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The next issue of  
**NEW ATARI USER**  
will be on sale 26th November  
Editorial copy date is 19th October

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Editorial address: P.O. Box 34, Bedford, 317H 5DR, ENGLAND Tel: 0763 212600 Fax 0763 202222  
Editor & Publisher: Les Ellingham - Advertising: Sandy Ellingham  
Printed by: Stephens & George, 1000 High Street, London E15 2JF Page layout by: Phil D - Copyrights copied to: A.J. MCF (Photocopying (UK) Rights Reserved) by Steve 100% AFRO - Newsweek Distribution by Emerald Supplies, Unit 1, Burgess Road, Ingham Lane, Hatfield, Herts. Bucks. HX8 8JH Tel: 0425 530402  
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# Mailbag

Write to Mailbag, Page 6, P.O. Box 54, Stamford, CT 06108

## NO BALL!

I have a 1200K and have been enjoying your PC game "Computer Cricket" which is excellent value and absorbing fun. However, I have not been able to either run a series, or create new innings as I get "Error 144 at line 000". Is it a fault with the disk? I would love to be able to change some of the players to make the game more realistic.

R. J. Thomas  
Isle of Wight

Whenever we send out a disk we usually put on a write protect tab to ensure the user has not accidently written to a disk before the program is fully uninstalled. Many games allow you to change various parameters and then write this information back to the disk. If you have a write protect tab on the disk you will get Error 144 and this is probably what is happening. How best to fix is to create a copy of the disk using DD0 and then run the game from that disk making sure that you also if put on a write protect tab. All should be well. Although this is the usual explanation for this error, number 144 can be confusing because it is also used to indicate a bad sector. In some cases you may get this error even if the disk is not write protected and then you can be sure that the disk has a bad sector.

## SUPPORT

I am a dedicated Atari user and I have had my Atari for the past four years. Over this time I have used that software for my Atari has gradually faded from existence. I now have to rely on Page 6's New Atari user magazine to supply me with the only companies that still support the 8-bit computers. I would like to congratulate Steve White who is still supporting the 8-bit as well as Mike Server Soft-

ware, not forgetting David Park.

None of the shops in the File area in Scotland will even look at software for the 800K. If it wasn't for Page 6's support I would have given up long some time ago. Thank you Page 6 for your support and long may it continue.

Charles Hutchinson,  
Fife

Let me say how much of a good job you and the team are doing and that I will continue to buy from the Accessory Shop wherever possible in so to provide support.

I suppose that now the seasons is falling deeper people have less money to spend which is going to affect the type of support that the 8-bit will have. If companies such as Page 6, Mike Server Software, Mike Macowan and Robert Mount are not supported Atari users will lose out. So come on all you Atari fans, dig deep into your pockets and buy, buy, buy.

Richard Easton,  
Sunderland

A nice couple of letters, thank you. The message is clear and we now look to getting your support. Welcome to New Atari User and we'll endeavour all of your Atari owning friends to do likewise. That's how you can ensure that the support we give continues.

## OS QUERY

Various sources (Mapping The Atari, Guide To Error Codes etc.) have stated that bit 6 of location 80770 indicates a serial data overrun which generates error 142 but, whilst disassembling location 8076A to 80785 I noticed that the OS checks bit 5 of 80770 for serial bus overrun, which according to Mapping The Atari signifies keyboard overrun. Is this a bug in the OS OS or are the

other sources wrong? I would be grateful if one of your readers could clarify the bit state of location 80770.

Chris Roberts,  
Preston

Over to the technical wizards on this one, I think!

## A NEW MAILBAG?

Having just received my current edition of New Atari User and read it from cover to cover the thought occurred to me that more use could be made of the Mailbag page in answering queries on the gaming or interesting tips and pointers. A feature of the new 8-bit Atari User was the 'Five Lines' that they used to publish from readers and some of these were really useful. One program that I recall was a five line program to show down the score on the screen and another was to enable one to underline all the lines on the screen as you typed them in. It was extremely helpful when typing in lines of data. It is this sort of thing that I would like to see more of in the Mailbag column. In this issue there was one letter that occupied nearly two columns in total and whilst in concept it might have interested a few readers I doubt that it was of interest to a great many others and I feel sure that there are many letters worthy of publication that would interest readers more so than that one did.

Finally might I just say that I enjoy the magazine immensely and look forward to every issue as it is the only source of information that I have regarding the 8-bit these days.

Malcolm J. Trotter,  
Brighton

Mail comments indeed Mal-colm. I would surely like to see Mailbag extended to in-

clude more specific programming topics but the main problem as things are at the moment is lack of time. Mailbag is one of the most difficult sections of the magazine for the editor regarding a great deal of time at a time when preparing deadlines are pressing and it is often not possible to research specific queries in sufficient depth. I think that what we need in the future is a Mailbag editor, someone who is quite knowledgeable about the 8-bit and has plenty of references available and the time, ability and willingness to put together a page or two of questions and answers. In these comments are there who would like the challenge? You'll have to do it for the love of it for maybe the finest of them's no money to spare to pay another editor but if you love your Atari and like helping people that it could be right up your street. Let me know if you could be the Mailbag editor.

## TOO MUCH

I have just acquired a 1200K disk drive however I am a complete beginner to the disk scene so could you explain what the following are and recommend a type where possible? DDD, double, double and single sided, CDD and whether Tracalisk II handles every possible game to disk or just some. Could you also tell me what enhancements such as OS Double do?

Steve Black

A classic example of the problems of the Mailbag column. Now, Steve there just isn't the room to answer so many questions on this in the Mailbag column. A useful article could give you the answers but the information you need has been covered in various issues in the past. I suggest that you get hold of Disk 4000 - THE 1200K DISK DRIVE USER'S GUIDE from our PC library which will get you a long way towards using your drive fully.

# DUSSELDORF '92



## Derek Fern reports from Germany's biggest ATARI show where support is running high

I could describe the Atari hall as a T-shirt, track suits, wallets, carrying cases and more. The next stand was the Atari spare clearance stand, jam packed with magazines, Monitors, ST's, Mega's, Laser printers, disk drives etc., all sold at rock bottom prices that can only be described as a steal!

On Saturday 22nd August I visited the ATARI MEGATEC computer exhibition in Düsseldorf. To get there and back means driving a total of 940 exhausting miles and spending two nights on a North Sea Ferry. Was it all worth it?

As it turned out this exhibition was without doubt the best organized show I have ever attended. It had literally something for everyone including the office forgotten computer address, virus and golf clubs. The exhibition hall was located a few kilometers outside Düsseldorf in a very large complex close to the sports stadium, similar in style to our own National Exhibition centre here in the Midlands. The complex was well equipped with access passers from the main motorway junctions.

Due to the large number of people attending, the car parking areas quickly filled up and when I arrived around 10 am I was directed to a place at least half a mile away, but with true German efficiency free bus transport was waiting to move the crowds quickly to the main Messe reception area. I did not have advance tickets so I had to queue in one of the twelve ticket queues. Three German marks is all it cost, about £1.50. From the time I arrived at the front door to the time I walked into the first exhibi-

tion hall was no longer than five minutes. UK organizers should come and take a look to see how it should be done. I have spent many hours waiting in the cold to get into Olympia and Wembley, even with advance tickets.

The Atari show turned out to be only a small part of this all family situation. I walked through four massive halls full of exhibitors of paintings, sculpture, furniture, stained windows, pottery and much more. There were also demonstrations of robotic clay making, jacks and trick cycle riding, aerobics, mini-knock shooting and a 15 hole putting green!

## THE ATARI HALL

The Atari three day exhibition was contained in two massive halls each twice the size of a football pitch with both halls crammed with enough goodies to make your head spin. At first glance it was immediately obvious that some of the 195 exhibitors had travelled half way around the world to attend this magnificent event. As I entered the main doorway, the first stand to greet me was Atari Germany, selling many promotional goodies I have never seen in the UK. Gebraucht is the only way

## 8-BIT SUPPORT

To my complete surprise the next 15 stands covered the Atari 8-bit range. At this stage I had to pinch myself just to make sure that I was not dreaming, but there it was in all its glory! Five 8-bit software - so, that's not a misprint - five 8-bit software! The man I say it the better I wonder! One stand was selling the Atari 8000K machines. Before you write in, the model number is correct - 8000K. I have never heard of them.

Many of the Atari clubs from Europe had taken stands and had their latest creations on display. I only had to mention that I was a dedicated 8-bit user and I was greeted like a long lost friend. If you mention 8-bit at any of the AE Forums here, people walk away with a focused stony grin on their face. On these stands I met all those dedicated hard working users that produce the fantastic drives from Holland, Germany, Belgium and Poland, names like KE-Soft, ARSOL, Mirage Software, ANG Software, Mega Magazine, Amazing Research and DAF magazine.

