... get this!.... I mailed it in a box with about 200 Jaguar brochures, the one with the JagCD specs on the back, stating that it is indeed a DOUBLE SPEED drive.... I don't know if they'll be happy or not, but I continued my role as smartie-pants...mission-complete. :-)
DHGF will be assimilated.... resistance is futile.... you will become one with the Fuji.... inferior gaming magazines will be assimilated.....

What a MONTH.... WHAT a MONTH Atari.... (clap, clap, clap, clap, clap...)
--Tim

~ ~ ~ ~ ~
~ ~ ~ ~ ~

SERVICE: GENIE
DATE: 9/16/95, 08:18 AM
CATEGORY: The Jaguar - Atari's latest Game Console!
FROM: B.LAMBERT4

Last night, on Friday, September 15, I walked proudly into the Electronics Boutique at the Mall of America and purchased a Jaguar CD. I had, after buying Rayman, originally planned to wait until next month, but several things changed my mind. First, and foremost, was the fact that -despite- talk here and elsewhere, they really did ship in quantity this week. That was what we were told would happen on the 24th, and all previous delays aside, that's actually what -did- happen. Second, I've been feeling very pro-underdog lately, and with the Playstation out, it couldn't hurt Atari to have another first-day sale. Third, Rayman for the Jaguar made enough of my Genesis platformers obsolete that I got a good discount for turning them in. :)

First, I'd like to thank Atari for producing such a fine piece of hardware. A box with a plug. Simple, easy, snaps right in, and gives me a brand-new cartridge port (which is great, seeing as how the old one was acting up!) Second, I'd like to officially nominate Jeff Minter as Programming God. VLM is fantastic. It'll take some experimenting to find the really cool effects (nothing seems to work very well with hip-hop yet, but I'll be looking) but as a piece of work, -wow-.

Third, it's a good thing they included Blue Lightning as a pack-in, because anybody who actually -bought- woulda screamed bloody murder. As a pack-in, it makes nice eye-candy. Fourth, Vid-Grid's a lot more fun than I thought it would be. But "Enter Sandman" is gonna give me the fits for weeks, I think. Strobe effects, anyone? Fifth, boy, that Myst demo is... limited. Sixth, I have -got- to go and get me a new composite/stereo cable. All in all, it's here, and it's a Good Thing.

DID SOMEONE ON GENIE SAY RAYMAN?...

SERVICE: GENIE
DATE: 9/16/95, 10:16 AM
CATEGORY: The Jaguar - Atari's latest Game Console!
FROM: EXPLORER.3

Picked up my Jag CD and Rayman here yesterday at the Queens Center Mall in NY. Didn't even hook up the CD till around 10 last night as I was running Rayman through it's paces. Needless to say, I was up till 4a.m. Briefly, VLM is great!, Vid Grid is excellent, but seems to get hard pretty quickly. Also, some parts of the videos are crystal clear, while others seem a bit too grainy. I haven't gotten in to Blue Lightning too much yet, but the graphics and sound are great. Myst Demo has some great graphics, but if the game requires me to read all those books and remember what's in them, I don't think I'll enjoy it too much. I've been rockin' with the T2K CD for a while so it was nothing new. All in all, a great package and as someone else said, It actually was available the week of the 11th.

--John

ANYONE GET A JagCD???...

SERVICE: GENie
DATE: 9/15/95, 11:50 PM
CATAGORY: The Jaguar - Atari's latest Game Console!
FROM: T.MCCOMB

This one dynamite package folks. Run. Don't walk. VLM: words don't (can't) do it justice. Blue Lightning: Not ground breaking, but FUN none the less. VidGrid: Very interesting. The Wife likes it. 'Nuff Said.

MYST Demo: I'm VERY glad they included this. I didn't think it would appeal to me at all. When it's released I'll be first in line to buy a copy. T2K CD: Got one already. But what a great way to exercise VLM! Buck for buck this package CAN NOT BE BEAT.

