

THE
MAGAZINE
For
ATARI[®] Computers

PAAGE

ISSUE 10
90°

Adventure House of Secrets



SCOTT ADAMS
interviewed

HOUSE OF SECRETS

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ADVENTURE REVIEWS

plus regular features

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Page 6 is a users magazine and relies entirely on readers' support in submitting articles and programs. The aim is to feature Atari computing through the exchange of information and knowledge and articles are carried, unconditionally, free for articles published, and those that you will gain satisfaction from seeing other work published and in turn we hope that you will learn from articles submitted by other readers.

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From the Editor

ADVENTURE ISSUE

Welcome to the first 'special' issue of PAGE 6, all about Adventures. I hope that the articles and programs provide something of interest for both seasoned Adventurers and novice explorers and also stimulate the interest of those who have not yet tried an Adventure. Whilst I have very little time now to play Adventures, I do enjoy them immensely and feel that they are one of the most satisfying types of game to play on a micro. They provide testing value, both money-wise and by exercising your mind and they illustrate one of the most valuable uses of a home computer which is to make you think! I would like to thank all who contributed to this issue and especially Gerry Francis who provided much valuable material.

The main program listing in this issue requires 32K but what if you only have 16K or are not interested in Adventures? Turn to DIAMONDS by Sydney Brown for a great game that can be enjoyed by 1 or 2 players. There are not that many magazine listings that provide a good game for one or two players but this is one. You will also find plenty of other bits and pieces throughout what I hope is another well-balanced issue.

Many people seem to be writing Atari off lately and it is true that, when compared to most other machines in the U.K., Atari does not represent a good investment to many software producers. ATARI themselves do not help their cause when ATARISOFT puts out titles for the BBC and Electron at half the price of the ATARI version. How many people buy other machines because the software is cheaper? Still, there are one or two promising signs of retailers'/manufacturers who aim to give Atari a big old make this year. Many of these people will advertise in PAGE 6 and you can do your part by responding to their advertisements.

Several items of cheaper software are now becoming available but one or two small ads elsewhere have been for software of appalling standard, if you have been ripped-off write and let me know because there is quite a lot of good low-priced software around but the people producing it tend to suffer at the hands of those who are just out for the quick buck.

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News and New Products

ATARI's current new releases are again based on established arcade favourites. **PENGU** is set in the Antarctic where you control a penguin to fight off deadly Sno-Bears. **ROBOTRON 2084** is based on the BEZERRK format. Next, needing no introduction, is **DONKEY KONG JR.** which has four screens, all timed. **MOON PATROL** combines space, driving and maze games in which you drive a moon buggy across a lunar landscape avoiding rocks, craters, mines and other obstacles whilst fighting off UFO's. **MILLIPEDE** is the final release and, as the name suggests, it is based on CENTIPEDE. All are available now on ROM for £24.95.

If you have a disk drive, some of the finest software available comes from Electronic Arts. New titles to look out for over the summer are **SEVEN CITIES OF GOLD**, **ARCHON II**, **DR.J** and **LARRY BIRD GO ONE-ON-ONE**, **THE STANDING STONES** and **THE FINANCIAL COOKBOOK**.

For more advanced programmers, one of the reasons for keeping the 800 was **MONKEY WRENCH**. If you are tempted however by the 8000L, Eastern House Software have made the decision even more agonising by bringing out **MONKEY WRENCH II** for the XL range. U.S. price is \$50.

Among several new items due to be released from ATARI later in the year are **ATARI PASCAL** on disk and **ATARI SUPER PILOT** with extended sound and graphics. Also **PLAYER MAKER** a utility for player-missile graphics and **SCREEN MAKER** for mixed mode screens.

Some titles to look out for from DATASOFT are **GENESIS** an arcade game of scorpions against spiders, **LOST TOMB** a timed maze game, **GUMBY** a concentration game for kids and **HEATHCLIFF**, a reading and spelling game.

Epyx also have a lot of new releases due. **CONSTRUCTION CREW** is for kids where they control the work being done. **KEN USTON'S PUZZLEMANIA** is a bunch of brainbusters, **NIBBLER**, a super snake game and **ROBOTS OF DAWN** where you must solve a murder in the future. If you like sport there is **THE WORLD'S GREATEST BASEBALL GAME** where you pick the line-up using real players and statistics. Finally to help you type comes **9 TO 5 TYPING**.

Note that some of the titles mentioned in the news section may not become available in the U.K. If you want a particular item be sure to let your retailer know.

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Readers' Letters

SANDS OF EGYPT

DOE USA RUDY SCANDLES

THE GRANDADAM

Dear Les,

I'd like to respond to David Will Henderson's plea for help with 'Sands of Egypt' in Issue 8. Datasoft was good enough to send a copy of the game to our users' group some time ago. As organizer of the Adventure Special Interest Group, it was passed on to me for review. When I played it, I ran into the same problem as David. I found that I could not get the ladder out of the treasure room, no matter what I did. I lent the disk to a friend (who is also a keen Adventurer) and he breezed through this part without a hitch. On my second and third attempts to overcome the ladder problem (each about a month apart), I was again defeated. However, on the fourth attempt, I did the same things as before, but breezed through it without any trouble.

After much testing and re-testing and studying the disk with a disk editor, I concluded that our disk had a bug. I couldn't complain as it was a complimentary copy, but David's letter indicates that this bug is probably on all disks. It is the type of bug that only occurs randomly and may not have surfaced during play-testing. My advice to Sands of Egypt players is to save the game frequently, but particularly before entering the treasure room as you CAN get the ladder (sometimes) and you DO need it. My advice to potential 'Sands of Egypt' owners is to not let this bug affect your decision to buy the game, as it is otherwise an excellent program - particularly the graphics - and you may not

even encounter the bug!

Sands of Egypt should appear in the Adventure column towards the end of the year.

Garry Francis
Sydney, Australia

INPUT
INPUT

Dear Sir,

Can you help with a problem on POLE POSITION? When I have had only the minimum number of accidents on the ATARI circuit doing the full 8 laps, the counter resets to zero after 6 or 7 laps eliminating the chance to score above 110,000.

I've taken it back to the shop where I purchased it but they don't believe that anything is wrong as no-one has really sat down to play it.

Have any other readers experienced similar problems?

Roy Lynch,
Merseyside

"I believe that this is a bug in the program. The 'bonus' counter only allows for two digits and if you therefore get a lap done bonus totaling more than 99 points, the counter resets. The only answer would seem to be to slow down when finishing each lap to try and ensure that the bonus counter stays below 99. An obvious oversight on the programmer's part!

Dear Les,

Could you please publish a review of all the various copying utilities available and indicate which is the best to buy?

Steven Spencer,
Tyne & Wear

"Sorry, no. I recently had a letter from somebody who claimed to have over 800 games for his Atari. Did he really spend £18,000 to £27,000 on these or perhaps just £75 on a copying utility? What there are legitimate uses for a copying utility it is a sad fact that most owners use them for illegitimate copying of software. Every time someone does this, commercial support of Atari dies a little more in the U.K. If you try and justify it by saying that readers make a fortune out of high Atari prices ask one of the dozens who have gone bust or the hundreds who no longer stock Atari software.

Dear Les,

Congratulations on the 'new look' issue 9, well worth the 90p price. Each issue goes from strength to strength and I can't wait to get the next one.

I hope that your readers appreciate the hard work and effort you put into producing the magazine but especially I hope that ATARI realise what a great job you are doing to keep ATARI computers alive in this country.

J. Palmer
Washington,
Tyne & Wear

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Utility

SCREEN COLOR

Whenever I type a program on my Atari, I begin by changing the colour of the screen as I do not like the standard blue screen with black border.

In order to help me choose a colour I wrote this little program and I hope you will like it. The program contains instructions and I hope that you find it useful. It is not really necessary but I like it!

Thorarinn's original program would reset to the default colours if you pressed SYSTEM RESET so I have added the routine in line 500 to 550 and the GOSUB 500 in line 340. Your chosen screen colours will now remain until you switch off the machine. The routine is for cassette users, if you use a disk drive, change the final 2 in line 500 to 3 and the 3 on the second part of line 540 to 2.

If you use this program before typing in other programs it would be wise to SAVE a copy of your typed program before RUNNING it in case the machine code routine interferes with the new program. Ed