I counted no less than 22 new game titles. I also saw sample screens of the



get to be finished disk game 100,000,000 in (earnings), look alike for the 8 bit. It has some fantastic graphics scores by Bob Sparks of Analog Research. A great new 100% printer utility that will allow you to fully use Print Shop with all its bells etc. Three new operating systems, many new disk drive enhancements for both 1000 and 512k, memory expansions ... stores toward stages. Again a quick pitch to make sure I am not dreaming!

## THE FALCON

The remaining space was occupied by the central part of the stall ST's. Mega's and, of course, the star of the show (the fabulous Falcon-ES). The included specification was available in German but bits available at the show and it contains by impressive with all of the areas in which the ST has been developed by users extensively enhanced. Visibly improved graphics, sound, MIDI, area networking, PC compatibility are only some of the enhancements. This was, as far as I am aware, the first public showing of the long-awaited Falcon, the machine that will open up the new Atari range of machines.

Atari had no less than three giant multi-screen and dedicated display areas to demonstrate the power of this machine. The MIDI demonstrator lasted for 10 minutes and was just awesome. Seen on the graphics and game displays, again multi-screen and twenty feet tall, there were brilliant smooth scrolling animation, three dimensional, solid vector graphic games demos. Other special tool areas, such as desktop publishing, economy, video digitizing were done with its smaller stands. Each stand had plenty of staff and all seemed to be multi-lingual, well trained, knowledgeable and capable of answering questions on a one to one basis, even on technical specifications.

Fortunately for my bank manager, no machines were available to take away. Atari says they are very busy with production and expect to get models in store for early October. The UK launch was at the European Trade Show in September.

Initially the Falcon will be available in two configurations, the first with 4 Meg RAM and a 64 Meg hard disk and priced around £600, the second with 1 Meg RAM, floppy drive but no hard disk for around £500. Start saving your pounds now!

Many other display areas were available for users to get hands-on experience of the new Falcon, Mega ST's and ST's.

## NEW ST SOFTWARE

Lots of new software for the ST worth a mention include an excellent music publishing program from Amadeus Music Software, a video streamer that can store up to 60000 on a VHS 6340 tape for the ST/TE/Falcons from Schneider and MIDI 16+ Cartridge for ST/STE which is a 16 channel MIDI expander from MIDI Computer Systems.

The **ST BOOK**, Atari's venture into the laptop market, was also on display. They seem to have improved the screen display compared to the original prototype model I saw at Wembley last year. In the game area new releases for the **ATARI LYNX** were on display and readily available from many exhibitors on the day. New titles include Hydra, Hockey and Batman Returns. Product lines also showed many other games not on display including Superweek, Crystal Mines II, World Class Soccer, Hyperdrome, Dirty Larry, Cabal, One-Dust, 16 Fighters, Vindictive, Madcat, Jam, Kablon and Space War. Supporting it, both the **1000** and the **7000** HD machines were on show and very well supported with many new cartridges I have not seen before including Elms, 168K, Monoclon, Super Baseball and Ninjabite.

Many companies had software for the **PORTABLE** but there was very little printed information available. One German company demonstrated a very impressive 16 channel 1000k logic analyzer that can be connected to the Portfolio.

## IMPRESSIONS

The impression I got from attending this exhibition was that Atari Germany is extremely well organized and dedicated to providing maximum user enjoyment.

## SUPPLIERS MENTIONED

Amadeus Music Software GMBH, Pohnscheubach 10, 800 München 71, Tel. 089/7564200  
 Repromat GMBH, Tomberger, 124, 5200 Mendenheim, Tel. 02229/2094  
 MIDI Computer Systems, Banger Darhof Str. 51, 4600 Dortmund 50, Tel. 0234/756000



Rows of stands supporting the 8-bit backers including the High Tech Team and Polish teams ... highly expanded Mega LE systems were just a part of the exceptionally strong 8-bit support at the fair.

part. They are full of the sparkle and enthusiasm of the work that used to be present in Atari UK a few years ago and this encourages third party companies to develop new and specialised products. Congratulations to Atari Germany and all involved in the show organisation. The only word to describe it is brilliant!

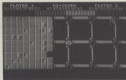
# DISK BONUS

**EXCLUSIVE! A GAME DEVELOPED FOR ATARI!**

## CONTAGION

by Steve Goss

We are proud to present as our **DISK BONUS** this issue a game developed for Atari which, due to their change in support of the ZX801, was not released. Now you can enjoy what would have been a full price commercial Atari program!



The action is set aboard Galactic Power Grid (GPG) where a strange space virus has invaded the grid and threatens to deprive the Federated Galaxies of their power and defense capabilities. You have control of the Sentinel Doctor that patrols and maintains the grid and your most challenging duty to date will be ridding the grid of infection. Although help may be on its way you must fight alone to contain the spread of the Virus - the Federated Galaxies depend on you.

The Sentinel traverses the grid in constant orderly motion - push the joystick over and the Doctor moves and won't stop until you reach a Node. If you push to change from horizontal to vertical travel the move will occur only at the next point. However you can reverse direction at any time. Pressing the fire button will cure the organisms and pressing the stick in any direction will cause the Doctor to fly the program to the chosen direction. Holding the fire button and tapping in a direction will cause the Doctor to fly repeatedly. Once the Doctor is in a node it can be frozen there by holding the fire button. Pushing the stick in the appropriate direction will then fire.

The Virus invades the grid systematically, on each level there is one more space than the last. The Virus will invade a node and the spaces travel along the grid to reach the next node which is isolated, and then more spaces grow out. The Virus is a growing blob which requires time to die in full, although one full only will penetrate it and prevent it from spreading more spaces. The space only requires one full to destroy, but they multiply fast.

The aim of the game is to clear each level of the infection which means all of the Viruses on each level. Spaces don't matter as they never grow unless fed by a virus. It won't take long for a Virus to spread as each level introduces more and more new nodes. Preventing all the peripheral Viruses of an infected area maintains the spread of the Virus.

The Sentinel has a shield and this is broken with contact with the infection. One lost level of motion - with the Virus comes factors which, although not infectious, can drain shields and destroy the Doctor. These pests have one more trick up their sleeves which makes them an excellent kill.

The fight will be long and hard, but you can make it through!

**NOTE: CONTAGION** is copyright S.J. Goss who and the program may not be reproduced elsewhere or distributed in any form without the express consent of the author.

The **NEW ATARI USER** issue Disk which includes all of the programs from this issue together with the **DISK BONUS** is sent automatically to disk subscribers. The disk may be purchased separately for \$9.95. Send a cheque or postal order or quote your credit card number to PAGE 9, P.O. Box 54, Hatfield, RG16 1DR. Credit card orders are accepted by telephone on 0700 212800.

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XL/XE TYPE-IN

# THE COLOURMATCH SQUARE

**Robert Stuart  
loves puzzle  
games and can  
program some  
pretty smart ones.  
Here is another  
brain teaser to  
keep you busy for  
many hours**



**W**hile browsing through a library book called 'Consider puzzles of the World', I came across this great title titled Gender which was invented by a computer scientist and puzzle enthusiast called C. J. Dawkins. The game employs 14 square tiles (numbered 0-13), each of which is subdivided into four smaller squares which represent the binary number unique to that tile. For example, the first tile (0) contains 4 white squares, which represents 0000 in binary; the fourth tile (3) contains white, white, grey and grey (0011), and so on. Each small white square in a tile represents a 0, each grey square a 1. The first tile (0) is 1111; grey, grey, grey and grey! The book recommended making the puzzle pieces from stiff card, but I thought it would be quite appropriate to use a computer program to simulate the puzzle color-wise. It is a binary puzzle of words!

The objective of this short version of the puzzle is to move all 14 tiles from the yellow square onto the red square in such a way that they all match their neighbours in colour. Start a piece in motion by moving the cursor onto it and pressing fire. The piece will now float. Next, move the cursor to where you want to put the piece and press fire again. You can press START at any time to start again if you think you are getting stuck, although there is no limit to the number of starts you can make.

## A POSSIBLE SOLUTION

If you are still confused, try positioning the tiles onto the red square in this order: 0, 1, 7, 10, 3, 6, 12, 9, 15, 11, 2, 5, 13, 14, 8 and 4. You will notice how all four of the small squares on each tile match in colour to the adjacent squares of the neighbouring tiles - a legal colourmatch square!

## AIM FOR FIFTY!

The creator of the puzzle has found that there are 50 distinctly different colourmatch patterns in all, although similar patterns can be found with different tile arrangements. The legal colourmatch squares are not easy to find, so the number of possible tile arrangements is excessive compared to the number of legal colourmatch squares. This program lets you try and find them all (though the computer does not check for them). The program simply simulates the movement of the pieces and you must use your own eyes to find the legal patterns. When you have found one, check it over and then go down the positions of the 14 tiles and try for another! How many of the 50 you can find, I will wait! New short story is full list of all 50 standard solutions to be printed in a future issue. Move fast!