-Tom McComb

{11:47 pm} Friday, September 15, 1995 Jaguar...it runs rings around Saturn.

A CLASSIC COMMENT...

SERVICE: GENie
DATE: 9/17/95, 02:12 AM
CATEGORY: The Jaguar - Atari's latest Game Console!
FROM: M.LIPSON

I'm playing Beethoven's String Quartet No. 13 in B flat, Op. 130, on the VLM. Anyone who says the VLM won't sell Jaguars is a MORON. For the VLM, Minter deserves the Nobel Prize. Zeppelin are next. VLM is incredible. Who the **** cares about videogames?!

GENie MEMBERS ARE GENuises...

SERVICE: GENie
DATE: 9/17/95, 06:42 PM
CATAGORY: The Jaguar - Atari's latest Game Console!
FROM: SAM-RAPP

Here is the most recent list of CD+ G discs I could find on the Internet. There doesn't seem to be a lot.

(p) - disk is available as a promo only (not for resale)

NON-CLASSICAL:

Alphaville	"The Breathtaking Blue"	Atl 81943
Anita Baker	"Rapture"	
Laura Brannigan	"Laura Brannigan"	Atl 19289
Crosby, Stills & Nash	"Live It Up"	Atl 82107
Firesign Theatre	"Eat Or Be Eaten"	
Ella Fitzgerald	"Ella/Things Ain't What ..."	
Flamin' Groovies	"Groovies Greatest Grooves"	WB 25948
Fleetwood Mac	"Behind The Mask"	WB 26111
Frozen Ghost	"Nice Place To Visit"	Atl 81875
Emmylou Harris	"Pieces In The Sky"	

Jimi Hendrix	"Smash Hits"	WB 2276
Honeymoon Suite	"Racing After Midnight"	WB 25652
Information Society	"Information Society"	WB 25691
Chris Isaak	"Silvertone"	WB 25156
Little Feat	"Hoy Hoy"	WB 3538
Little Feat	"Representing The Mambo"	WB 26163
Van Dyke Parks	"Tokyo Rose"	WB 25968
Gram Parsons	"GP/Grievous Angel"	WB 26108
Bonnie Raitt	"Green Light"	WB 3630
Bonnie Raitt	"Nine Lives"	WB 25486
Lou Reed	"New York"	WB 25829
Simply Red	"Picture Book"	Ele 60452
Phoebe Snow	"Something Real"	
Donna Summer	"Another Place And Time"	
Talking Heads	"Naked"	WB 25654
10,000 Maniacs	"Blind Man's Zoo"	Ele 60815
Various	"CD+ G: A New Dimension"	WNM PRO-15027(p)
Various	"Tribute to Woodie Guthrie"	WB 26036
Various	"The Home Video Album"	RCA 60354-2-RC

CLASSICAL:

J. S. Bach	"St. Matthew Passion"	WNM 15010
Beethoven	"String Quartet No. 14"	WNM 15011
Beethoven	"Symphony No. 7"	WNM 15008
Beethoven/Liszt	"Symphony No. 9"	WNM 15009
Hector Berlioz	"Symphonie Fantastique"	WNM 15015
Anton Bruckner	"Symphony No. 9"	WNM 15004
Placido Domingo	"Belcanto Domingo"	WNM 15014
Gustav Holst	"The Planets"	WNM 15001
Gustav Mahler	"Symphony No. 5"	WNM 15007
Felix Mendelssohn	"Symphony No. 2"	WNM 15029
Felix Mendelssohn	"Symphony No. 3"	WNM 15003
Felix Mendelssohn	"Symphony No. 4"	WNM 15013
Mozart	"Abduction from the Seraglio"	WNM 15016
Mozart	"Magic Flute Highlights"	WNM 15012
[*] Sergei Prokofiev	"Peter And The Wolf"	WNM 15028
Henry Purcell	"Dido and Aeneas"	WNM 15005

LONG DESCRIPTIONS --- CD+ G discs

Alphaville "The Breathtaking Blue" Atl 81943

A series of black and white photographs are panned and scanned while the lyrics (1 - English, 2 - French) are constantly displayed below the pictures.