by Thorarinn Jonsson, Iceland

```

100 GRAPHICS 0:SETCOLOR 1,0,0:SETCOLOR
   0,0,0
120 POKE 87,0:POKE 84,0:POKE 752,1:Y
140 T "A-----"
160 T "I"
180 T "0 Screen Color"
170 T "1 per [REDACTED]"
190 T "2 BY"
170 T "1 Thorarinn Jonsson"
200 T "0 P.O.Box 52"
210 T "1 270 Verma, ICELAND"
220 T "0"
230 T "A-----"
250 FOR TIME=0 TO 100000:TIME=POKE
   62,2
260 GRAPHICS 0:SETCOLOR 1,0,0:SETCOLOR
   4,0,0:SETCOLOR 1,0,0,0:0:0:0
270 T "M:POKE 752,1:POSITION 0,0:Y "M
   0:Y [REDACTED] TO START PROGRAM:GOTO 120
280 GOTO 0:SETCOLOR 1,0,0
270 POSITION 0,0:Y "PRESS [REDACTED] TO GO
   T NEW COLOR"
280 POSITION 0,0:Y "PRESS [REDACTED] TO
   BEGIN AGAIN"
310 POSITION 4,2:Y "PRESS [REDACTED] WHEN RI
   GHT COLOR IS FORMED"
320 CLOSE WINDOW 0:GOTO 0,"Y":SET 0:G
330 IF 0=000 THEN 0=0:GOTO 370
340 IF 0=27 THEN 1 "M":GOSUB 500:POKE
   752,0:FOR 0:10 TO 0 STEP -1:GOTO 1,1:2
   ,0:PRINT 0:GOTO 350
350 IF 0=12 THEN 350
360 GOTO 320
370 SETCOLOR 1,0,0:SETCOLOR 4,0,0
380 POSITION 0,0:Y "COLOR 0 "0:Y "1"
390 POSITION 0,0:Y "COLOR 0 "0:Y "2"
400 GOTO 1:Y 0:0 THEN 0:GOTO 0
410 IF 0=0 AND 0=1 THEN SETCOLOR 1,0,0
420 IF 0=0 AND 0=1 THEN SETCOLOR 1,0,
   0:SETCOLOR 3,0,0:POSITION 10,10:Y "
   "GOTO 380
430 GOTO 370
500 POKE 3,0:POKE 1,0:POKE 7,0
510 FOR I=0 TO 255:READ J:POKE 1024+I,
   J:PRINT I
520 POKE 1047,0:1070:POKE 1054,0:1070:
   RETURN
540 DATA 107,0,111,2,109,0,113,3,109,0
   ,113,0
550 DATA 107,0,141,170,2,107,0,141,170
   ,2,70

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when suddenly your
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ANALOG.



Special Interest

ADVENTURE

2. SCOTT ADAMS' ADVENTURELAND

Background: It may have been Will Crowther and Don Woods who wrote the very first Adventure (see last issue's Adventure Column), but it was Scott Adams who made Adventures available to the masses. His name is synonymous with Adventures and there are very few computer owners who haven't heard of him.

Adams was first introduced to Original Adventure by his fellow employees while working as a systems programmer for Stromberg Carlson. For almost ten days, he went to work early and stayed late. He told his wife that he was working on a heavy project, when in fact he was playing Adventure. When he'd achieved the title of Grand Master, he became intrigued with the idea of getting some sort of Adventure into his own computer - a 16k TRS-80. When he mentioned this to his friends, they laughed! After all, the original FORTRAN version took 300k!

Fortunately, Adams was not daunted by their laughter and hit on the idea of an Adventure interpreter (just as BASIC is an interpreter). After some weeks, he had developed a working interpreter written in BASIC together with a skeleton Adventure to play on it. After a further six months of play testing, he had finished his first Adventure. It was called Adventureland and was released through The Software Exchange (who started SoftSide magazine) and Creative Computing Software. This early BASIC program makes interesting study for the serious Adventurer and can be seen in SoftSide July 1980 or "The Captain 80 Book of BASIC Adventures".

During the six months of programming, Adams' wife Alexis felt that she was becoming a 'computer widow', so she started hiding his diskettes around the house in order to get his attention. At one time, she hid the only copies of Adventureland in the oven. That got his attention all right. Adams decided that one Adventure was enough and he gave the game away.

A short time later (this was in 1978), Alexis unexpectedly announced that she would like to write an Adventure. This resulted in a second program called Pirate's Adventure. Again it was written in BASIC and has since appeared in Byte December 1980.

The Adventures proved to be extremely popular,



by Garry Francis

Sydney, Australia

so Adams started on a third one. When halfway through it, he was prompted by Lance Mickles to convert to machine language because of its added speed. He followed this advice and has never looked back.

Review: There are now thirteen Adventures in the Scott Adams series (with a fourteenth on the way) and all are available for a number of micros, including, of course, the ATARI. The series consists of:

- #1 Adventureland
- #2 Pirate Adventure
- #3 Mission Impossible
- #4 Voodoo Castle
- #5 The Court
- #6 Strange Odyssey
- #7 Mystery Fun House
- #8 Pyramid of Doom
- #9 Ghost Town
- #10 Savage Island Part 1
- #11 Savage Island Part 2
- #12 Golden Voyage
- #13 The Scepter of Claymorgue Castle

There is a tendency for the earlier Adventures (up to number 5) to be relatively easy and the later ones to increase in difficulty. You will gain the maximum enjoyment from the series by playing them roughly in numerical order. For anyone new to Adventures, Pirate Adventure or Voodoo Castle are ideal. These are fairly easy and a hell of a lot of fun! At the opposite end of the scale is Savage Island, which is a real brain teaser!

Adventureland appears to be the most popular in the series and is therefore the most appropriate to review. Unfortunately, its popularity is not because it is the easiest or the best, but simply because it is number one in the series. As Adams' first Adventure, it is lacking in some areas that the following Adventures were not. For example, the

theme of *Adventureland* is not a particularly strong one. It is a mixture of fantasy situations and the influence of Original *Adventure* is very obvious. The object of the game is to find thirteen treasures and return them to the proper place - although you won't know where the 'proper place' is until you find it some way into the game. You are given points for each treasure returned, so that you can always see how you're going by typing SCORE.

Your *Adventure* begins in a forest. If you climb a tree, you'll see a meadow and a lake to the east. Obviously that's the way to head, so you climb down the tree and head east. Lo and behold! A sleeping dragon! And a sign which reads "In many cases, mud is good. In others...". What on earth could that mean? Here lies the magical appeal of the Scott Adams *Adventures*. We are only in the third location and already we are intrigued by his puzzles. As it happens, waking the dragon is one of the hardest problems of the game. Let's examine it to gain an insight into Adams' cunning mind.

Firstly, there is no evidence that you need to wake the dragon at all, but it's too tempting to ignore - and Adams knows it! So you try waking, hitting, kicking, climbing on, pushing, pulling, etc., but all to no avail. You eventually give up and move on to other tasks, but the sleeping dragon sticks in your mind. As the *Adventure* develops and you find useful objects, you are constantly drawn back to the sleeping dragon to test new ideas. And some of them work! The first method of waking the dragon will probably get you killed. (Remember the sign?) The second requires you to be very innovative. The results are quite humorous, but this time the dragon gets killed. By now you will probably be thinking that the dragon is a red herring, but that's where you're wrong. There is a third way of waking it, which you won't discover until deep into the game. The third way kills neither you nor the dragon and reveals a treasure to boot! Discovering it gives you a great sense of satisfaction and triumph, because you know you had to work hard to get it.

Adventureland is full of puzzles like the one above. Adams shows a deep understanding of the human mind (whether he realises it or not) and exploits it to the fullest by constantly tempting your curiosity and testing your powers of reasoning. You will become entranced by the puzzles and lose all track of time. What seems like half an hour could be half a day - or night. You can also expect to get killed a few times, but if you carefully map

everything, you'll find a way to reincarnation. Failing that, there is a SAVE GAME feature, but it only allows one version to be saved unless you use a separate disk or cassette for each version.

Adventureland uses elements from *The Arabian Nights* and the legend of Paul Bunyon. The latter is a North American folk hero who neither Australians nor Europeans may be familiar with and a couple of minor clues may go over their heads as a result. *Adventureland* also uses a lot of magic, so keep this in mind.

Hints to help overcome all the major puzzles are provided within the *Adventure* itself, but if you get stuck, there are several sources you can turn to. Firstly, try typing HELP in each room. This can occasionally be VERY informative. Secondly, buy the Scott Adams 'Book of Hints'. Thirdly, use the hints at the end of this issue's column.

In summary, *Adventureland*'s theme is inconsistent, but this is more than compensated for by the absorbing puzzles. Recommended for intermediate *Adventurers*.

Hints: I have taken great pains to ensure that the *Adventureland* hints are different to those in Scott Adams' own 'Book of Hints', although I've again used his coding technique. Simply look through the clues until you recognise the area where you're stuck, then decode the hint by matching the numbers with the words in the attached list. As there would be a lot of beginners stuck in *Adventureland*, the hints are more straightforward than those for Original *Adventure* in the last issue. Have fun!

Can't wake the dragon?
8 38 63 40 39

Can't catch the golden ball?

34 24 5 13 56 61
59 11 29

continued

Can't get yourself out of the quicksand bog?
19 39 44 57 38 52 6 38
68 01

overleaf

Chigger bites getting you down?
19 38 44 46 38 47 61

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Haven't been

underground yet?

38 3 48 38 42 12 31 5
58 87 29

Can't return to life after

being killed?

43 53 64 9 32 38 25

15 25

Locked door barring your

way?

33 51 60 38 42 12 49

14 22 48 61

Can't light the lamp?

59 38 37 21 25

Can't unbrick the bricked-

up window?

38 48 17 11 29

Can't cross the chasm?

41 38 2 29 64 5 28 18

58 39 39 29 29

Does the bear stop you

from getting the magic

mirror?

59 62 22 27 29

Does the magic mirror

shatter when you drop

it?

16 22 67 26 65 29

Can't get the treasure

from the lava?

16 40 68 29

Can't return from the

maze of pits?

4 44 38 30 6 23 29

Can't get the royal

honey?

59 11 29

Can't catch the bees?

7 5 20 26

Does suffocate?

59 5 10 29

Missing a diamond

ring?

19 69 39 38 1 50 61

Missing a diamond

bracelet?

59 22 66 29

1	ARABIAN	13	FISHERMAN	25	MISTY	37	BOTTOMLESS	49	BEFORE	61	?
2	BAR	14	CHORRAC	26	SOMETHING	38	THE	50	NIGHTS	62	SCARING
3	SPIDER	15	ROOM	27	AWAY	39	AND	51	YOU	63	MAGIC
4	HEAD	16	DROP	28	HOP	40	MIRROR	52	SHORE	64	JUST
5	A	17	MAY	29	.	41	ITS	53	UP	65	SOFT
6	OP	18	.	30	BOTTOM	42	CYPRESS	54	OR	66	AGAIN
7	GET	19	REMEMBER	31	SPINE	43	GO	55	USE	67	WEB
8	FIND	20	CONTAINER	32	FROM	44	SIGN	56	STRANGE	68	LAKE
9	EAST	21	HOLE	33	DID	45	ARE	57	ON	69	ALADDIN
10	SHORTOUT	22	IT	34	WHAT	46	IN	58	STEP		
11	HELP	23	CHASM	35	AT	47	MEADOW	59	TRY		
12	TREE	24	WOOD	36	NOT	48	DOWN	60	CLIMB		

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Interview

SCOTT ADAMS

Interviewed by Steve Gould

Readers who had a copy of issue 1 of PAGE 6 will recall that we promised an interview with Scott Adams when he visited the U.K. The visit was a long time coming but when he paid a very brief visit earlier this year Birmingham User Group were able to steal a couple of hours of Scott's time and STEVE GOULD conducted the following interview.

Steve: When did you first get interested in computers?

Scott: I was in the 3rd grade, about 8 years old, and we took a field trip in Florida. I was living in Miami at the time and we went down to Miami University and got to see the computer there. There was this great glass wall and behind it smoked technicians with white coats and a big computer with the tapes spinning and lights flashing, right out of a science-fiction movie! We were told we couldn't go in there but I was determined to get in somehow. I think that is where I can trace my interest back to but I actually got hands on experience in High School. Back in the 60's computers were something that the average person rarely got to use. Our school was part of an experimental program for the State, they wanted to see if a computer terminal was something students could use. We got a terminal for the school and that's when I really started getting in to it. Your first encounter with Adventure was the Colossal Cave?

Yes, the classic Colossal Cave.

How much of an influence did that have on you?

I was, at the time, working as a programmer for Stromberg Carlson which was on telephone switching. I was definitely into computers at that point. As a matter of fact whenever I went to work for a company, I had the criteria that I would work for them only as long as I had use of the computer after hours to do what I wanted. Basically what I wanted was to play and write games! I always enjoyed that on computers, fascinating. At the time I was working for Stromberg, I actually had a home computer. This was the first company that I had been with that I did not need the use of the

computer because I actually had one at home to play with. When I was there I was introduced to Adventure on the mainframe and I thought it was really something. I wished I could take it home to my friends or show it to them but they were not allowed into the company so I said 'Okay I am going to write an Adventure-type game for the micro-computer'. Everybody laughed and said 'It's impossible, those things are only toys, you could never get an adventure game on one.' Fortunately I didn't listen and it took off from there. *That was Adventureland? I presume?*

That was Adventureland. It was in 1978, about 8 years ago. Before that I had a little Company trying to make a few dollars on the side by selling a few games for the computer but I didn't really have anything interesting, so that fell by the wayside. A little later when I wrote Adventureland and showed it to some friends they thought it was really neat and wanted to buy a copy, so I said okay and it started from there. It grew and grew and today we are a multi-million dollar firm and still growing.

Do you prefer writing Adventures most?

Yes, I enjoy Adventures but I also enjoy arcade games. I remember when Asteroids and Pac-Man were introduced I thought here are two winners that are going to take off and indeed they did. My first game on a micro of any substance was in fact an arcade game. It was a tank war game and I actually built the computer myself. The game was like the old Tank War game except mine was in hi-res graphics instead of poor arcade graphics. I built my own controllers and designed my own graphics board. I was interested in the hardware to see how the machine worked but I was much more interested in programming and once the appliance machines came out, the fixed machines, programming was the way I wanted to go and I haven't regretted it since.

How long did it take you to write Adventureland?

On the introduction it states it took over a year to complete.

I started it in the summer of '78 and had a working version that was somewhat playable within a week. The rest of the time was taken in fine tuning

and designing the system that I still use today to write adventures but the basic idea took about a week to get something up and to see where I was going. It was a lot of work from there because there were no guide paths to follow. The only Adventure that even existed at that time was Colossal Cave so I was virtually in virgin territory and exploring.

On the back of the packages it has got average completion time 1 month. How do you work that time out?

That's more a feel than anything else. We've had people who can play an Adventure in a day, who sit there and crank away at it, and we have had others who have had over a year of playing and are still really stuck and need help, so we feel a month is probably an average time.

The majority of Atari users in this country have only a 16K machine. Has the thought ever crossed your mind of doing some kind of conversion to 16K?

That's a possibility. I started the project a couple of times but ran into difficulty getting it compressed down far enough and then other projects would come along and it would sort of get shelved. The SAGA market with the disks took up a lot of time getting that developed so the 16K version got shelved. With the new HULK Adventure we are looking very seriously at trying to have a 16K version.

The first adventure most people come across is Escape From Traven because it is in 16K which is a pity as it is perhaps one of the most difficult I've ever encountered. It puts a lot of people off when they get stuck after only a couple of moves.

Yes (laughs). Hopefully we can get the interpreter and database to fit in 16K and bring new life to the earlier Adventures. The early ones in my series are designed for the beginner. At the time they were written they were all that was available and the only players were beginning Adventurers, so they are designed specifically for someone who has never played an Adventure.