**Program overleaf** ®





# TARKUS AND THE CRYSTAL OF FEAR

Here's another brand new title from Tiger Developments, whose first game release - *Mission Xmas* - was reviewed in issue 54. **TARKUS AND THE CRYSTAL OF FEAR** (Developer: Tarkus) is an arcade adventure that owes much to *Myst* and *Indiana Jones* and other 'find the key' games of this genre. This said, it seems to incorporate a welcome touch of originality.

Your imagination is transported to the year 2005 (not long to go folks) when, following a protracted period of unrest, a massive and potentially devastating war is about to erupt. You only hope of saving the planet (and thereby being able to attend the twentieth birthday celebrations of Page 6 (Publishing) is to unearth four 'crystals of emotion' - life, power, generosity and love. The crystals will apparently restore the balance of emotions to the people of Earth, and thus ensure everlasting happiness for all. Not convinced? No, neither are I! If you were an elderly devil called Tarkus, you'd probably jump at the chance to rub salt in this innocent's wounds! Needless to say, you are an elderly devil called Tarkus...

The title page features a large horizontal scrollbar that announces the credits, says a few hellos and also reveals the game was written on an Atari 130XE with the assembler/compiler cartridge. Press the Fire button and you're dropped into Lake Land - the access point for each of the game's four scenarios. By jumping into one of the four lakes on this screen you can enter the stone, crystal, magic or gold worlds respectively. When necessary you can jump out of a world, back into Lake Land via the same route. Your eventual goal is to locate the four crystals and return them to Lake Land, but as you might have guessed there are plenty of problems to deal with first! First notably there's no size restriction so you can explore each world at your own pace.

Every world is essentially a collection of platforms and hazards of one sort or another. If you fall too far from a ledge or come into contact with the nasties you can be sent to a rapid depletion in your energy reserves. Personally I think the allocation of magic items is rather conservative, though perhaps I'm expecting it to be too much! It certainly isn't. To help you overcome the difficulties there are various objects awaiting collection that will give you special powers ranging from bonus energy to improved armour and even the option to fly! Each world features a particular kind of object, and you need to collect pairs of these in different combinations before taking them to the cauldron (found in the magic world, naturally) to obtain the corresponding 'spell'. The spells available are highlighted in the status panel at the bottom of your screen, a number indicating the appropriate activation code. Most spells are only effective for a short period and the time remaining is indicated by a sand glass shown alongside at the



reviewed by Paul Dixon

interface regarding your health, progress and inventory. You can carry up to two objects at once, in addition to a key. Unless you can find the keys (or responding to several locked doors) you're in hope of finding the missing crystals. But you'll have to use some of the spells to find them.

The visual design of *Tarkus* is generally of a pleasantly high standard. Both the background graphics and the various nasties are clearly defined, colourful and appropriate to their respective scenarios. The central character moves smoothly and responsively to joystick input and this means that the irritation factor attributed to many similar games has been avoided. The music is quite good, especially where you can switch it off when you've heard enough! One small niggle is that the story's *Myst*-like cycle is not dissuaded after joystick input so if you don't hit the keyboard very often you may experience some unusual colour schemes! To be fair, you're unlikely to encounter this problem since normal play involves several keyboard inputs. The verdict overall has got to be a big thumbs up to the author of *Tarkus*.

Tiger Developments recently announced the launch of two new budget priced disk games - *Being 8* and *Speed Fox*. I hope to report on those in a forthcoming issue of *N&A* but in the meantime, why not write to Tiger Developments for the latest details of their very welcome Atari 5200 support.

**TARKUS AND THE CRYSTAL OF FEAR** is available from Tiger Developments on disk only, priced at £4.99. For further information check their advertisements in *New Atari User*.



# FOOTBALL

If you are a fan of Association Football (or soccer, like your pals) then you will be glad to know that earlier versions of other kinds of software, there is quite a large selection of football games to choose from for the Atari XL/XE. Computerised football simulations usually fall into one of two main categories: arcade games in which you control the movement of your team's players, and managerial simulations in which you control practically everything (except the actual players). This type of game requires you to act as team manager which means you have to make all the important decisions such as buying new players, offloading unwanted players, deciding on team tactics, and avoiding club bankruptcy.

## IT ALL BEGAN WITH ...

### SOCCER

The first football game ever released for the Atari was the imaginatively named **Soccer** from Theros EMU way back in 1981. The game was originally released only as an 8K ROM cartridge and would then have set you back over thirty quid at the time of its release, and computer magazines called it 'probably the best football game you will ever see on a home computer'. Okay, maybe he was a little bit too enthusiastic, but even over ten years later, this remains one of the best football games available.

The game offers a choice of one to four players, as the program was written for the old 40K/80K computers which had four joystick ports. This enabled two human players to play on each team, or even all four in the same team playing against the computer. However, on the XL/XE models, only the one or two-player options are available, although both players can still play on the same side, a feature which has not been incorporated into any subsequent soccer games for the Atari. Of course, with both players collaborating against the computer, it is possible (after a few practice matches) to give the Atari a good hiding.

This is an excellent way to practice playing the game if you find it difficult to begin with.

The control method used in **Soccer** is also unique. When you press the joystick trigger, the player on your team who is nearest to the ball automatically changes into a number 1 or 2 depending on which joystick you are using, and that player is then just under your joystick's control. The first tactic is used to kick the ball where it is in your possession, it results in a bit strange but it works very well. Whenever a player gets the ball, the other members of your team tend to stand around ball-watching, so you have to take a little time



**Robert Stuart dons his shorts and boots for a trip through the many milestones of football on your favourite machine**

to gradually get your team organised into some kind of formation. Goal kicks, corner kicks and throw-ins are taken automatically by the computer using the number player. When you manage to beat the computer, you can increase the skill level for a more competitive match or, better still, play against a human opponent, which is a lot more fun. Another option on the menu allows you to choose the length of game, with choices ranging from ten minutes to a full ninety minute match!

The actual player graphics are good, although very small (as they should be in comparison to the size of the pitch), and the teams are coloured black and white, so they are easily distinguished as colour and black and white televisions. The pitch itself horizontally very smooth, and the referee's whistle is even quite realistic. **Soccer** was re-released around 1984 (as were the rest of EMU's titles on the Speakeasy label for a third of the original price (as cassette only), and again more recently by Alternative Software at the almost giveaway price of two quid. The cassette is easy to get and is currently available from Miles Drive Software, but the original ROM cartridge version is almost impossible to find. This game is highly recommended.

### FOOTBALL MANAGER

Everybody must have heard of **Football Manager**, which is probably the only chess-topping game ever which was written in Basic, and undoubtedly the game which has appeared on more different computer formats than any other. The original game was released in early 1980 for such unique machines as the ZX81 and TRS80, but when the Spectrum conversion arrived a year later the game sold in vast quantities. It was subsequently converted to just about every home computer you can think of (and a few more besides), with the Atari version arriving (as usual, last) a few years later. **Atari Football Manager** was a big disappointment, inferior even to the Spectrum program, using non-interactive displays and no graphics whatsoever. The Spectrum and Commodore versions headed



# CRAZY!

match highlights, using small player graphics in list studies in those in "EAG Servers") which added little to the game, but were profitable in the "Match in Progress" test screen on the Atari. Once past the very long cassette load, you are given a list of all ninety-two English Football League clubs, one of which you can choose to "manage". Alternatively, you can input your own choice of club, together with the club you want the new team to replace. After this, you select a difficulty level ranging from one (beginner) to seven (greatest), newcomers should start with level one as the game is a little difficult to start with, but the difficulty can be altered at any time during the game anyway, which is a nice feature.

Your team begins in League division four, and each season also brings the challenge of playing for the FA Cup. Now begins a managerial rating of one (poor) to six (excellent); any success you have will increase your rating, and of course if you have a bad spell your rating will go down. Winning the League will gain your team promotion to the next division, with the ultimate aim of the game being to win the First Division Championship and the FA Cup. The game can be saved to tape at any time, which is an excellent feature. Once you gain promotion to the Third division, you can save the game and re-load it every time you play, so that you never have to start from the bottom division again. Each team can be arranged in four letter players and any useless players can be sold, but if you start losing a lot of money then the club Director may decide to fire you!

Each player in your squad is given a number, a rating for skill and strength, and his current transfer value. Most of the players in the game were quite well-known stars of English Soccer when the original game was released in 1982, but as the game is rather old, many of the players listed have since retired, so younger Server fans may not recognise many of them. There are no line-ups, line-ups or Classes (handicaps) in this game.

"Football Manager" is totally keyboard controlled, and despite its age, lack of colour and graphics, is a fairly entertaining piece of software. I think the original price was about an odd but the game was re-released by Team Leisure as a budget cassette a few years back and as far as I know is still pretty easy to get hold of. It is certainly worth a look for the price.

## AN ODDITY

Shortly after the release of "Football Manager", a similar game was released called *Essexpool* which was also written in Basic but was available by mail order only on cassette and cost ten quid. It was then made available on disk a few months later (the first Atari football game available in this format for fifteen quid, but is now very hard to get).