Crosby, Stills & Nash "Live It Up" Atl 82107

Various pictures, relating to songs (well, looks like the folks who did this CD+ G never actually listened to the lyrics of the song "Live It Up"). One of the best done and nicest looking CD+ Gs around -- if you can find it.

Fleetwood Mac "Behind The Mask" WB 26111

A series of band and related pictures are shown, along with lyrical accompaniment.

Jimi Hendrix "Smash Hits" WB 2276

Bizarre, psychedelic CD+ G as large pictures (which are collages of both computer art and real photos) are panned. Through the entire CD+ G, the brightest palettes are continually being shifted, giving a non-stop strobe effect.

Information Society "Information Society" WB 25691

Miscellaneous pictures (both real and computer art) are displayed, while the lyrics are constantly updated at the bottom of the screen. One of the nicest CD+ Gs available with regard to lack of repetitiveness (except lots of the computer pictures are cut and pasted throughout the CD+ G).

Chris Isaak "Silvertone" WB 25156

A variety of different Chris Isaak pictures are shown, and sometimes, even a pic or two relating to a song. Golly!

Sergei Prokofiev "Peter And The Wolf" WNM 15028

2 tracks - the first is an illustrated version of Peter And The Wolf, as read by Sir John Geilgud. The second track (which I believe has almost identical audio) is the annotated version, that is the audio track is accompanied by commentary about which instrument is being used and it's significance in the story. The music is performed by the Academy of London (Richard Stamp conduction).

Lou Reed "New York" WB 25829

Various black and white pictures are interspersed with the lyrics (available in English, Spanish, French and Italian).

Talking Heads "Naked" WB 25654

Each track is displayed showing what instruments are being used for what part of each song, along with this are 2 lyric windows, one has 4 to 5 lines in it, while the other (constantly being updated) shows the lyrics along with the guitar chords so that you can strum along at home.

Various "CD+ G: A New Dimension" WNM PRO-15027

Various artists from other CD+ Gs are on this sampler (including Jimi Hendrix, Bonnie Raitt, Chris Isaak, Arlo Guthrie and a few tracks from the classical CD+ Gs). Essentially an advertising tool telling you about other Warner New Media CD+ Gs.

Various "Tribute to Woodie Guthrie" WB 26036

As each songs begins, photos from the 1930s and 1940s are shown to accompany Guthrie's songs about the Great Depression, WWII, and other events of the time. Artists include: Joan Baez, Judy Collins, Bob Dylan, Arlo Guthrie, Richie Havens, Odetta, Tom Paxton and Pete Seger.

Note that not all CDs listed are CD+ Gs, for instance, CDs ordered through a record club may not be, and also some later reissues of CDs are not CD+ Gs (for instance Lou Reed's "New York" and the Talking Heads "Naked".) Generally there will be a sticker on the CD stating that it is a CD+ G. If you're dealing with used CDs, then there is generally a "CD+ G" on the CD's hub (or sometimes an additional "G" after the catalog number), or it is quite clearly labeled "CD + Graphics" on the title side of the disc. If you have any questions about this, contact me.

--Dr. Moze (Steve Marsh) marsh@anvil.nrl.navy.mil

"Coming October 6, Plug in the WIRE network."

ONLINE WEEKLY STReport OnLine

The wires are a hummin'!

PEOPLE... ARE TALKING

On CompuServe

compiled by
Joe Mirando
73637,2262

Hidi ho good neighbors and neighborettes. It won't be long 'till the leaves turn red and gold and we find it much easier to stay inside and pound away at our keyboards. C'mon now, admit it... you've been spending less time in front of your computer than you'd like to, haven't you? There's always been the lawn to mow, the house to paint, and a multitude

of other things. Yes, summer is tough on us computer folks. But now that the days are getting noticeably shorter, we'll have the time to just sit there and compute away. Of course we'll have to watch out for power outages and snow storms and all of the other things that go along with fall and winter.