When you wrote Savage Island 1 & 2, did you intend to make them the most difficult?

Yes, I thought 'Okay I have been nice up to now, now it's time to get even! Let's see what I can really do' and I did indeed deliberately try to make them the hardest ones to date in the series. Adventure 13 is now out and I am not sure in my own mind if it is more difficult than Savage Island 1 & 2, it's at least as difficult. I wanted to have in the series a couple of very good beginner adventures, some moderate ones and then some real humpsters!

What's the title of the new one?

The Sorcerer of Claymorgue Castle. It's a fantasy type adventure. You are an apprentice by the name of Beemwick. You have been asked by your master to recover the 13 power stars an evil sorcerer has stolen away. He couldn't control them and they destroyed him. You are armed with a few small spells and told don't worry you'll find some more spells when you get there. Just bring back those power stars... and you're off!

Have you actually had anybody try it out?

Yes, quite a few.

What's the reaction?

They enjoy it, and get a few surprises!

Where do you draw most of your inspiration from?

I get asked that so frequently and like most writers my only response is that it just comes, you can't say where it comes from but it's there. I am an avid reader, I've got a very large science-fiction library and the inspiration comes purely from the imagination. Basically I picture myself in the Adventure. I put myself in the situation and my clay turn the corner and I see what? And that is what I write.

Have you any favourite authors?

Dozers, they are hard to peg. The big name ones from Heinlein and Asimov down to Star Trek because that was good strong science fiction as opposed to something like Buck Rogers. Surprisingly I have not gotten into Doctor Who. I have watched it a few times in the States and have never understood where the popularity comes from but I don't spend a lot of time getting involved with the characters and it's harder that way.

What has been the general reaction to the SAGA's?

I think it has been pretty good. We are in the process of doing the graphics once more getting even tighter and better quality. For the Atari version the new SAGA's will have absolutely no flicker. That has been the biggest complaint, the problem with the flicker. Our new pictures I think are absolutely phenomenal. On the Atari it fills both sides of the disk to get the system to run and that's about 180K.

Most adventures that feature AI-res pictures are very limited in colour.

I wish you could see the graphics with the new system. I think they are phenomenal. I am very pleased with it. We are working with full production artists now that do the actual drawing and entry into the computer and the results are tremendous. They really are.

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Scott Adams continued

Do you intend to bring all the Adventures out as SAGA's eventually, including the new one?

Yes. As a matter of fact, the new one will be out before the rest as it's already out on the Apple and we are in the process of putting the pictures on the Atari.

Which have you found to be the most popular Adventures?

Sales wise it would have to be Adventureland because it is the one most people start with. In terms of what people like, I don't know. I have my own personal favourites. I like The Count, I feel it's complex enough. I enjoyed writing it and there's enough that can go on...

There's a time limit to that don't there?

Yes, things have to occur on different days and that makes life more interesting. I, of course, like Savage Island because that was a bit of an epic on my part when I was writing it. Ghost Town is one of the treasure hunts that I feel came off well, there are just limitless possibilities in the way things happen. Normally though as I am writing them, the one I am working on is my favourite. At this time that would be The Hubs.

Will that be Adventure 14?

No, there is already an Adventure 14. The thing is it was written exclusively for the Texas Instruments and they got the exclusive rights to it for a limited period which is just now running out and then we will be bringing it out on the other machines. Adventure 14 is called Return to Pirate's Island. I've always had people play Pirate's Island - it's one that I recommend as good for beginners, you can get through it fairly quickly - who comment that it was a lot of fun but I got through it real easy, so I wrote a sequel called Return To Pirate's Island. So now you get another crack at it. I don't think they will be complaining it's too easy!

Which of the 14 did you find the most difficult to conceive?

Strange Odyssey - no 6. To this day I am not happy with it. I felt that I didn't finish it. I needed to put more in but I couldn't think what else to put in so I said 'This is it', but I am not happy with it.

What are your opinions of the disk based Adventures that accept multiple word input?

They are excellent, there is no question about it. Have you any intention of bringing one out?

Intention, yes. Hopefully it will come to fruition. The days of the two word input seem to be becoming a thing.

Not necessarily, if you sit there and play one of the large text adventures like Zork, you'll find that 95% of the time you are only using two-words. It's

a novelty getting in full sentences but you are not really using them.

There were that to a certain extent.

Yes, but how often do you really use it?

We have Other Ventures 2,3 and 4. What and where is Other Venture 1?

That was classic Adventure - the Colossal Cave. We never did get it transferred over to the Atari. It was on the Apple at the time and began to lose popularity and we basically discontinued it.

I understand you are converting all the Adventures to the Spectrum and BBC. Which of all the conversions have you found the hardest to do?

Probably the original TIG-80 conversion to the Apple which was going from the Z80 over to the 6502. The 6502's philosophy of programming is so totally different from the Z80.

What do you think the effect of the laser disk games like Dragon's Lair will be on the home, if any?

Until they can bring the cost of the systems down, I don't see a major effect. The cost of a disk player is so large that the average user may not care to spend it when he can get a video tape player on which can also record movies for later. The video disk is not a first choice.

Would you like to see Adventures going that way?

Eventually, sure. Unfortunately, until they can break the price barrier, I don't see it happening. What do you think the future of Adventure International will be?

That's a wide open question. Myself I am going to be doing a lot of work with the new Marvel licence. I have been President and C.O. of the Company now for its entire life span and in the last couple of years I haven't had as much time for programming as I would like. If things work out well in the future I hope to bring in someone to assist me more with the business so I can spend more time programming. I have got a large number of projects that I have started or would like to start that are now sitting on the shelf, so there are a lot of possibilities in that direction. This Marvel licence is going to be fairly interesting because it's a long term licence, something that Marvel has never done before. What does that entail?

We have the rights to the Marvel characters like Iron Man, Hulk, Fantastic Four, X-Men. We have in fact got the exclusive rights to the entire Marvel Universe of characters to use in Adventure games. Normally a licence would be for one or two years. Our licence is for 10 years and we plan to do a lot with it. Look out for a lot more from Adventure International in the future.

Reference

ATARI ADVENTURES

THE (IN)COMPLETE LIST

Trying to compile a definitive list of Adventures available for the Atari is probably more difficult than solving many of the Adventures! Not only are new programs being written but old ones drop out of publishers catalogues and in addition, one has to define exactly what an Adventure is. Are 'graphic adventures' to be included? Do 'arcade adventures' come within the context of 'true adventures'?

For the purpose of this (in)complete list, we have generally taken only those Adventures that conform to the original concept of Adventure. Those where you have type commands in the form of words and need to solve puzzles and riddles. Graphics adventures are included where the same method of input is used and they have the suffix 'ILL'. Most of the adventures shown should be available (easily or otherwise) and hopefully you will seek out some of the less well known ones.

Readers are invited to submit additions to the list and if possible should include the authors name, memory required, media and publishers name and address.

Title	Type	Cas.	Disk	Title	Type	Cas.	Disk
ADVENTURE INTERNATIONAL				ATARI PROGRAM EXCHANGE			
Adventure #1: Adventureland	TEXT	24k	32k	Wizard's Gold	TEXT	-	24k
Adventure #2: Pirate Adventure	TEXT	24k	32k	Sleazy Adventure	TEXT	-	32k
Adventure #3: Mission Impossible	TEXT	24k	32k	Alien Egg	TEXT	-	24k
Adventure #4: Voodoo Castle	TEXT	24k	32k	Chinese Puzzle	TEXT	-	24k
Adventure #5: The Count	TEXT	24k	32k	Castle	TEXT	-	24k
Adventure #6: Strange Odyssey	TEXT	24k	32k	Sultan's Palace	TEXT	-	32k
Adventure #7: Mystery Fun House	TEXT	24k	32k	Wizard's Revenge	TEXT	-	24k
Adventure #8: Pyramid of Doom	TEXT	24k	32k	AWALON HILL			
Adventure #9: Ghost Town	TEXT	24k	32k	Lords of Karma	TEXT	40k	40k
Adventure #10: Savage Island Part 1	TEXT	24k	32k	Empire of the Overmind	TEXT	40k	40k
Adventure #11: Savage Island Part 2	TEXT	24k	32k	G.P.S. Sorceress	TEXT	40k	40k
Adventure #12: Golden Voyage	TEXT	24k	32k	CHANNEL 8 SOFTWARE LTD			
Adv. #13: Sorcerer of Claymorgue Castle	TEXT	24k	32k	The Golden Sator	TEXT	16k	-
Adv. #14: Return to Pirate's Island	TEXT	24k	32k	Arrow of Death Part 1	TEXT	16k	-
S.A.G.A. #1: Adventureland	ILL	-	48k	Arrow of Death Part 2	TEXT	16k	-
S.A.G.A. #2: Pirate Adventure	ILL	-	48k	Escape from Pulsar 7	TEXT	16k	-
S.A.G.A. #3: Mission Impossible	ILL	-	48k	Feasibility Experiment	TEXT	16k	-
S.A.G.A. #6: Strange Odyssey	ILL	-	48k	The Time Machine	TEXT	16k	-
Q.V. #2: The Curse of Crowley Manor	TEXT	16k	32k	Circles	TEXT	16k	-
Q.V. #3: Escape from Traam	TEXT	16k	32k	The Wizard of Akaro	TEXT	16k	-
Q.V. #4: Earthquake - San Francisco	TEXT	16k	32k	Perseus and Andromeda	TEXT	16k	-
Q.V. #5: Skipper - The Final Days	TEXT	16k	32k	Ten Little Indians	TEXT	16k	-
Quest Probe #1: The Hulk	TEXT	24k	32k	Woodwork	TEXT	16k	-
ARTWORD (ALLPLAN) DATA				Midwinter	TEXT	16k	-
Creston Manor Adventure	TEXT	-	?	After The Fire	TEXT	16k	-
				DATASOFT INC.			
				The Sands of Egypt	ILL	-	16k
				EDUWARE SERVICES INC.			
				Prisoner 2	TEXT	-	48k
				ROBERT A. HOWELL			
				Original Adventure	TEXT	32k	40k

Title	Type	Cas.	Disk	Title	Type	Cas.	Disk
IBD INC.				Hi-Res #2: Wizard & The Princess	ILL	-	40k
The Alpine Encounter	ILL	-	7	Hi-Res #4: Ulysses & The Golden Fleece	ILL	-	40k
INFOCOM INC.				Hi-Res #6 The Dark Crystal	ILL	-	40k
Zork I	TEXT	-	32k	SIRIUS SOFTWARE INC.			
Zork II	TEXT	-	32k	The Blade of Blackpool	ILL	-	48k
Zork III	TEXT	-	32k	Critical Mass	ILL	-	48k
Deadline	TEXT	-	32k	Grade in Space	ILL	-	48k
Starcross	TEXT	-	32k	SOFTSIDE PUBLICATIONS INC.			
Suspended	TEXT	-	32k	Jan. 82: Windace Mansion	TEXT	32k	40k
The Witness	TEXT	-	32k	Feb. 82: Klondike Adventure	TEXT	32k	40k
Planetfall	TEXT	-	32k	Mar. 82: James Bond	TEXT	32k	40k
Encounter	TEXT	-	32k	Apr. 82: Witches' Snow	TEXT	32k	40k
Infidel	TEXT	-	48k	May 82: Dastard: Titanic	TEXT	32k	40k
LEVEL 9 COMPUTING				Jan. 82: Arrow One	TEXT	32k	40k
Colossal Adventure	TEXT	32k	-	Jul. 82: Robin Hood	TEXT	32k	40k
Adventure Quest	TEXT	32k	-	Aug. 82: The Mouse That Ate Chicago	TEXT	32k	40k
Dungeon Adventure	TEXT	32k	-	Sep. 82: Menagerie	TEXT	32k	40k
Snowball	TEXT	32k	-	Oct. 82: The Deadly Game	TEXT	32k	40k
Lords of Time	TEXT	32k	-	Nov. 82: The Dalton Gang	TEXT	32k	40k
SCREENPLAY (for MED SYSTEMS)				Dec. 82: Alaskan Adventure	TEXT	32k	40k
Microworld	TEXT	32k	32k	Jan. 83: Ganger Is My Business	TEXT	32k	40k
The Institute	TEXT	16k	32k	#38: The Wizard's Sword	TEXT	32k	40k
Lucifer's Realm	TEXT	16k	32k	#39: It's About Time	TEXT	32k	40k
The Paradise Threat	TEXT	16k	32k	#40: Volcano Island	TEXT	32k	40k
Ayrtum	TEXT	-	48k	#41: Atlantis	TEXT	32k	40k
SENTIENT SOFTWARE				#42: Arabian Nights	TEXT	32k	40k
On Topos	TEXT	-	48k	#43: High School Confidential	TEXT	32k	40k
Cyborg	TEXT	-	48k	#44: Mad House	TEXT	32k	40k
SIERRA ON-LINE INC.				#45: Jack The Ripper II	TEXT	32k	40k
Soft Porn	TEXT	-	40k	SYNERGISTIC SOFTWARE			
Hi-Res #0: Mission Asteroid	ILL	-	40k	Warlock's Revenge	ILL	-	40k
List compiled by Garry Francis.				UNITED SOFTWARE OF AMERICA			
Text and additions by Les Ellingham.				Serviced	TEXT	40k	40k

Most of these are available in the U.K. The addresses of the companies whose products might be more difficult to obtain are:

APX, P.O. Box 3706, Santa Clara, CA 95058, U.S.A.
 EDUWARE SERVICES INC., P.O. Box 22222, Agoura, CA 91301, U.S.A.
 ROBERT A. HOWELL 30, Richman Road, Hudson, NH 03051, U.S.A.
 IBD INC., 179, Allen Street, Suite 607, Hartford, CT 06108, U.S.A.
 SCREENPLAY, P.O. Box 3558, Chapel Hill, NC 27514, U.S.A.
 SENTIENT SOFTWARE P.O. Box 4929, Aspen, CO 81612, U.S.A.
 SOFTSIDE PUBLICATIONS INC., 10, Northern Boulevard, Northwood Executive Park, Amherst, NH 03031, U.S.A.
 UNITED SOFTWARE OF AMERICA, 750 Third Avenue, New York, NY 10017, U.S.A.

To the best of our knowledge these addresses are correct but PAGE 6 cannot be held responsible for monies sent abroad. It is suggested that an inquiry letter enclosing International Reply Coupons is sent before forwarding any payments.

Review

ALPHACOM 42 PRINTER

Are you interested in a relatively cheap printer?

The Alphacom 42 is a small, lightweight, and fast thermal dot-matrix printer which plugs directly into the serial port of the Atari, or disk drive or 1010 cassette, using a special interface cable. The printer can be used with other computers, provided the appropriate interface cable is purchased.

The printer comes complete with its own powerpack and cable and the special interface module which plugs into the rear of the printer, rather like a cartridge. Some care is needed to plug this in as the module contains a slightly protruding PCB but, once safely installed, the module can be left in position. Also provided is a roll of white 4" thermal paper, a separate instruction booklet for setting up and a fairly comprehensive booklet for Atari-specific print instructions. The manufacturers claim a life of 10500 x 40 character lines for each roll of paper. There are two buttons on the front of the printer, one for power on/off and the other for paper feed. The instructions describe the use of these buttons for a self-test mode which prints lines of 1's and 8's and the character set.

In use, the printer is reasonably quiet and is certainly not as noisy as some other, more grown-up, printers such as the 1027. Print quality is reasonably good, being blue on white, although I understand that black on white paper is available, and true descenders are provided. The printer supports ALL the Atari text characters and graphics symbols, even in inverse video, and including the ESC-CTRL characters such as the clear screen "back-arrow" symbol. Something which I believe Atari's own printers do not do. The usual print commands can be used such as LPRINT, LIST "P:" and OPEN #n,0,0:"P:".

Using special commands described in the booklet it is possible to obtain complete screen graphic dumps, although I must confess that sometimes the results are not always predictable. This is however possibly more of a shortcoming of my programming than of the printer!

The printout photocopies quite well and it would probably be possible, with careful cutting and pasting, to produce a reasonable quality larger document.

Given the limitations of the printer - only 40 columns, no expanded or double-height text, not logic seeking etc. - I feel that it is ideal for program listings, for debugging, disk cataloguing, record-keeping etc. and could also be used for casual correspondence or even writing this article! As such it represents good value for money at £99.90 inc. VAT with paper at £6 for 5 rolls.

The Alphacom can be obtained from some Spectrum Computer Centres or direct from DEAN ELECTRONICS LTD., GLENDALE PARK, FERNBANK ROAD, ASDOT, BERKS. TEL. 0344 885661 but you will have to add p. & p. The firm will send you further information and sample printout on request (please mention PAGE 6 magazine). The printer is also advertised as being available from Smiths, Laskeys etc. but I have not seen it and you may have to ask.