## THE WORLD CUP

When the 1986 World Cup Finals took place in Mexico, many software companies jumped on the bandwagon and produced football games for many machines to do in with the mass TV coverage of the event. *MAN NINE* owners had to wait almost a year after the World Cup had finished before *STV* software released *World Cup Manager*. The same company also gave us "Dang", an excellent Superdisk chess clone. "World Cup Manager" was released on both cassette and disk format simultaneously.

The game is very similar to "Football Manager" but instead of just seeing fans in a new league, viewing commentators of the matches as they are played, all in nice multicoloured text. To begin the World Cup competition you need to select four international teams, which are provided for you, or you can type in your own selection of countries if you prefer. After

the you choose a team to manage, and then you can actually type in the names of your chosen country's players, something which "Football Manager" did not let you do, but in this game it is necessary as the names are used in the match commentary. Next, the computer makes the draw for the six groups of four teams. At the end of the first round, the top two teams from each group plus the two third placed teams with the best performance go through to the next round.

Before playing your first match, your stats are able to supply you with a dossier of information on any four teams in the competition. The best strategy is of course to get knowledge of the other three teams in your section for example, do they use a sweepers system or do they



play the offside trap? Do they generally take short corners? Do they prefer more for more marking? It is your job to adjust your team's playing tactics to try and compensate for your opponent's style of play. There is unfortunately only one list of opposing team players in memory, so no matter which country you are playing against, you will be up against the greatest players such as Maradona, Socrates, Laudrup, Jussimar, and Schuster. The advantage is to change the opposing team players before every match, which is possible, but would take some time, not to mention extensive knowledge of foreign names, or a handy book of foreign soccer players. It would however, make the commentary much more exciting.

Aside from having in new player names, all others created in by the joystick, just enter the number in the options you want and press the trigger. All of your team's games feature the commentary, but if your team gets eliminated in the first round, then the computer will continue to report the rest of the results through all the rounds until the final is reached. At the end of the tournament, the scores from all your matches are displayed together with your goalscorers and your managerial rating, and then you are prompted to play again. There is no need for a handy name facility on the World Cup in a knockout competition and the whole tournament does not take long to complete.

Although 'World Cup Manager' was available on disk and cassette, SNES software have long since gone out of fashion, which means the game is now very difficult to get hold of. Perhaps it would run on converted a Public Domain game? This is a nice piece of software which any football fan would enjoy, the only problem is getting hold of it. If you find it, buy it!

A similar game to this one called **World Cup 88** was released by the author of 'Liverpool' in 1988, although it was less professionally programmed and used manufacturer test screens like 'Football Manager'. It cost about eight quid and was available on cassette and disk. 'World Cup 88' puts you in charge of the England World Cup squad, but if you want to use a different team, simply hit the basic program and change the player names in the data files. This game is another which is quite difficult to find now, as it was only ever available by mail order.

## FOOTBALLER OF THE YEAR



One of the few games released for the Atari by Gammas Graphics was **Footballer of the Year**, which brought a totally new approach to computerised soccer. It plays more like a conventional board game than a computer game. You have a certain number of goal cards at your disposal, and you can play one of these to increase your chance of scoring in a difficult match. Also available are incident cards and transfer cards, all of which you have to pay for, but they are not always useful.

Although basically a managerial simulation, arcade elements are also utilized. You get the chance to take several shots at goal and the conventional penalty kick in most matches. The

graphics in these sequences are not bad, with large, single released players which are much better than those in the later Kenway Digiplay game. The game lets you take part in league and cup competitions, and newspapers lead and score features, but does not allow you to change the team or player names. The game was converted from the Spectrum 'Com-muni-ware' and in the process lost the title screen icons. The Atari version has a menu screen instead. The original price was eight pounds for the cassette and twelve pounds for the disk version, but it was re-released as a budget tape on US-Gold's Black label in 1989 for only three quid, which is a reasonable price for a reasonable game. It is not outstanding, but worth a look.

## A REAL BOARD GAME ...

'Footballer of the Year' may have played a bit like a board game, but **Brian Clough's Football Fortunes**, the third Atari soccer game of 1987, was a board game! The package, endorsed by the outspoken manager of Nottingham Forest (my favourite English team) contains a small game board, cards, Manopoly-style money, etc... plus a computer program (disk or cassette) which in Basic which takes about twenty minutes to load, but does include a nice 16-bit title screen!

The game starts for two to five players, each of whom receives 11 player cards plus two substitutes, each of which has a value of between one and five points. Players must mount the board by throwing the computer dice, and opportunities arise as player positions, ownership deals, bank loans and interest arise according to which square you land on. Once each manager has made his or her moves, the team strengths are entered into the computer, which plays the fixtures based on each team's rating, but agents can happen of course, as in real soccer! The managers collect gate money at the end of each match, and points are awarded for league position, Cup progress, and the state of your bank balance. Any number of seasons can be played through, with the winner being the person with the highest points total.

Overall, the game is a very enjoyable combination of computer and board games, with the only niggles being the slow processing of the league tables by the Basic program. Not a great piece of computer software, but a very good game nevertheless!

## OR DO YOU FANCY TABLE FOOTBALL?

The final football game of 1987 for the Atari was the very unusual **Table Football** from Allegria Software which was marketed on the three label for only two pounds. The game is a computer version of the old table top game which used plastic players operated by rods, and is very nice. It has in fact never been reviewed by New Atari User or even the old Atari User, which is a shame as it is a very enjoyable title game, especially in two player mode!

The computer allows you to move the 'rod' around the field up or down or across it from side to side in order to kick the ball. You would think the ball is hard to miss, given the huge size of it, but this is not the case! The game is played at a brisk pace and is very entertaining, well worth a couple of quid if you can find it. However, there has never been a soccer game quite like it, before or since!



## INTO EUROPE!

In 1996, the European Championships were held in West Germany, and Tyrensoft is always in cash. In an this resulted in a full price game called **European Super Soccer**, although there was nothing very "super" about the game. Tyrensoft also seems to think that the USA is in Europe. They have a team in the tournament but never miss! The other teams include the United Kingdom (W), France, Netherlands, and Atari World. Not a mention of W, Germany, Italy, or the USSR. The game is supposedly for the use of two players, but the two player option has never worked! Nice one Tyrensoft!

The team colours can be altered before a game, but the choice is very limited: the first team's shirts are the same colour as the second team's shorts, and vice versa, which is just plain stupid. Why not have the first team's shirts and shorts one colour, and the second team's shirts and shorts the other? After this, however, things get even weirder: the player graphics are blocky, poorly defined (given that they are), and the scrolling and player movement is slow and jerky, which is not a good recipe for playability! The player being controlled is highlighted by a square cursor appearing around his square head. After a few releases of this game, you'll be reaching the "GM Soccer" in Zippel! The one enduring feature is the reasonable in-game music, but even if this game were to be re-released as a budget tape by Zippel (like most of Tyrensoft's back catalogue) it would still be a waste of money, as many better alternatives are available. (Slightly, the author went on to write the classic about "no up-opens for Zippel")

# COME ON YOU SPURS!

## ENTER ZEPPELIN

Zippel's Games have released no less than three soccer games to date, the first of which arrived in 1993, **Konig Daiglish Soccer Manager** was released by former "Colongue Celtic and Liverpool" (then Liverpool manager) legend Kenny Daiglish, and introduced another innovation: a totally joystick controlled managerial game using icons and a pointer rather than keyboard commands. The main screen displays a wide angle view of a football stadium with reasonably well drawn line icons superimposed on top. You just move the pointer to the desired icon (goal, kick manager, team selection, etc.) with the joystick and press the trigger to select it, which takes you to the appropriate screen.

Kenny Daiglish's Soccer Manager is more detailed than the original Football Manager, containing all the features of the original (including load and save games), plus optional match highlights depicted with large clumsy player graphics. Sometimes the highlights are entertaining though: the players frequently head the ball into a backwing! The player names cannot be changed, and consist of many well known players plus a few of Zippel's progamers. The original game was a full price release, but like many others, has been re-released at a budget price, which is more sensible for this type of game.

Zippel's other football game as 1998 was the modestly titled **Fantastic Soccer**, which was the first (and so far only) veritically written football game for the Atari. The pre-release reviews said that the game was "as good as Kirk Off on the ST", which of course it wasn't, but it came about as close as it is possible to the fantastic right off! Once the superb title screen loads, you can choose a team, playing formation, and length of game, which ranges from ten to ninety minutes. There are only eight club names to choose from, including (unusually) Newcastle United.