Well, at any rate, you can always catch up on what you've missed by loggin onto my favorite online service: CompuServe. Let's take a look...

From the Atari Computing Forums

Dick McGee, DOS dude, asks:

"How do i view binary pictures that I have downloaded. I have a program to view gif and jpg file but this does not work. I am using an ibm pc with windows please forgive my ignorance on this subject but I am new to this. Any help would be greatly appreciated."

Sysop Jim Ness tells Dick:

"If you are trying to view Atari pics, you'll need one of the PC viewers in the library here which can view that type of pic."

I'll tell ya, folks, it's a good feeling when someone with a "popular" machine is impressed with pictures for the ST series of computers. Why? I don't know, but it's cool none the less. Meanwhile, Bob Caroles posts:

"I've got a question about MagicMac and printing to an HP LaserJet 4Plus with a JetDirect interface.

I am under the assumption that I'll be able to run my Atari program under Magicmac and print as normal, and the printing will be carried out by the Macintosh, via localtalk, to the HP? Is it as straightforward and easy as this, or am I missing something?"

Chris Roth tells Bob:

"As far as I know, you would need NVDI 3 MagiCMac too. Then, every

GDOS output can be printed via any Mac printer.

Can't tell exactly though 'cause I haven't a Mac yet."

On the subject of using the graphics speeder-upper NVDI with an Atari SLM804 laser printer, Brian Gockley posts:

"I tried NVDI, but there was no way to change the page size defaults for my SLM printer. It seemed to always add a quarter inch offset, as well as assume an A4 page size.

I tried the MAKEPRN.APP, but there was no SLM option. With Speedo, there was a DRIVERS.PRGM that allowed me to "Set Offsets," and when I turn them off, a one inch indent starts at one inch. With NVDI, a one inch margin starts at one and a quarter inches.

The only other thing was a lack of any stand alone font selector. For a WYSIWYG font technology, this is a real lack. Other than these two things, I was really impressed by the speed of NVDI both in printing and in screen redraws. The SLM driver was TWICE as fast as the Speedo one!"

Chris Roth tells Brian:

"From what I know, the printer driver within NVDI always uses the minimum offsets the printer requires. So for maximum printable output size, you'll have to set all offsets to zero. I wasn't aware that that could annoy someone.

Strange with your SLM though, I can choose between several page sizes with my Stylus driver (A4, letter, legal, double, etc.). But even user defined sizes should be available. It's really strange that makeprn.app shouldn't support the SLM. Did you contact the support already? I think they should know that. Same with the fontselector. I completely agree with you. That should be included in the package. I have recently downloaded 'Arkus' which is really quite a nice software. It handles all the fonts and shows you information, but again there is a shareware fee to pay. I too would have been glad if there were a few utilities included."

Brian asks:

"What is Arkus? Where is the support area for NVDI?"

Chris tells Brian:

"Arkus is a German shareware font manager for GDOS/NVDI. I found it in the Mausnet.

I don't know of any specific support area for NVDI but the company's own bbs, the ASH mailbox, which I never called (it's in Germany)."

Barrie George Keast asks for...

"Help! I am an IBM PC man running Windows with no experience of Atari.

My brother in law with no pc experience has obtained an Atari520ST with Amstrad DMP3160 printer and SM125 mono monitor. Software limited to Atari 1st. Word, Spell It and a couple of games. He wants to use it before lashing out and buying new . Any advice on getting best use out of this machine? Basic needs are word processing and basic spreadsheet and database. Must say I liked the desktop of this pc despite age and slowness."

Ben Voiles tells Barrie:

"There are many good word processing, data base, and spreadsheet programs for the ST. I'm just not sure where you will be able to get them now. Hopefully some other members can help. I had microsoft write which was a very good program but it did not come with a spell checker and it required two drives to use some of the fonts. There are many good programs, some of them shareware from germany. I'm sure your brother-in-law will get a lot of use from his ST if he can obtain the software.