```

0 SENDPCT 00
1 REC IP08 1:PM4 TO FILED=041:PAGE 1,0
  JNEXT 1
2 FOR I=0-2 TO 2 STEP 0.2:ECR=I*0.0001
  OR I*0-PL0T 40*0,0?
3 FOR J=75 TO 1000 STEP 75:000000 40*0
  0005:00,0?+0*0001:0:JNEXT J:0NEXT 1
4 IF 0:255 THEN 0:0
5 GOTO 1

```

CORRECTIONS - ISSUE 9

HUNGRY HORRIS. Some of you may have had problems in getting Hungry Horris to run on a 16K machine. Amend line 50 from DIM X\$(2000) to DIM X\$(200) and it will run perfectly on any machine.

UNDERSTANDING STRINGS. Midway down the second column on page 16, the illustration of C8 should read

```

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
A R E C O R D B R E C O R D

```

Demo

SPINNER

by Stewart Bullough

Inspired by Demo 21 from Issue 8, Stewart Bullough has come up with an impressive demo of the animation effects possible by rotating colour registers. The program uses the same technique as Demo 21 of putting all the SIN and COS values in an array to speed drawing time and the drawing starts from the back and works forward so that 'hidden' lines can be overwritten to create the final effect.

The listing contains REM statements and details the change to make in line 400 if you don't have paddles. The end result is pretty impressive and well worth the time taken to type it in.