"Fantastic Soccer" is played on a pretty small pitch, which looks a little jerky, viewed from directly above. This work

## JUST ONE MORE

extremely well as you can see only the players' head and shoulders, which doesn't clutter up the screen in the same way as *Yankee's* game. The player closest to the ball is highlighted by a colored arrow, and can then be moved with the joystick while the other players run around into strategic (and some not so strategic) positions. Pressing the fire button kicks the ball when you have possession, or if you are marking an opponent it enables you to do a sliding tackle. As in most soccer sims, throw-ins, corner kicks and goal kicks are taken automatically by a computer-controlled player. Speed of play is very fast indeed, making *Fantastic Soccer* probably the most frenetic soccer game available.

Straight shots at your opponent's goal are easily caught by the goalkeeper, so you must shoot from an angle to stand a good chance of scoring; I have found the corners of the penalty area to be the best positions to shoot from. The only thing really wrong with *Fantastic Soccer* is that there is no facility to play a league or cup tournament, only single games are possible, but I suppose several players could work out their own league for a little fun among themselves. To sum up, a superb arcade football game which would be cheap at double the price, and easily one of the most entertaining two-player fixed games available.

## A NEW WORLD CUP

As the 1986 World Cup in Italy approached, new football games started streaming out for the popular micros, two of which made it onto the Atari 2600. Fortunately for us, two of the better were The first is *World Cup*, the Atari game which *Fantastic Soccer* was based on. Unlike the ST or Amiga versions, the eight bit conversions, including the Atari, scrolled horizontally, which is strange, considering the fabulous success of *Fantastic Soccer* as a vertical scroller. The price of *World Cup* was also good for cassette or floppy releases, making it the most expensive football game ever for the Atari, but the old EMI cartridge, however, has contained many treasures not found in any other Atari soccer game.

Cutting the bad points out of the way first, the loading screen (using *Technicolor Dream*) the screens of colours is pretty nice, and the actual players resemble squashed jelly babies. All twenty two players are ten single coloured blobs but they are all made from five hardware sprites, which is quite a programming achievement, despite the fact that sometimes the players land the pitch flicker, right in full or changeover complexity.

The main screen offers an impressive range of options: practice skills (in which there is an opposing team on the field as you can practice passing, shooting, etc... for as long as you want), practice penalties (in which you can shoot from right to left across the goalmouth and you press the joystick trigger to shoot), play a single match (against the Atari or a human opponent), or play a league competition. There are eight international teams to choose from, and five different game lengths ranging from five minutes each half to a full ninety minute match.

During play, not only do you get goal kicks and throw-ins, but free kicks and penalties are given by the referee if he decides an infringement of the rules has been made! You can even control the way the ball moves when taking a corner kick and the player currently under your control flashes between black and white, which seems to work well. Overall, *Kick Off* is the most detailed and realistic arcade soccer simulation available for the Atari, despite being primitive in the graphics department. A must buy for soccer fans, particularly now that it is available on a budget cassette from Epte track.

*Appelle's* James Ward and final scorer (in the title) was released just before the 1986 World Cup started. The game was *World Soccer*, and it was another manager type game, again using icons and joystick control. This time teams from around the world are all put together in a Super League, with top English and Scottish clubs like Celtic, Rangers, Liverpool and Everton being joined by giants like Bayern Munich, Inter Milan, Barcelona, and some I've never even heard of. There are three leagues in all, and of course you begin in the lowest division.

The program appears to be identical in almost every way to *Heavy Diggies* except that the graphic icons are much better! There are five large, beautifully drawn icons at the top and bottom of the screen, with a lovely picture of a trophy and a couple of players in the centre. The only real difference is that you get optional match commentary from ZEPHY reporter Joan McDonald instead of the match highlights. The graphics depicting Joan with his microphones are quite good, and unfortunately this is a scrolling match report similar to that in *World Cup Manager* except the opposing players are not referred to by name, but by team number. The commentaries become very repetitive and boring after only a few games, but thankfully you can turn them off, which speeds up play immensely!

The players in the game are imaginary, with no recognisable names among them, and unfortunately there is no facility to key in your own names. You can save and load games at any time, consult the score, bank manager, change players, etc., as in the *Delights* game which *World Soccer* definitely improves upon, despite it being much cheaper.

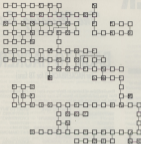
## END OF SEASON?

To date, these are all of the football simulations available for the Atari and it is unlikely that any new ones will become available now.

If you are wondering which soccer game to buy for your ZX or SE, I would highly recommend *Kick Off* (Atari), *Fantastic Soccer* (Spectrum), *Soccer International*, *World Soccer* (Spectrum), and *World Cup Manager* (ST) if you can find it.







## Mission Shark

- 1 Lift
- 2 Give you 2 extra grenades
- 3 Contains Enemy AI
- 4 Area reserved to AI each level
- 5 Final gives you extra money
- 6 Dotted room
- 7 Destroy YAKI to get past blocked room
- 8 Blocked room (1-4) destroyed by appropriate YAKI

Mapped by  
Steven Head

## STRANGE ODYSSEY

You can't bring a good game down. Strange Odyssey by Scott Adams is one full of an adventure that simply doesn't want to be down and I don't blame it. Mark Stinson has mapped it and solved it quite competently (Share Mark). Please Note that DDC SC082 is short for DDCSC080CCT SC082 which doesn't fit on the map position in the game.

## THE SOLUTION

D, TEG TLEB, TEG RESARP, TEG LEVCHS, U, S5EPP DER, OG ROOD, PAMU TLEB, S5EPP DER, OG ROOD, PAMU W, OG EYAO, TEG RESARP, OT YORFISD, TOODS REDLLOC, OG THOL, TEG RESARP, OT MYS, LLUP DOR, HJOUT OTSALP, HJUP DOR, LLUP DOR, HJUP DOR, HJOUT OTSALP, OG THOL, OG, TEG KCP, OG EUMABE, E, TOODS DRUOH, TEG DRUOH, S, W, OG THOL, LLUP DOR, HJUP DOR, HJOUT OTSALP, OG THOL, PORD DALOH, OG THOL, TGDANDO ESOH, S5EPP DER, S5EPP DER, CSB ESOH, OG THOL, LLUP DOR, HJUP DOR, HJUP DOR, HJOUT OTSALP, OG THOL, TEG GNTNAP, TEG DRUTRUCS, OG THOL, PORD GANTNAP, PORD DRUTRUCS, ENIMAKE DRUTRUCS, PORD RESARP, PORD KCP, PAMU SELLGDOO, S5EPP WOLLEY, ENIMAKE GNTNAP, PORD SELLGDOO, TEG TLEB, HANU TLEB, LLUP DOR, HJUP DOR, HJOUT OTSALP, TRANT BLAKUB, OG THOL, TEG YENARE, OG THOL, PORD YENARE, OG THOL, TEG LATEM, OG THOL, PORD LATEM, TRANT BLAKUB, PORD TLEB, TEG RESARP, TEG KCP, TEG LEVCHS, LLUP DOR, HJOUT OTSALP, HJUP DOR, LLUP DOR, HJUP DOR, LLUP DOR, HJUP DOR, HJOUT OTSALP, OG THOL, W, KCP ECI, TOODS DRUOH, TEG DMOAMD, TEG RESARP, OT YORFISD, TOODS ECI, E, OG THOL, LLUP DOR, HJUP DOR, HJOUT OTSALP, HJUP DOR, HJOUT OTSALP, PORD RESARP, PORD KCP, PORD LEVCHS, TEG LATEM, HANU TLEB, TEG DOR, TEG GNTNAP, OG THOL, U, W, PAMU, S5EPP DER, OG ROOD, D, PORD TLEB, TEG DOR, OG HICHA, TLEP DOR, U, TEG DMOAMD, PORD DOR, NORD MCTAM, PORD LATEM, U, OG ROOD, S5EPP DER, OG ROOD, PAMU W, OG EYAO, OG THOL, TEG YENARE, TEG TLEB, TEG DRUTRUCS, OG THOL, U, W, PAMU, S5EPP DER, OG ROOD, D, PORD TLEB, TEG DOR, OG HICHA, TLEP DOR, U, TEG DMOAMD, TEG GNTNAP, U, S5EPP DUB, OG ROOD, S5EPP DER, OG ROOD, PORD TLEB, PORD DMOAMD, PORD DRUTRUCS, PORD GNTNAP, PORD YENARE, EROOS.

Well that just about wraps up the Odyssey apart from the fact that the map built up there could help you keep your bearings



# HARDBALL



THE ONLY QUICK E IN THIS ISSUE!

From the frozen wastes of Ballerherring of County Cork, comes a little snippet from Kevin O'Rourke for *Top Gun* (1986). He says that to get to the top of the world need there is a trap that just past the second plateau. To win it simply means to get the machine and jump. You will land safely on the top of the flag.

Dear Ed, Just wondering how long you, my boy, had to be come up with the most impressive decision ever on Hardball for indeed on any game that I had objections on the computer or lightbulb. I think that there will be enough items in one issue for that but you can be sure that anything missing will appear in the next issue for the next year, or so.