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Harry Bintley asks for info:

"My son has a Mega STE and wants to fit a much larger (740K?) hard disk for use in conjunction with a music sampler/editor.

- (a) Are we right in thinking the new disk should be SCSI?
- (b) Are there any problems of initialising and partitioning a large disk (the existing one is a mere 60Mb)?

Since sampled music takes about 10Mb per minute, he obviously needs to create as large a partition as possible. Does the operating system have any silly restrictions like the old PC DOS 32K limit? If so are there ways round it?

We would be very grateful for any advice."

Frank Heller tells Harry:

"A SCSI drive would be the drive of choice. I would suggest contacting ICD Inc. (815)968-2228 and talk to Tom Harker (Ext320). What you will need is his ICD SCSI HD Utilities package and a LINK II. With these tools, you'll be able to use just about any size SCSI drive available on the market. The LINK II is a DMA/SCSI adaptor. It is self-powered from pin 26 on the SCSI side. If your HD drive of choice does not provide power on pin 26 (and this is rare) it can be jumped over.

The utilities package provides a neat program called ICDBOOT. This little gem gets around ALL the restrictive junk that TOS xxx creates for HD's. I use this in my 1040 STe and Falcon. I can't say enough good things about these products.

And BTW, Its approximately 1 minute of stereo 44.1kHz recording for every 10 meg. of HD space used."

Harry tells Frank:

"Thanks for your reply. Since I wrote my first message the problem has crystallized. David's new hardware consists of an external blackbox a-d d-a converter and a card (known as Sound Tools 2) which sits in the Mega 4. This appears to use the Atari just as a means of reading and writing to the hard disk and the combination is a pretty sophisticated digital read/write/edit tape recorder. His Mega had an internal Quantum 60 Mb SCSI HD - he bought yesterday a Quantum 740Mb SCSI as an internal replacement. When he tried to set it up with Hinstall, he got the message

"No available logical drive for installation of driver" and there is not hard disk icon. I went over to his house (he lives in a town about 10 miles away) last night, and could get no further.

So the problem becomes, how do we install internally a replacement SCSI drive? It is many years since I myself had an Atari STF (no HD) and I am unfamiliar with its successors and enhancements (business has taken me the PC way - I know how to cope with PC disks!) and am at a loss about how to proceed. The Mega manual appears to suggest reformatting the HD. My experience is mainly with IDE disks, which are preformatted (Ilow level) by the factory and have internal logic which turns the hardware sector/track arrangement into any logical arrangement you set up in your BIOS - so I hesitate to advise him to reformat. However, I may be wrong - the Atari format may merely be a high-level format. I don't know.

Here in England there doesn't appear to be the range of Atari utilities etc. that you have in the US, nor does David know any knowledgeable dealers.

Any suggestions you have for further progress would be very much appreciated."

Frank tells Harry:

"Ah ha...an internal SCSI HD. I had completely forgotten about the Mega 4's internal SCSI capability. Right off the bat: my suggestion of an ICD LINK II won't help. This is for external units.

Try this: Make sure your new drive is set for SCSI ID# 0. Run HINSTALL from the floppy. Click on the B drive icon (so it's highlighted) and then, from the OPTIONS menu, select INSTALL DISK DRIVE. If you can proceed...great. If not...well that may be another story.

As I am not all that completely familiar with the inner workings of a

Mega 4, I'll assume it has the same problems that the Falcon does, in regards to formatting external SCSI HD's. In fact, a stock Falcon is totally incapable of formatting or recognizing anything external if it doesn't have an internal drive up and running. This may be your Mega 4's problem as well. (The Falcon's internal was also factory formatted) Assuming the worst...I'll continue:

(If there is someone else looking in on this thread...please jump in if you know something that will help...other than throwing more money at it, which I am about to suggest).