```

1 REM *****
2 REM # SPINNER #
3 REM # by #
4 REM # STEWART BULLOUGH #
5 REM *****
6 REM USE PADDLE TO CHANGE SPEED
7 REM USE START TO CHANGE COLOR #
100 GOSUB ROM KICKS:Y=300:IF KICKS=5
200:GOTO INTRON 200
110 T="ROTATING ARRAY"FOR T=0 TO 360
NEXT=360/Y*Y=COS(T):SIN(T):NEXT T
200 GOSUBS:10:G=25+5+25:G=20:G=20
310=45:G=115:G=132:G=1:4:100:FOR T=
5,6:FOR T=0
350 FOR T=100 TO 360 STEP 4:G=310:G=1+
COS(Y*Y*G):G=COS(G):G=310:Y=100
NEXT
220 COLOR C:PLT X,Y:2:ORWTO X,Y:1:IF
T>270 THEN ORWTO X,1+4:ORWTO X,0
32:IF T>270 THEN ORWTO X,Y+2
370 COLOR 4-C:XCOR=COR-COS(XCOR):COR-S
11:PLT X,Y:2:ORWTO X,Y:1:IF T>270 T
HEN ORWTO X,Y+2
271:IF T>270 THEN ORWTO X,Y+2:IF T>
270 THEN ORWTO X,Y+2
280 C=C+1:IF C=4 THEN C=1
370 NEXT T
200 COLOR 4:FOR T=0 TO 360:XCOR=COS(T)+C
K:Y=COS(T)+C:K=XCOR+2:K=Y+2:Y=C+2
240
310 PLT X,Y:2:PLT X,Y:1:IF T=90 OR T
>270 THEN PLT X,Y:1:IF T=90 OR T=27
0 THEN PLT X,Y+2:PLT X,Y+2
320:IF T=90 OR T=270 THEN PLT X,Y:2
ORWTO X,Y+2
325:IF T=90 OR T=270 THEN PLT X,Y+2:
ORWTO X,Y+2
330 NEXT T

```

```

400 FOR T=0:G=FOR T=0:G=FOR T=0:G=
:ORWTO:ORWTO:ORWTO:ORWTO:ORWTO:FOR
500 TO PADDLE:NEXT G:FOR T=0
400:IF PADDLE=1:G=1:G=2:G=3:G=4:
5:G=5:G=6:G=7:G=8:G=9:G=10:G=11:G=12:
13:G=14:G=15:G=16:G=17:G=18:G=19:G=20
400 GOTO 400
420 REM HELP ON PADDLES - REPLACE
PADDLE=0 IN LINE 400 WITH DIFFERENT
NUMBERS FOR SLOW OR FAST EFFECT

```

THE TOP TEN

1	ENCOUNTER	Novagen	16K C
2	SOLD FLIGHT	Micropross	48K C/D
3	ACTION	G.S.S.	16K ROM
4	BASIC XL	G.S.S.	16K ROM
5	DONKEY KONG	Atari	16K ROM
6	SAVAGE POND	Starcade	16K C
7	ACE	English Software	16K C
8	ROBIN HOOD	English Software	16K C
9	ZAXXON	Datasoft	16K C
10	DIMENSION X	Synapse	32K C/D

Chart compiled 24/5/84

Supplied by
The Atari Center 021 643 9100

LISTING CONVENTIONS

The listings in this issue use a different format to previous issues with inverse video and control characters shown as they appear on the screen. You will probably need to refer to the chart which appears on the back cover of the 400/500 Basic Reference Manual or on page 6 of the 500XL manual. Particular care is needed when interpreting inverse control characters.

As always make sure you SAVE a copy of any listing before attempting to RUN it.

Several readers found the previous listing conventions difficult to follow. Please let us know whether the listings in this issue are easier so that we can decide on a permanent format.

ENCOUNTER

Novagen

16k CASS.

1 PLAYER

32k DISK

The current vogue in software for the Atari is 3-D and most of the top arcade style games from America feature a 'three-dimensional' screen image. Zaxxon certainly started something. Whilst most of these games are very good, they only feature a 3-D effect, by using perspective and diagonal movement very cleverly. There have only been one or two games since Star Raiders which give the feel of actually moving in and out of the game but now, from the U.K., comes Encounter, a truly amazing three-dimensional arcade game.

Encounter's arcade relative is undoubtedly Battlezone and anyone who has played that game will know what to expect. As the player, your view is from the forward command window of a probe ship out onto a alien battlefield. The screen is split so that roughly two-thirds shows the view outside with a score and level indicator above and an instrument panel in the lower third. At the centre of this panel is a radar scanner on which the enemy craft can be located. Either side are warning lights indicating the presence of an enemy craft. Yellow indicators flash when an enemy is in range and the blue indicator flashes when the enemy is firing at you. Outside, the battlefield stretches to the mountains on the far horizon and at various points there are huge cylindrical obelisks which will block your path and shots, but which if used properly can protect you from enemy attack.

So far perhaps, a fairly ordinary alien scenario, one which, given the exaggerated descriptions applied to most computer games, could be any one of a number of alien combat games. Press the start button though and you will realise that Encounter is a mile ahead of almost any space game you have seen so far. As you move the joystick left and right, the whole view outside the window scrolls and when you push the joystick forward you move into the landscape. Those tiny obelisks grow and grow until you either dodge them or crash into them coming to a thundering halt. Pull back on the stick and you reverse away from the battlefield but, and here is one of the things that sets Encounter apart, many of the obelisks are now behind you and you can crash into them as you reverse. This is 3-D. Not only in front of you on

the screen where you can see but also off screen in all directions. Whilst you are still marveling at the movement of your craft, the first of the enemies will appear, a flying saucer hovering above ground and moving randomly over the battlefield dodging between and behind the pillars. You must shoot and destroy it before it fires at you. If it should fire a whole stream of fire-balls will speed towards you but if you can turn aside quickly enough they will continue on their straight trajectory and drift aside. It is hard to describe the movement but some very complex mathematics approximate the real-life situation, another of Encounter's remarkable features. The second type of enemy is a missile which you cannot stalk or track, it is a homing missile and its presence is indicated by flashing red lights on the instrument panel and a menacing whine as it approaches weaving from side to side. Your best tactic is to back away and try to keep it in sight until, right at the last possible moment, as it looms huge and menacing on the screen, you fire and destroy it.

There are a random number of enemies, up to 10, to destroy on the first level before you can reach the next level. When all enemies are destroyed a black rectangle appears (a Star Gate?) through which you must pass. You accelerate through a black void with brightly coloured spheres hurtling towards you steering desperately to avoid them until at last you begin to slow and finally emerge on to a landscape of different dramatic colour with enemies whose strategy is more advanced and who will be more difficult to destroy.

There is much, much more in Encounter than can be mentioned in a review. The graphics are superb, sound is used to maximum effect, the game play is well thought out and the proficiency of programming difficult to fully grasp. Your friends who bought other machines will regret their decision when they see you playing Encounter on your Atari. You will be impressed even if you have all the top American games. Encounter is quite simply the best arcade game to have been released for the Atari at £9.95 and you would have to search far and wide for for a better game at any price.



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And with over ninety different screens and two full sides of play, those obstacles and the decisions you must make can appear endless. In fact, you may have to endure hours of searching to rescue Gwendolyn.

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Story

You Really Should....

a cautionary tale

adventure [ad-ven-tar], n. A bold undertaking in which hazards are to be met and the issue hangs upon unforeseen events; a daring feat; a remarkable experience.

addict [a-dikt], v. To devote or surrender (oneself) to something habitually or excessively.

Adventure Addict (Ad-ven-tar A-dikt), n. One surrendered to locating and exploring the gigantic Colossal Cave, willing to face any and all hazards, unforeseen events and vile creatures in order to gain vast treasure and wealth rumored to be hidden within the cave!

It all started innocently enough in the Spring of 1979. Being a manager of computer programmers at my company, I hired two college students from a local University to do some programming during the summer. I mean, after all, there is nothing unusual about that. Ever since the invention of the abacus, college students have been used during the summer to provide companies with extra calculating* computing expertise.

Well, not too far into that summer, one of the two students who had noticed my interest in computer games made a seemingly innocent seven word statement to me. A statement however, unbeknownst to me at the time, that was to change my whole life. He said "You know, you should really play Adventure."

Now, let me tell you what I should have done at that point, I should have ignored his remark and gone merrily about my business of managing programmers. I tell you this as a forewarning. Should you find yourself confronted with a similar statement, IGNORE IT! I repeat, IGNORE IT! Take this advice from a man of experience, a man who chooses not to ignore that simple little seven word remark and suffered the consequences thereof.

All of those cute little cliches like "Curiosity killed the cat" etc. are applicable in this situation. Alas, my curiosity had peaked. I stopped in my tracks and momentarily pondered what my reply should be. It was as if something, someone, was saying to me, "Don't speak, ignore him. Go about your business. You'll be sorry...". Nevertheless, I looked him square in the eye.

"What is Adventure?" I said. A seven word remark followed by an innocent three word reply and little did I realize it but I was on my way to being hooked, to becoming an Adventure Addict!

"You mean you haven't heard of Adventure?" he replied.

"No" was my simple straightforward response.

"The Colossal Cave with magic and treasures?" he said. "The pirates and dwarves. The most fantastic

game ever invented!"

I was intrigued beyond measure. "Tell me more" I replied.

His smile turned to a frown. It was as if a cult member had revealed too much of the cult and was in danger of punishment. "I've already told you too much!" he said and abruptly turned around and walked off.

I was puzzled and shocked. After all, I had hired him. I was the boss. I had a right to know more. But, alas, he evaded me the rest of the day, staying in his cubicle, working on the programming project I had assigned to him. Besides, that last look on his face told me I would get no more information today.

The next day both students greeted me with grins that rivaled that of the Cheshire Cat. "Hey, boss", they said, "Come over here. We've got something to show you." I walked over. The two of them were sitting in front of one of the company's computer terminals. Last night we went over to the University and got a copy of the Adventure. We put it up on the network. Sit down. We want you to try it. They motioned to the chair in front of the terminal. I obviously had no choice. Curiously (and somewhat apprehensively) I sat down.

One of them reached over my shoulder and typed: RUN ADVENTUR (RETURN)

The terminal sprang to life:

Nearly (legend says) there is a Colossal Cave where others have found fortunes in treasure and gold. However, it is rumored that some who enter are never seen again, it is also said that magic works in the cave!...

Other information was given about how to move, about a rod, a bird, cave passages that beat a lot and... Well, I've told you too much already. It was fascinating, I had never seen a game like it before. I was hooked.

I turned round to my two friends. "Well what do I do next?"

All I got in return were two grins.

"Where's the cave? How do I find it?"

More grins.

"Aren't you guys going to help me?"

Grinning silence. It was obvious they thoroughly enjoyed watching me fumble about trying to find the cave, amug in the fact that they knew all the answers and were not about to relinquish even the slightest hint to alleviate my suffering. After all, they were GRANDMASTERS, having thoroughly conquered the cave, whereas I was a lowly form of life that hadn't even scored any points yet.

by Robert Howell

To make a long story short, I became an Adventure Addict! For the next three months, I literally lived and breathed Adventure. I spent every possible waking moment (and most of my sleeping time too) inside of the Colossal Cave. I mapped and mapped it out. I found treasures that dreams are built on, only to lose them to some greedy fiend in the cave. I battled snakes and dragons, pirates and trolls until I was exhausted beyond belief. I got hopelessly lost in mazes, sat in ecstasy at the breathtaking view, I.... There I go, telling you too much again.

Finally, after three agonizing months, bags beneath my eyes, loss of all my friends, 20 pounds leaner and a nervous wreck, I solved the final puzzle, brought the last treasure to the surface and became a GRANDMASTER. Then, and only then, would the other two GRANDMASTERS ever begin to talk with me about the intricacies of the Colossal Cave, how it was programmed etc. I was now part of the cult, I had achieved the coveted status of GRANDMASTER. What a feeling that

was. It was literally exhilarating!

Next I bought an Atari 800 computer and I proceeded to implement the whole Colossal Cave Adventure on the Atari in 32K of RAM. (40K for the disk version.) Believe me, that was no easy task. My article in the August 1981 issue of Creative Computing magazine explains how I did it, and it gives a lot of hints on optimizing memory in Atari Basic.

Well, that's my story concerning how I became an Adventure Addict. The road to GRANDMASTER status is long and agonizing. Many start but few persevere and finish. Give it careful consideration and very seriously weigh the pros and cons before you decide to begin but, dear reader, let me leave you with one seven word final thought:

'You know, you really should play Adventure'

Bob Howell
Adventure GRANDMASTER

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When All Else Fails

The Adventurer's ultimate aid

You're pretty good at Adventures right? You can breeze through the easy ones and crack all the hard ones with just a little bit of thought. You are probably now looking for the ultimate Adventure, one that will give you at least some challenge? Well, you can stop reading now, this program is not for you, it is for the rest of us, mere mortals.

Many of us find almost any adventure quite a challenge and this program was developed in order to provide some help. It won't solve problems for you but it might, just might, give you a few clues to get off the ground or get past an obstacle.

Magic is quite common in Adventures isn't it? And quite legitimate. What if, by some sort of magic, you could see into the program you are stuck on? That wouldn't be cheating would it? Of course not, us Adventurers are entitled to use all means in our power to solve the quest. Either that or crack up in a jibbering heap vowing never to buy another adventure!

The program will not solve an Adventure but what it does do is list a cassette based Adventure to the screen so that you might find some clues in the listing. Much of the listing will be meaningless but here and there you may see some vital clues. It could bring you back from the edge of despair.

I pass it on to you, fellow (novice) Adventurers. Use it only if you really must, but if you do, don't come back and tell me you're pretty good at Adventures. That you can breeze through the easy ones... Right!