Let's make Hardball. By the way, you may stop up through the night to watch the TV program? It's excellent. Ed.

All these abbreviations can now be explained thanks to Dave with the lists below:

- (PI) Camera view by video pickup
- (LI) Camera led by video pickup
- (RI) Camera used by video pickup
- (RF) Monitor of video pickup
- (SBA) Second Screen Strategy (SBS) established
- (SB) Home Screen made
- (SB) Number of times a better screen came out for last
- (SB) Number of video screens made
- (SB) Home based on items created with their list

The USA is the best measure of a player's capabilities followed by BS. The MS or MSBS are what the letters cover usually followed by MS or MSBS.

The following list of players are for the All Stars, with their reputations on the right.

LEAH	MURKIN
PERDIE	FURIE
WICKSON	LENNY
COOK	JAMES
PERNS	BILLARDS

The other players below all have different picking styles.

Alison MS	Samuel CP
Richard MS	Michael CP
Fernando MS	Timothy CP
Henry MS	Kevin CP
Peter MS	Walter CP

Picking a different delivery each three rounds the computer player. I decided that for the three sets, eight best pickers in one computer to eight best letters and eleven best, variable best to best best letters. Left hand pickers can use *Screenball* list in BS letters, all three with good effect.

Should the computer's letters for your pickers deliver rapidly, change the video with delivery tables, e.g. Windows for Peter, for the computer has looked on to Peter's best styles.

If you are in 3 set balls for the first against a good player, deliver the 4th central (over the side) using a ball delivery (MS) or use the international wide system from the first delivery (MS) or use the international wide system from the first delivery (MS) or use the first (instead of giving a better one) or a better one. It is very good for a player, while a rating of 2000 is excellent for letters.

Good home delivery has a lower MS and if you have previously looked 2 or 3 times before their ball, they usually find you have more they require *Ball* (MS), leading lines in made easy by taking your first with a low swing, the ball will fly high enough to allow you time to reach 2nd base eventually.

Building the line has to be on a certain side that needs, but should you think that the ball does not have the line, release the ball quickly and it usually falls short of a strike. Bringing in or that early or late can cause the ball to go deep without allowing time to be taken. Timing comes, too early or too late causes the ball to be out. Getting the timing right can send the ball there to be soon again especially if you catch a ball.

The game must be in the American league due to its style for a *Disputed* (BS) (BS), the player the pitcher when having had does not field when the other do. You can change a player into a ball if he is also with a pitch runner and use a pitch ball at the later stages of the game to replace a weaker letter. Substitutes must alter the match which cannot be done the game, change made prior to the start. In deciding get into the ball of the game as you moved, have them in your hand (BS), it is mostly quick. Don't over approach them deep infield. Let them in the most important, run out made from this base easily when a better line, deep, so make this have your priority and don't forget to get out of the line to them. The CP does replace

with CP, BP or LP's. Each have different throwing capabilities, swing and so.

**PLAYER OUT OF POSITION:** Each letter has a contracted position to play in, or positioning wrong will make a receiving letter then allowing you opponents to run bases and avoid with left-handers are preferred for 1st and 2nd base than to 3rd and 4th being to their right. Some flags (MS) are like *Challenger* that stop or try to stop the way back into going out infield.

Here are some abbreviations associated with the game:

- Double Play:** It is a two-out pitch.
- Chucky Flag:** It is a ball that goes directly to a batter.
- A Bunker:** Is a letter with a lead glove.
- Up the Alley:** Hitting the ball between 2 and 3.
- A Teepee:** It is a ball that is hit the way.
- A Can of Corn:** Is a high fly that is easy to catch.
- A Bunker:** Is a fly for that leads the batter to have due to a
- Increasing body.
- A Bunker:** An intentional or deliberate pitch towards the batter.
- Just.
- A Line Drive:** A ball hit hard and low.
- A Ground out:** Hitting a hit and being run out at 1st base.
- The Yank:** To take the ball from without playing it.
- An Error:** It's a credit awarded to a batter who has helped another in getting a letter or runner out, whether it is a letter or a runner to base.

There you have the most comprehensive dictionary on Hardball ever! Don't say I overlooked it all if you fear the game it will be a piece of cake to should that be a real one!



Well that seems to be all the letters and other stuff for this issue apart from the glossing letters that you always welcome in the columns in a sort of way they are the life blood of this column. From *Ball* in *Ball* comes a piece from *Leah* Wood, she keeps getting stuck on the first part of *GHOSTBUSTERS*. She says all the ghosts only to get followed by the manifestation man's first at the end (she thinks it's the end) and she wants to know how to get through the doors (and the manifestation man's first) to finish the game.

Frank Cunningham needs some help in **ALTERNATIVE REALITY** (he needs the *Challenger* name to continue

any further in the game. One of you at the back of the class does want leave the answer.

Finally John the needs to know to complete the type in game **INDIAN GOLD** runs on the first he would in a complete solution in a type of (MS) *Ball* actually send in a full solution with the first so if *The Tipster* really really I might let him know it! Ed.

I've got to go now, the old brain is starting to shiver and stagnate and I'm off on two weeks holiday to today (over below).

I'll be back with a vengeance next issue and this means that you get an update in the magazine for those games that are needed to make this column the best. Don't forget you'll get a free cassette if you sign up now.

Local address as usual (surprising that!)

THE TIPSTER  
NEW ATARI USER  
P.O. BOX 54  
STAFFORD  
ST16 1DR

# TAKE YOUR PICK

One of the major supporters of the Atari Classic machines is Micro Discount of Birmingham who seem to score the country looking for new products that might be of interest to 8-bit users. Several recently acquired products have been sent to us for review and since some of them can be described in just a few words it seems appropriate to combine them all on a "mixed bag" with something of interest to compare. Let's dip into that bag and see what we find.

## 1050 WRITE PROTECT SWITCH

Most disk drive owners will know something, at least, of the write protect switches available which enable greater control over the drive. There have been several versions available over the years with slightly different functions but all are designed to make it easier to write to your disks or not, as the case may be.



This particular unit is a dual function switch giving either full protection from writing to disks or the ability to write irrespective of whether the disk itself is write protected. The major use of such a switch is to enable users to format and use the reverse side of a disk without the need to cut a notch in the disk. With the switch fitted you need only put it in write mode - with the indicator light flashing red - and you can flip your disks at will. Of course you can also write to disks which have write protect tabs on. A flick of the switch to the opposite mode - with a steady green indicator - means that your disks are fully protected, they cannot be written to at all. It's as simple as that.

The switch comes as a complete unit that you have to fit to the drive yourself. The job is quite simple requiring just a couple of holes to be drilled in the casing for you can fit it

## A roundup of a diverse batch of new products for the XL/XE

external switch box) and there is no soldering. Full instructions are provided and anyone with a drill and some practical ability can have the job done in no time.

A write protect switch is one of those things that, once fitted, you will wonder how you ever did without. There is a slight danger of wiping out your most precious disks but, in practice, this is unlikely to happen, and the advantages of ease of use far outweigh this risk. The write protect switch is good value at £7.95.

## ATARI DEMO CARTRIDGE

This is, perhaps, one of the most intriguing pieces of software you will come across since it was never actually on sale! The cartridge was produced in 1987 as a means for dealers to demonstrate the range of games available for the XL/XE machines and contains no less than three full games - JOKER, BEY PACHMAN and ONE ON ONE together with FLEIGHT SIMULATOR II. These games are all Atari classics and have all been reviewed in the past so further explanation is not needed. One very interesting aspect of this cartridge is the way it selects the games, you switch on the machine and the first covers up, switch off and on again and the second comes up and so on. How does it know?

Four great games on one cartridge priced at £16.95 is good news but the disadvantage is that the cartridge comes without instructions for any of the games. As it was never issued for retail sale there was no packaging or manuals. As far as Jason and M's Pachman go this does not really matter since they are easy to pick up. One on One is a little harder but can still be worked out but, without instructions it is doubtful whether you will fly very far with F20.

If you haven't got these games yet and fancy something unusual then the DEMO cartridge should prove to be interesting.

The products in this series are all available from Derek Povey of Micro Discount whose advertisement you will find elsewhere in this issue.





# CUTTHROATS



## Mark Stinson gets excited over deep sea diving in one of the classic Infocom adventures

**C**UTTHROATS, another masterpiece of innovation from the masters of adventure themselves, Infocom, features you as a top class diver searching for hidden treasure. The adventure level is classed as standard, and is second in the "True Tales of Adventure" series, the other two being *Quest for the Golden Idol* and *Idol*. This series has been my own personal favorite because of its setting in the world of "high adventure," not that I am totally averse to a moderate sprinkling of humor, magic, mystery and science fiction every now and then!