My problem was solved by installing (initially by floppy) a program called ICDBOOT. This is manufactured by a company in the US called ICD Inc. They have a forum here in the Atari section (GO ATARIVEN). ICDBOOT gets around a bug in TOS that apparently blinds the computer to external SCSI HD's, which your Mega 4 may be doing. (Again...someone correct me if I'm wrong about this) The Mega may be looking at the external as an internal. In any case, ICDBOOT will permit you to format and partition a new SCSI drive, internal or external. It also takes care of a few other messy little TOS bugs:

- (1) Permits creating partitions larger than 256 meg.
- (2) Increases the 14 partition limit
- (3) Permits external/internal drives larger than 1 gig.

For digital audio recording...these extras are a must. (My opinion)

You are going to have to purchase ICDBOOT v6.5.5. You won't find it in the ICD library, I'm afraid...but there may be a few free utilities in there somewhere.

I would also like to point out that it was someone at the Atari Corp. who pointed out the ICD utility package when I encountered the same problems. C-LAB, the present company manufacturing Falcons, installs the ICD utilities on the factory internal HD, as they leave the factory.

I know it isn't a Mega 4...but the TOS never got improved in this respect as far as the Falcon was concerned...so I'm assuming the Mega 4 HAS to have the same problems.

That said, try: System Solutions 081-693-3355. They may distribute ICD in your neck of the woods. If not..try the ICD forum for a distributor, pricing and "Will it work?" type questions. Address your queries to: Tom Harker. He wrote the program and is a very nice person.

By the way:

Here in the US, we have very few Atari developers actively updating and selling products as well. (In comparison to Mac or PC developers). We do have one major supplier/distributor: TOAD computers. 800-448-8623 They are the US equivalent of System Solutions, from what I understand. Also: Pick up a copy of Sound On Sound. This is a UK

magazine that seems to have a fair amount of Atari related musical product reviews and advertisements within its pages. There are also one or two "Atari only" type magazines published in the UK. I'm afraid I don't know names of them...but any major newstand should carry them. I'm sure someone else will chime in with other sources of Atari information."

Chris Roth adds:

"I'll try to be of help with your SCSI setup:

Other than Frank said (sorry ;), the Falcon is quite different from the MegaST or the MegaSTE. In fact, only the MegaSTE (and TT) had a built-in SCSI harddisk. The Falcon was the first one to add IDE drives. So there can't be any conflicts with the IDE bus.

The internal SCSI bus of the Mega however is not able to perform parity checking. So you'll have to disable parity checking on the HD (with a jumper usually).

Set the ID(s) concurrently, starting at #0.

You must first format and partition the SCSI drive to be able to use it. If you have the original Atari software, that would be done by using HDX (latest version 5.04).

Boot the computer with a floppy disk containing AHDI.PRG (Atari hard disk driver, latest version 6.061) in the Auto folder.

Then, you can install the auto-boot driver on the harddisk via HINSTALL.PRG, which frees you from using the boot floppy.

The dialog 'No available logic drive for installation of driver' means that simply the harddisk is not formatted and partitioned.

Don't forget you'll have to assign the partitions on the desktop. It depends whether you have an old or a new desktop if it's one or more mouseclicks.

HD Driver is a good choice for SCSI utilities too. It's also available in the UK. It's quite cheap and also very sophisticated, as well as SCSI Tools. Plus, they're 100% AHDI compatible and support also the latest features on the SCSI bus (f.i. bus arbitration for connecting more than one SCSI master).

A good Atari magazine f.i. is 'Atari World', produced in the UK, distributed by Specialist Magazines. There you can find a lot of British advertisements.

If necessary, I can mail you the original Atari hard disk software in it's newest version."

Mike Mortilla adds his thoughts:

"I don't think there is a problem with the size of the HD, but is the

sampler in the Mega or is it external?

He probably can't share the HD between the ST and the sampler, and transfers between the 2 via MIDI might be a little slow.

What kind of sampler and editing program will he be using, and can you tell us a little about the set-up?

Finally, if the SYSOPs are reading this, perhaps they will move it to the music section for us?"

Well folks, that's about it for this time around. Tune in again next week, same time, same station and be ready to listen to what they are saying when...

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