```

0  REM *****
1  REM * ADVENTURE PROGRAM DISPLAY *
2  REM *   an aid for desperate *
3  REM *   adventurers! *
4  REM *   by *
5  REM *   JOHN DIMMER *
6  REM *   based on CROTTING by *
7  REM *   R.STRINGS - BRUC FAN 82 *
8  REM *****
900 DIM A$(2)
110 GRAPHICS 0:POSITION 0,1:7 ON:MODE
  SCREEN:POSITION 0,1:7 ON:"PROGRAM"OF
  POSITION 0,1:7 ON:"DISPLAY"
120 SCREEN(1700):SCREEN(171
140 FOR X=SCREEN TO SCREEN
150 READ T:POKE X,T:PRINT X
160 DATA 32,66,228,184,281,4,288,43

```

by John Dimmer

```

170 DATA 184,184,18,18,28,28,176,184
180 DATA 184,157,66,3,184,157,67,3
190 DATA 184,157,66,3,184,157,73,3
200 DATA 184,157,73,3,32,66,228,132
210 DATA 312,187,70,3,133,283,187,73
220 DATA 3,133,284,76
230 BEEP:PEEK(1744)+256:PEEK(1743)
240 BEEP:PEEK(1744)+256:PEEK(1743)
250 BEEP:BEEP:1000
260 BEEP:BEEP:BEEP:1000
270 GOTO:PRINT:111
280 T=CHR$(223):"INSERT BOOT SOURCE ON
  TAPE INTO IT "CASSETTE DRIVE, PRESS
  [ESC],IT "AND PRESS [ESC] "
290 OPEN BI,4,128,"C:"
300 T=CHR$(223):"LOADING CASSETTE BOOT
  FILE..."
310 SCREEN(1700,1,67,BEEP,BEEP)
320 CLOSE BI:LINE=300:GOTO 400
330 IF ERROR=1 THEN T=CHR$(125):CHR$(1
  54):"INSUFFICIENT BUFFER SPACE..."(FOR
  T=1 TO 250:NEXT T:END
340 FILEIN=PEEK(320)+256:PEEK(324)
350 T=CHR$(125):GOTO:POKE 328,34
  4
360 POSITION 12,2:7 FILEIN:IT "BYTES
  LOADED"
370 POSITION 3,2:7 "PRESS [ESC] TO FN
  BEEP"
380 POSITION 3,1:7 "AND UNFOLD THE
  SCREEN"
390 FOR T=1 TO SCREEN:TIMEP 700,1
  400 OPEN BI,0,0,"C:"
410 T=CHR$(125):SCREEN(1700,1,PT,67
  F,FILEIN)
420 CLOSE BI:LINE=1700:GOTO 400
430 T="*"
440 T="ANNOUNCE WITH IT or BI":INPUT AT
  450 PEEK 700,0
460 IF A$(T) THEN 150
470 IF A$(T) THEN 200
475 T="UNCORRECT INPUT...TRY AGAIN":
  GOTO 440
480 IF ERROR=1 OR ERROR=126 THEN RETURN
  *
490 IF ERROR=0 THEN 320
500 T=CHR$(125):CHR$(223):"I/O ERROR,
  CHECK PERIPHERALS"IT "AND TRY AGAIN...
  "
510 FOR T=1 TO SCREEN:TIMEP (GOTO 43
  0)
520 GRAPHICS 0:POSITION 3,24:7 CHR$(25
  5):"))) PROGRAM ERROR, REVIEW FOR AN
  COMMENTS...(((("STOP

```

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- 5 ENCOUNTER
- 6 MINER 2042
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- 9 SAVAGE POND
- 10 PIT STOP

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5 Duke

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8 Chess

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Program

HOUSE OF SECRETS

REQUIRES 32K

Before you stand a huge mansion and inside, it is ransomed, a fortune in gold. Do you have it in you to find this treasure? Are you brave or clever enough? What's more, do you think you can come out alive?

House of Secrets is a traditional text adventure written in Basic but with several machine code routines to provide a split screen and a fast response time. If you have played adventures before you will be familiar with the method of play but details are included in the introduction. The game has the facility to save partially completed adventures to tape or disk and the overall effect matches that of many commercially available adventures.

As far as the programming goes, locations 1536-1569 contain a new display list to split the screen between page 124 for the top and the usual screen memory (8) for the bottom.

USR(1710) clears page 124.

USR(1570) writes to page 124.

USR(1593,X,S) adjusts the size of the top screen section to display exactly the number of lines (X) written, by changing the display list in page 8. USR(CH,ADR,\$,ADR) searches for a particular character in a string. The value of the variable CH is 1-255.

USR(DE,ADR(NOUNS),N,length of NOUNS) checks that the noun is valid. The verb routine is similar. The variable DE is the ADDRESS of DES and N is the ADDRESS of NS.

The program uses no arrays. The master string, MS, contains the location number, possible exits (N), and the objects present for each location. It is updated after leaving a location and is the only information that is needed to be saved on the SAVE GAME routine. MS records the location you are in, and the objects being carried. LOC records the present location and its contents.

If you would prefer to play House of Secrets without looking at the listing or you find the prospect of all that typing too daunting, I can offer copies on tape or disk by post. Send £2.50 for a cassette copy or £3.50 for a disk copy to David Blease, 37, Melcombe Avenue, Weymouth, Dorset, Tel 0305 71230. Please assure that your name and address are included and are legible.

by David Blease

No help responses are given in order to save space, but it would be a simple matter to add appropriate responses depending on the location. The adventure is moderately difficult even after typing it in and getting clues from the listing.

Be careful with the DATA statements and make sure you SAVE a copy before you RUN it. Remember also that you must have at least 32K memory.