The packaging is up to Infocom's usual high standard, comprising a True Tales of Adventure magazine, oh, instructions, manual supply list, and an historical publication by Hardcastle Marine Historical Society, entitled *True Shipwrecks of Hardcastle Island*. As always, the adventure has lasting appeal, and a real sense of participation, because of these small touches. I found it especially exciting to read through the shipwreck book, which shows the believed locations of four wrecks of the island. Each wreck is given a brief history, and the unfortunate ships in question are the *Sea-Vee* (1898), *SSS Intrepid* (1745), *Parma* (1857) and *SS Leviathan* (1918). The True Tales of Adventure magazine is also entertaining and amusing, as well as informative.

## YOU ARE AWOKEN ...

The story begins in your room at the Red Star Inn on Hardcastle Island. There is a knock at the bedroom door which turns out to be a chambermaid named Herlin. Herlin has dropped in unannounced in an effort to catch you into looking after his bank on shipwrecks. The book has now locations marked for two of the famed wrecks off Hardcastle Island. After a successful bid, he leaves the notebook in your care, and as you flick through its pages you realize in yourself knowing that so many people have looked for these wrecks without a penny to show for it. The note is only wiped from your face when you witness Herlin's murder as he walks down the street outside your window. Somehow, you know there is more to this little business than just one man's over active imagination...

The following morning you awake to find a note from Johnny Red, an associate and central character in the plot. The note asks you to attend a meeting at the Shanty, the island's local bar. You will soon realize that your watch is suffering from odd age and abuse, and is completely useless unless you do something in the morning. Depending upon how quickly you leave for the Shanty, you may meet the wizard, a thoroughly nasty character who can often be seen looking barter and up to no good don't trust him! Once at the Shanty you get to meet the central cast of characters: Johnny Red, the wizard, and Eric the rat who gained his riches through his choice of drink while a cook on another ship!

## TIME TO EXPLORE

Greetings over, a further resolution is decided upon, and after leaving the local cuisine you are able to explore the island. The island is quite small, with most of the interesting areas at the north end. At the north end can be found the *Wharf*, the *Red Star*, the *Lighthouse*, *McGinty's Saloon*, *Quintone International*, and the *Shanty*. To the south of the island is the treasure vault, where you may obtain your cash. Of course, you will meet probably have met up with McGinty, who is the U.S.' of Hardcastle Island, and owner of the disreputable McGinty's Saloon. My only advice is avoid him and if contact is inevitable, keep quiet. McGinty is clever and ruthless everything.

When you finally make your next meeting with the gang, you will be shown one of two objects - a coin or a plate. Examining either of these, in conjunction with your notebook will identify which wreck you are to look for. After an indication of your acceptance, you agree to a further meeting with Johnny. You will also need to withdraw a sum of money before your next meeting. Having withdrawn your 500 earnings and met again with Johnny, you pay a visit to the *Quintone International*. You must now decide which equipment is necessary for the job depending upon the depth of the wreck while Johnny explains the ship.



# FIRST STEPS IN ASSEMBLY

## Part 2

I hope that you took in the various concepts in the last issue and are ready to expand your knowledge. Trying to cover Assembly language on the Atari in the space of a few magazine pages is not easy, after all whole books have been written about it, but I hope that there will be sufficient information to get you experimenting. Do be sure to study the program listings as these can, in many ways, more important than the text, giving working examples of machine-code programming. Try to understand exactly how each program works and you should be well on your way to creating your own routines.

Anyway let's start this issue with a little maths.

### ADDITION

**ADC** - *Add with Carry* - adds a value to the accumulator, adds on the value in the accumulator and also adds on the value of the carry flag in the status register. This either has a value of 0 (no carry) or 1 (carry), e.g. if you add \$40 and \$10, the answer would be \$50 if the carry flag was clear, however if the carry flag was set the answer would be \$61. Note also that **ADC** can only do single byte addition. If the answer is greater than \$FF then the carry flag is set to indicate this fact and accumulator indicates the rest of the answer. For example if you add \$80 and \$25 then the carry flag is clear you get \$A5 and 1 in the carry flag i.e. \$110. When there is no carry the carry flag is cleared.

**ADC** works in the following addressing modes:

immediate, direct, zero page direct, indirect direct, zero page indirect direct, pre indirect direct, post indirect direct

To add 1 byte values it is best to clear the carry flag before addition otherwise results could be unpredictable. The instruction **CLC** - *Clear Carry* - is used for this purpose. There is an opposite instruction to set the carry flag i.e. that is **SEC** - *Set Carry*.

Example of addition:

```

LDA #0000
CLC
ADC #0
STA #0000
  
```

### DIFFERENT WORKS

This little routine loads the value in \$0000 and adds to it the value in location 20 with the result then stored in \$0000. The carry flag will be set if a carry has occurred.

The carry flag can be used for 80 bit addition i.e. addition of numbers from \$0000 to \$FFFF as follows.

```

LDA #001 : Figure 1, low byte
CLC      : Clear Carry
ADC #002 : Add Figure 2, low byte
STA #000 : Store at ADDRESS, low byte
LDA #010 : Add high bytes
ADC #002 : No CLC so if Carry Set
STA #001 : then extra 1 added
  
```

The carry flag indicates a final bit in case the answer is greater than \$FFF. This can be added to the routine to deal with that eventuality as follows.

```

LDA #0
STA #0 : if carry = 1 then one added
STA #002 : and stored
  
```

### SUBTRACTION

**SBC** - *Subtract with Carry* - is the command for subtraction. **SBC** uses the same addressing modes as **ADC**. The carry flag also is used in this instruction but it is used to indicate if any borrowing is required and works the opposite way to **ADC** (i.e. 0 = borrow, 1 = no borrow). The effect of the carry being clear is to subtract one extra. A set carry flag causes no extra subtraction.

Example of 1 byte subtraction:

```

LDA #0000
SEC
SBC #0
STA #00
STA #0000
  
```

Daniel Lea continues his series to introduce you to machine code - it starts getting more complicated but stick with it!

Example of 16 bit instructions

```

LDA #0001
RRC
SBC #0001
STA #0001
LDA #0001+1
SBC #0001+1
STA #0001+1

```

The code is:

```

LDA #0
SBC #0
STA #0+1

```

If a borrow has occurred, ACC+1 will contain 000 otherwise 0.

## SCROLLING THE RAINBOW

Remember the rainbow program in the last issue? You can make the colours scroll using RRC or SBC and the timer location, \$0. This location increments/decreases by 1 every 50th of a second. Simply add the following lines

```

$0-CLC
$0-$0/2

```

Or to make them move in the other direction

```

$0-SBC
$0-$0+20

```

Easy!

## Increment and Decrement

**INC** - Increments a memory location e.g. INC \$0000  
**DEC** - Decrements a memory location e.g. DEC \$0000

These take up less processor time than the equivalent register as follows:

```

LDA $0000 LDA $0000
CLC or SBC
RRC #1 SBC #1
STA $0000 STA $0000

```

The X and Y registers can also be incremented and decremented the relevant instructions are:

```

INX - Increment X
DEX - Decrement X
INY - Increment Y
DEY - Decrement Y

```

## FLAGS AND BRANCHES

Now that you have an idea of the basic maths commands, let's go back to the status register again for a while to discover other commands that affect maths processing.

There are four arithmetic **FLAGS** in these flags are registers which can either be true or false, 1 or 0:

**Zero flag** - Tells if a number is zero or not, indicated by 0, Z=0 if zero, Z=1 if non zero.

**Sign flag** - Z0 = 1 if negative. Simply reflects the high order bit i.e. the right bit of a result.

**Carry flag** - (C) We know all about this one too should anyone's C=1 if there has been a carry or no borrow, C=0 if there has been no carry or a borrow.

**Overflow flag** - (V) Reflects the seventh bit of a result that's the full extent of my knowledge of this flag, never use it myself!

What use are all these flags? Well they are used by the branch instructions which are rather like the IF... THEN GOTO... in Basic, here is a list:

```

BCC - Branch if Carry Clear
BCS - Branch if Carry Set
BEQ - Branch if Equal to zero
BNE - Branch if Not Equal to zero
BMI - Branch if Minus
BPL - Branch if Plus

```

also

```

BVC - Branch if Overflow Clear
BVS - Branch if Overflow Set

```

If you notice you can group these into pairs depending on which flag is used.

continued



Listing 2 - Moving blocks of memory

```

00 |
01 |-----
02 |
03 |CLEAR ROM TO 0.
04 |JMP 1000
05 |-----
06 |
07 |NOTE: We need to type in all the
08 | comments unless you want to!
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0097 |
0098 |
0099 |

```

### MORE COMPARISONS

The carry flag branch statements **BCC** and **BCS** can be used to test if a number is greater or less than another. e.g.

```

LDR NUM1
CMP NUM2
BCC LESSTHAN ; label
...
LESSTHAN ; label
...

```

If NUM1 is LESS than NUM2 then LESSTHAN is branched to, if NUM1 is greater than or equal to NUM2 then no branch occurs and execution continues with the instructions GREATERTHANOR EQUAL executed. If you wish, the fact that the figures may be equal can be caught by using BCC EQUAL, BCCAL, being another alternative.