```

1 REM *****
2 REM *      HOUSE OF SECRETS  *
3 REM *
4 REM *      An Adventure  *
5 REM *      by David Blease  *
6 REM *
7 REM *  32 MEMBERS OF  *
8 REM *****
9 REM *****
10 REM *****
11 PRINT "WELCOME TO THE HOUSE OF SECRETS"
12 PRINT "THE HOUSE OF SECRETS"
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100 PRINT "THE HOUSE OF SECRETS"

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CONTACT

WIZARD & THE PRINCESS: Despite owning this game for over 6 months, I can't get past the snake at the start. Help! Mark Reed, 70, St. Nicholas St., St. Andrews, Fife, Scotland, KY16 8SH

ANALOG'S CRASH DIVE: How on earth do you get out of the escape hatch to start the adventure? John Thornton, 10 Chedderton Park Road, Ockham, GU9 0PE

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PROGRAM TYPING: Being a registered disabled person, I spend a lot of time at my Atari 800 and am prepared to type programs in for readers of PAGE 6. I have all the issues of PAGE 6 and several copies of COMPUTE!, ANALOG and ANTIC. Just send a blank tape and at least \$0p to cover return post and packing. Write or phone to James Stevens, 29 Chancel Row, Sheffield, S2 6LL. Tel. 0742 737690

PEN PALS: Would you like to write to fellow owners in America? The Atari Computer Club of The Palm Beaches have a PEN PAL Special Interest Group which could be very interesting if you like to write letters. Write initially to Jim Woodward, 15993 S.W. 8th Avenue, #B-101, Delray Beach, FL 33444, U.S.A. and he will put you in touch with someone in the Special Interest Group. The British are notoriously shy about communicating with other people but how about giving it a go? Perhaps some of our overseas subscribers might also like to write?

ARTWORK: As well as the normal contributions it would be nice to have some good artwork or drawings to illustrate the magazine. If you can produce some good art ready for reproduction and would like to see it published please send a copy to the Editor. Anything on an ATARI/ computer theme.

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THE SOFTWARE REVIEWS

COLOSSAL ADVENTURE LEVEL 9

32K CASS.

You boot the tape and wait. The screen fills with text:

"Welcome to Colossal Adventure, the original classic mainframe adventure, from Level 9 Computing. You are standing beside a small brick building at the end of a road facing north. A clear Nexus awaits. To the north is open country and all around is dense forest. What now?"

What now, indeed, you think. This all seems rather verbose for a cassette based Adventure game. It claims to be the "original classic mainframe adventure" in 32K without disk files. Well, this needs further investigation. Movement and actions are accomplished in the straightforward verb plus noun form (e.g. GO WEST, LIGHT LAMP). The initial ingredients are soon found: that infamous wellhouse, some keys, and naturally, a brass lamp. The entrance to the underground caverns is shortly located and then, with lamp lit, it is downwards and on. The location descriptions are speedily updated as you move about. The prose style of the text is quite effective, and then...

"You are in the Hall of the Mountain Kings, a huge room decorated with majestic statues. The east wall is covered by trophies and the mounted heads of elves and monsters with a carved granite throne standing beneath them. The hall is hung about with the tattered remains of rich tapestries and has large doorways on all sides. A huge green snake hisses ferociously at you. What now?"

Great Scott (Adama)! Level 9 Computing have a winner here in this excellent rendition of the original Crowther/Woods mainframe Adventure game. All the treasures, all the locations, all the puzzles and a decent sized vocabulary are included. Now, cassette-only ATARI (and other micro) owners can enjoy text Adventures of the sort previously only available on disk. Level 9 have developed their own specific low-level language, which combined with highly efficient text compression techniques, results in their Adventures resid-

ing totally in RAM, with fast response to user input and swift refresh of the screen as the description of a new location is displayed. Colossal Adventure even manages to extend the original mainframe scenario with a new end-game involving 70 additional rooms.

The parser may not handle complex sentences as are catered for in Infocom's infamous ZORK trilogy, but the general response is very acceptable. You will find the SAVE/RESTORE options useful as there are a number of tricky problems to overcome. SCORE gives you a rating on your progress. You will need to locate and secure all possible bonuses and avoid using SAVE and RESTORE or being killed in order to reach the lofty heights of Grandmaster.

Level 9 now have a flourishing line of Adventures, each retailing at under ten pounds. Their first trilogy (the Middle Earth series) comprises Colossal Adventure, Adventure Quest, and Dungeon Adventure. All are set in the same fantasy universe, each have over 200 locations, and are guaranteed to entail the most jaded of Adventurers. Snowball is the first of the Silicon Dream trilogy. This time the background is outer space and the locations are aboard a giant spaceship. The latest release is Lords of Time, a time-travel based Adventure.

I thoroughly recommend these Adventures, they are excellent value for money. No self-respecting Adventure-addict should be without them. I believe Level 9 are producing a series of Adventures which should be regarded as classics along with the Scott Adams series and Infocom's ZORK trilogy.

Alan J. Palmer

SANDS OF EGYPT

DATASOFT

16K DISK

Sands of Egypt is a disk-based text adventure with full-colour graphics. It will run on a 16k system as data (mainly the graphics) is loaded in, and cleared out, as and when it is needed. The adventure itself is in the familiar two-word command format and starts with you being lost in the middle of the desert. You are Lord Charles Buckingham III and are searching for the secret treasure chamber within the lost pyramid. Your first

Adventures reviewed by Allan Palmer Alex Kells and Steve Gould

problem is to find water, and something to store it in, as you are soon told that you are 'dying of thirst'. It took me a few nights before I found the oasis but I'll say no more for fear of spoiling the Adventure for other intrepid explorers.

As a text adventure Sands of Egypt is easily up to Scott Adams' standard and has some devilish traps for the unwary. What sets it aside however are the graphics. This is, quite simply, the best 'classic' style adventure with graphics that I have ever seen. Unlike, for instance, the Sierra On-Line Hi-Rex adventures which use Graphics 8 and in the U.K. produce only two-tone pictures, Sands of Egypt has full colour images of high standard. In addition the scenes are partly animated. Clouds scud across the sky, and the whole desertcape scrolls as you wander through it and, having been camel riding through the edge of the Sahara, I can vouch for the accuracy of the simulated camel-ride in this Adventure!

Tough Adventures can be very frustrating but because of the excellence of its graphics, Sands of Egypt is totally addictive. You keep coming back to it to see what the next scene will be. To date, I've found the treasure chamber, and even managed to escape again, though I still haven't finished the Adventure. If you have a disk drive, Sands of Egypt is simply an essential purchase. If you don't have one, it is, along with the Infocom adventures, and programs such as Way Out, a very convincing reason for getting one!

Alexander Kells

THE SORCEROR OF CLAYMORGUE CASTLE

ADVENTURE INTERNATIONAL 24K CASS. 48K DISK

Scott Adams has at last found the time to release the next in his series of Adventures. It has been two long years since Golden Voyage but Scott has definitely not been idle because he is back with a vengeance!

As mentioned in my interview with Scott, you play the part of Beameick, apprentice to a powerful sorcerer. Thirteen Power Stars have been lost in the castle and surrounding area.

All you have to do is find and **STONE** the Stars of Power with the initial help of a few spells including such puzzlers as the 'Wicked Queen Spell', 'Yoko Spell' and 'Fire Spell', amongst others.

Having played the Adventure for a few weeks, I have found the subtle humour is devious indeed and certainly makes the going tough. Scott estimates that this might take as long to complete as Savage Island 1 & 2 together so be prepared for a long and frustrating headache! There are some nice touches especially the spells.

All in all this is an excellent addition to an already superb series of Adventures with the S.A.G.A. version released at the same time.

Steve Gould

QUEST PROBE - THE HULK

ADVENTURE INTERNATIONAL

24K CASS. 48K DISK

Adventure International have started the ball rolling on their Marvel licence with the first in the Quest Probe series - The Hulk. Again, after having played this for a few weeks, I can say that it is another winner.

You start the adventure as Bruce Banner tied up in a chair and your first task is to escape. There are various ways to do this but I can tell you that **GET ANGRY** is not one of them! The object of this adventure is to collect all the 'GEMS' you can find and store them. Don't ask me how many there are as I have so far found only 4 and managed to score only 23 points out of 100.

The review copy was a pre-release version but I understand that the intention is that you will get a free comic with the game and it is recommended that you read the comic, for the Adventure begins where the comic ends! There are several other features that I enjoyed but I am not going to disclose too much. The text version is certainly thoroughly recommended.

On now to the S.A.G.A. The first and most apparent difference from the early S.A.G.A.'s is that all flicker has been eliminated and the

Adventures reviewed by Anthony Hughes and Jim Bumpas

pictures are bigger and infinitely better. After three nights playing I have come to the conclusion that this is by far the best S.A.G.A. to date and in fact I'd go so far as to say that it is the best Graphic Adventure of any kind that I have seen. If you want to know the standard of the graphics just take a look at one of the Marvel comics, they are that good! Each picture is loaded from disk although you can play the game as a straight text adventure.

The actual game play is excellent with many devious moves and hidden dangers. Other Marvel characters make a showing in one way or another and you must beware of a confrontation with the Chief Examiner (guess who). The one thing I do like about this adventure (text or graphics version) is that you don't actually die! If something nasty happens you end up in a state of limbo where a sign tells you that you have been given another chance. You simply GO DOWN and end up in the place you started from. I 'died' quite frequently and found no side-effects, penalty points or anything untoward so the only way to end the game is to type QUIT.

Great value for money for two disks and the best Graphics Adventure to be released for the Atari to date. Watch out for SPIDERMAN!

Steve Gould

EMPIRE OF THE OVERMIND

AVALON HILL 40K CASS./DISK

This is the most addictive adventure I have come across. Something draws me back to it at any spare moment.

Supplied with the program is a 21 verse poem called 'The Rhyme of the Over-Mind' which is written in an Old-World style with an Old-World script. It requires several readings just to get your brain round the background story but throughout the poem are subtle clues! This is a text only adventure and I have only one major complaint (apart from the 11 minute cassette loading time!) which is a delay of about 20 seconds after each move before the prompt is printed again.

The Over-Mind is an all powerful golden sphere that has taken over the Kingdom of

Alcatraz by deceit and corruption. Your task, as the weary traveller, is to locate and destroy the Over-Mind thus freeing the lands once more. Wandering about, you will come across Griffin the Gold who was the one that started it all off. For this crime he has been banished to a small cave for several thousand years to wait your arrival. The first major problem was to avoid being clubbed by an over-active skeleton but if you look hard enough sufficient clues are supplied.

This one is twice the price of the U.K. produced Adventures but still represents very good value for the keen Adventurer.

Anthony Hughes

MASK OF THE SUN

BRODERBRUND 48K DISK

Mask Of The Sun is a 4-disk Graphic Adventure with a very imaginative story line. You are wandering around Central Mexico in your jeep with lots of open territory to explore and at least 3 Aztec ruins each of which has more than one level. There are secret doors, one-way doors and various objects and artifacts to collect. The goal of the game is to find the Mask Of The Sun and decipher the cure which will save your life. Page flipping is used to simulate animation and you can expect some sarcastic replies to some of your moves. There is an enemy around who is intent on stopping you or beating you to the goal and dangers aplenty to spoil your progress.

An excellent game and fantastic value for the price (\$40). You can lose yourself for hours in a 4-disk adventure!

JAMON AMETHY 3R
X210 X8A

Jim Bumpas

At the time of writing, availability of this game in the U.K. is not known but it certainly sounds interesting enough to seek out. The review comes from ACE Newsletter in the States.

MORE REVIEWS ON PAGE 41

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— *Your Computer*, May 84

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Games Reviews ...

DAMBUSTERS

1 PLAYER

I bet that nearly every one of you has complained at some time or another that there is no really cheap software for the Atari but if you could get software for £5.50, would you buy it?

Dambusters is an original game that retails at just £5.50 and will certainly give you many hours of play for your money, it is not graphically stunning like many of the games at two to five times the price and you would not really expect it to be so, but it is certainly as good as you will find on many other machines. What is more important is playability and here you do get value for money as it will take you some time to work up to Group Captain. No one so far seems to have produced a game on this theme, at least for the Atari, but it is ideally suited for a computer game. The object is to recreate the famous bombing run of 817 Squadron on the German dam on the Upper Ruhr complete with bouncing bombs.

You take off and clear the initial mountains before settling down at a comfortable altitude as the sea scrolls beneath you. Enemy shipping and planes can be destroyed to score points until you finally approach the Dutch coast. As you increase altitude to clear the mountains and drop down again to the river, the scenery scrolls vertically. Timing is now important as you wait for the dam to come in sight. Release your bouncing bomb at just the right time but don't watch it for you must pull back hard on the stick to clear the mountains. Surely you have seen the film? If you survive, the screen changes to give a reconnaissance of the dam and if it is breached you are promoted for the next run. Failure results in demotion and another try.

There are five levels and many ways to increase your points score. The background scenery is fairly simple but the plane is good and the ack-ack and sounds quite effective. It is not too easy a game and will therefore give you many hours of enjoyment. How many games do you know for £5.50 that give you horizontal and vertical scrolling and a chance to be a true British hero?

Les Elingham

GST

16K CASS.

COUNT DRACULA

1 PLAYER

This is the easiest review I have had to write so far. If you are tempted to send away £9.95 to Pelican Software, don't bother. The game is totally unplayable and is basically a player readable graphics routine lifted straight from a magazine with some (admittedly reasonable) graphics added.

A reader who wasted £9.95 sent this to me as a warning to others. The crying shame is that it makes you wary of all home-produced software which is a pity as there are some good low priced games about. The guy who wrote it was brave (foolish?) enough to put his name in the program. I'll spare his blushes by not repeating it here. I just hope that he has a conscience.

Les Elingham

DUCKWORTH HOME COMPUTING

All books written by Peter Garsand, former editor of Commodore Computing International, author of two top-selling adventure games for the Commodore 64, or by Kevin Brown, book reviewer, contributor to Personal Computer News, Micro Music? and Software Review and Popular Computing Weekly.

EXPLORING ADVENTURES ON THE ATARI 400 by Peter Garsand

£6.95

This is a complete look at the fabulous world of Adventure Games for the Atari Computer. Starting with an introductory adventure, and their early history, it takes you gently through the basic programming necessary on the Atari before you can start writing your own games.

Including information, from mapping, movement, vocabulary - everything required to write an adventure game is explained in detail. There follows a number of adventure examples, but to get the most, and study these complete listings written especially for the Atari, which will send you off into wonderful worlds where almost anything can happen.

The three games listed in this book are available as one cassette.

Other titles in the series include *Letters & Sound* for the 64, *12 Simple Electronic Projects* for the VIC, *What You Don't Know the Hard Way*, *101 Atari Advanced Basic & Machine Code Programming on the VIC*, *Advanced Basic & Machine Code Programming on the 64*, *Word & Focuser Handbooks for the VIC*, *At Dragon*, *Spezwerk* and *BBC*, *Word 2*.

Write for a catalogue.



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Beginners

For this edition we will look first at speeding up joystick routines. If you move the joystick a number is put in the corresponding joystick register and is normally read by a line such as

```
10 IF STICK(0)=14 THEN ? "UP"
```

One feature of Atari Basic is that if the conditional (IF) statement is not true then the rest of the line is not carried out. This will include separate commands on the line. For example, in the following line, if you do not push the joystick up, the SOUND command will not be implemented.

```
20 IF STICK(0)=14 THEN ? "UP";
SOUND(0,100,10,10)
```

As there are eight directional and a neutral position for the joystick, this could mean nine separate lines to read the joystick fully since you cannot put them all on one line. We can use less lines however by using Boolean Algebra.

Don't panic! Boolean Algebra is very simple, a statement is either true or false. Start by substituting a letter for STICK(0) i.e. $S=STICK(0)$ and then check to see if its value is correct. If $S=14$ then 1 (true) is returned, if not then 0 (false) is returned. In this way we can look at several joystick positions at once. Only one of them can be true because we can only move the joystick in one direction at a time. In the following example, if the stick is moved in any of the three directions to the right, then X is increased. The values for the right positions are 6 for up right, 7 for right and 5 for down right, so if X equals one of these we add one to the value of X.

```
10 S=STICK(0):X=X+(S=6)+(S=7)+(S=5)
```

Similarly, we can decrease the value of X by the following line

```
20 X=X-(S=9)+(S=10)+(S=11)
```

The reason for the plus signs is that the statement will total up the value of S and subtract this from X. If you used minus signs, then you would be subtracting a minus number, which is the same as adding it. Try the following lines to test for Y.

```
30 Y=Y+(S=5)+(S=9)+(S=13)
40 Y=Y-(S=6)+(S=10)+(S=14)
50 ? "X=":X: ? "Y=":Y
60 GOTO 10
```

FIRST STEPS

Mark Hutchinson, Belfast

A better way is to use $S=PEEK(832)$ instead of STICK(0) because some locations display either a 0 or any number. A good way to test this is by using the NOT statement. For example, location 844 is Stck TRIGge(0) and is zero when the trigger is pressed, 1 when it is not. The following lines can be used.

```
50 IF NOT PEEK(844) THEN ? "PRESSED"
60 IF PEEK(844) THEN ? "NOT PRESSED"
```

Whoever made you think mathematics was hard?

I have had a few queries about the speed of the 810, and especially about speed check programs in American magazines. The rated speed is 288 r.p.m. If you use an American program to set your drive at this speed, you will have trouble loading. This is because the speed is controlled by a clock that is locked to the mains frequency and the Americans use 60Hz whereas we use 50Hz. A correction is needed - $Speed=288/50$ (revs per Hz)¹⁰⁰ - so that you set the drive speed to approx 345 when using an American program. (Note the speed check program on PAGE 6 (disk 3) has been amended so that you should set to 288 with this program. Ed.)

I have wired in a write protect switch (courtesy of the Editor and Alan Haskell) on my 810 and have found it well worth the effort. I have also added a power light and busy switch to my 410. Perhaps Les can be persuaded to start a customising column in PAGE 6, if you send articles in that vein!

Stan Fallize sent me some examples of his 1020 printer, which came out very clear. His only problem is the 'abysmally inadequate' instructions. If any reader owns a 1020 perhaps they could contact Stan at 1a, Cranleigh Drive, Leigh-on-Sea, Essex, SS9 1SX.

Your letters have forced me to look at areas I have not tried for many months and for this I am grateful so keep sending in those questions, no matter how trivial they may seem, but please include a s.a.c. and do not worry if you do not hear straight away. I have a lot to do and it may take several days to reply but I will get there eventually!

Write to Mark at BAUG Software, P.O.Box 123, Belfast, BT10 0DB

This page is put aside each issue for use of the British Atari User Group

Bug Club Call

By the time you read this edition of PAGE 6, the Midland Computer Fair will have been and gone with BUG having organised a successful, well attended, stand ably managed by Colin Boswell and provided courtesy of the ACC (Association of Computer Clubs). Unfortunately, the ACC display proved to be the best part of the show, the remainder being very disappointing with a poor attendance by the major companies and very little in the way of new products on display, especially concerning Atari. I don't know about any of our readers who visited the show but the only saving grace from my viewpoint is that I attended on a free ticket provided by the trade. If I had paid to attend, it would have annoyed me and must cast doubts as to the future viability of this show.

Meanwhile, in contrast, BUG seems to be going from strength to strength with the April 5th meeting very well attended. For those not present, the first part of the meeting dealt with the suspension of a member for misconduct and the subsequent appeal from this member to the club. The final result from the attending membership was that the matter should be regarded as closed with the final admonishment of a written warning due to mitigating circumstances. It is at this point that I must be emphasised yet again that BUG, both constitutionally and as a matter of course, maintains a firm stand against anything concerning software piracy and will continue to protect the club and its membership from anything directly or indirectly involving such acts on club premises.

After the appeal, we then commenced the real purpose of the meeting, dealing with Art and Computer Graphics thanks to the efforts of Geoff in providing a series of demonstrations of Atari Graphics. He showed how some excellent results can be obtained with relatively simple programming as well as demonstrating the use of purpose built utilities such as MOVIE MAKER. It is to be hoped that we may see further efforts from other members inspired by this talk and demonstration.

Apart from this, the Club's other evenings are progressing well with good attendances at both the Games Night (3rd Thursday of the month) and the Programmers Night (4th Thursday of the month) with some activity commencing with the BUG Bulletin Board. The only slack may be from our junior membership, so please let your representative hear from you (Martyn Purchase 021-378 2063).

Finally, let's have some more response from our members with material for this page...well, not MORE response...ANY response, as you seem to have ignored our Chairman's last appeal. Remember WE want ideas, comments etc. from YOU.

Laurence Miller

WANTED PROGRAMS, ARTICLES REVIEWS

That program you have written may be of interest to someone else. Don't hide it away, send it in to PAGE 6 for others to share.

What about those things you have now learned? Why not try to help other users understand? Write an article—on any Atari related subject.

Got a favourite game? Review it. Let others know how good (or bad) it is.

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