**BNZ** and **BPL** can used to make programs where the zero complement condition is used since the BPL indicates the right possibly if you want to know if a subtraction has resulted in a positive value - the carry flag is probably better for this purpose.

Do type in the programs because they may help to make clear the uses of what we have learned so far. Anyway if you have kept up, and understood everything so far then you are doing very well.

Next issue, Binary mathematics ... but you can't read it ... yet!

### LISTING 3 OVERLEAF <sup>ES</sup>

**Q. HOW DO YOU  
KEEP YOUR  
ATARI ALIVE?**

**A. Subscribe NOW to  
NEW ATARI USER**

*Have you checked the Editorial?*

```

00 1
01 1
02 1
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0056 000 0000
0057 000 0000
0058 000 0000
0059 000 0000
0060 000 0000
0061 000 0000
0062 000 0000
0063 000 0000
0064 000 0000
0065 000 0000
0066 000 0000
0067 000 0000
0068 000 0000
0069 000 0000
0070 000 0000
0071 000 0000
0072 000 0000
0073 000 0000
0074 000 0000
0075 000 0000
0076 000 0000
0077 000 0000
0078 000 0000
0079 000 0000
0080 000 0000
0081 000 0000
0082 000 0000
0083 000 0000
0084 000 0000
0085 000 0000
0086 000 0000
0087 000 0000
0088 000 0000
0089 000 0000
0090 000 0000
0091 000 0000
0092 000 0000
0093 000 0000
0094 000 0000
0095 000 0000
0096 000 0000
0097 000 0000
0098 000 0000
0099 000 0000

```

Listing 3 - A Joystick Music Player

# COME AND SEE US!

If you missed us at The Motorcycle Museum, make sure you don't miss the big one! We should have a good selection of software and perhaps some rare odds and ends to clear following our move. MFD knows what's hot up in all those dark corners! Of course there will also be lots of other stands supporting the Atari so the trip will be worthwhile. We hope to see you there!

## ALTERNATIVE MICRO SHOW

Bingley Hall, Stafford

SATURDAY

NOVEMBER 14th

10am - 4pm









# THE RISE... THE FALL

**A**s I was considering writing this article, one thing kept nagging at me from the back of my mind. This thought eventually emerged in the form of the question "Wasn't I just stating the obvious?" However, after some thought I decided that what is obvious to me may not be apparent to others, and as I picked up my pencil I decided that if I included some of my personal Atari history, the resulting article should make interesting reading for all.

## STARTING YOUNG

I became an Atari enthusiast at the age of 11, way back in 1982 (if memory serves correctly). That Christmas my brother and I received a 16k Atari 800, 410 cassette deck, and basic cartridge. We had been considering a computer for some time and knew that the Atari was best and cheapest above anything else available, so you can imagine our delight when we unwrapped it on Christmas day! Since that point there has been no turning back.

I remember vividly how, on that Christmas day, I was set the task of typing in a magazine listing while my father and brother went to collect my Game. The listing was a game called *Submarine Hunt* from *Computer & Video Games magazine*, and I still have it to this day. Does anyone else remember it? Anyway, I hammered away excitedly at the keyboard, taking an age to find each key, when after managing three or four screen worth, I accidentally hit **SHIFT-CLEAR** instead of **SHIFT-ENTER**. The screen blanked, without so much as a **FLASH** prompt to reassure me about packing. I hit the **CONTROL-RESET** key, knowing that this would restore the **MOUSE** prompt, and thinking that I had lost my work I began typing the listing from the start! I worked flat out so that my father and brother wouldn't know what had happened, and I'm sure that's the main reason my typing skills developed so quickly - it seemed like a matter of life and death! I eventually completed the task, saved it to cassette, and typed **RETRY** - and our first game was up and running. The computer stayed on until late that evening!

by Karl Fitzhugh

Several days later, as I worked my way through the manual, I discovered that I had merely cleared the screen, and that the program was still in memory. At the time, a simple **LIST** command would have confirmed that! Therefore I had successfully typed in four screens of program that was already in memory! As well, there's nothing like learning the hard way - I'm sure many of you had similar experiences.

Over the months that followed, my brother and I keyed in many magazine listings, and also purchased a few commercial games. I began to experiment with programming - changing programs which we had typed in, and trying out every last bit in Atari's *LOG* magazine. My attempts were often in vain, but I had well and truly got the bug.

## BECOMING A PIRATE

I think it was around 1985 that I started to do the whole Atari scene a great wrong, unknowingly at first. This wrong took the form of copied software. I make no attempt to justify what was done, but I will try to explain why it was done. My school friends were beginning to get computers, of all different types, and boys being boys, it was a real competition to see who could have the latest, the best, and the most games. A paper round didn't pay for much original software (there was no budget software in those days) so piracy seemed like the only option. A few originals were bought when they could be afforded, but by no means were there many. It was, however, around 1986 when things began to get really out of hand. I bought an 800k, with 1000 disk drive, and a whole new world of copied software opened up to me. Disky were so much better than cassette; they held loads of games, they always loaded, and they were easy to copy (more cracked by 'paw' such as *File-C*, *Clone* the 800k drive, *Nibby*, and others). My collection of copied software grew enormous, just for the sake of it - I didn't even use a lot of the software.

Over this period, several other things also happened. My best friend Alex Park became an Atari enthusiast after purchasing an Atari 800. We also had the good fortune to become friends with another Atarian, Bob Andrew (B0 B0B0). Bob was already programming in assembly language (his brother Graham is the author of *Microtrack's* *Thunderbolt*), and was kind enough to pass on the knowledge he had as he gained it. Many of you

may know Bob's name from the early debutant "Mouset" club magazine - he was a regular contributor. Page 6 saw Graham's "Daughters" game listing issue (2), and also his "Supply Mission" issue (4), so you may know him too. Track down these excellent listings if you can - they are well good value.

## THEN AN AUTHOR

As my own programming skills developed, and after writing several programs in BASIC, I began work on a 100% machine code game. My first attempt came to a dead end after about 2 weeks, but I immediately set to work on another. Programming in the evenings and weekends, and also having to make time for homework, meant that the going was slow, but after 2 or 3 months I began to realise that there was a large possibility I would end up with a commercially viable game. I pressed on, and sure enough, about 9 months after I had started, I had a finished game. I contacted several software houses, and the game was finally published by Atlanta Software. Some of you may even be (Specially?) - the game is "Periscope Light".

## BUT WHY BOTHER?

You may wonder why I am telling you all of this if it is not showing off, honestly, but the reason is very, very important. Becoming a software author with a game published made me realise just how severe a crime piracy is. I tried to imagine how I would feel if I saw people with pirated copies of my game. Just an important, how would the software house feel in the same situation? The answers are quite obvious. If I saw that people weren't even willing to reward me 9 minutes of hard work by parting with £1.00 for an original version, I was not likely to spend another 9 months writing another game. I am not talking about the financial rewards, as no-one gets rich from the royalties on a budget cassette release, but about the personal reward - satisfaction, and getting the feeling that it was worth it. As for the software house, if they don't sell enough to make publishing the game worthwhile they have to make at least a small profit to be able to stay in business they are not going to publish any more. You should all recognise that as the weeks since all, how many games have been published this year by Microtrends, Hayes, King, Atlantis and the like that to mention the all-but-disputed fall price software houses. And where are the classic Atari authors like Frank Colton, Jon Williams, Philip Price & Gary Gilbertson, and William Blotage for name but a few. I think this speaks for itself.

The Atari 8-bit is now a minority machine, yet through Page 6 the dedicated owners have a central point. This could be a tremendous advantage, as it gives us all the opportunity to fully record and support the Atari scene. I know it has been

said before but WE MUST take that opportunity, each and every one of us. Unless we REALLY support those people who are trying hard to support us, we will lose them all. We have had too many already, so we must act now - it really is our last chance.

## BECAUSE IT MATTERS

So what can you actually do? Believe it or not, each and every one of us can make a difference. If everyone has the attitude that "my order from me won't make any difference" then no supplier will go under. If we all realise that "my order from me, together with everyone else's, WILL make a difference", then they will survive. It's as simple as a change in attitude. These people rely on us to keep them in business, and we should reward their commitment by supporting them wholeheartedly. So look back through your pirated software and buy the originals of the ones you like or use. Subscribe to Page 6 so that they have confirmation of your support. Write to Page 6 with letters, articles and programs so that they have the material they need. Subscribe to Road Disk magazine. Robert Stuart wants to carry on but is not getting enough support to do so - lets give him that support. Buy software from MS-Soft, Miles Deller Software, and the Page 6 Accessory Shop. We all know that money is tight, but Atari 8-bit software has never been cheaper. For example, Page 6 offer 18 budget cassettes for just \$9.95 - that's \$9 each! They also have ROMs from £2.00, books from £1.50, and loads more goodies. Miles Deller have cassettes of disk software from just £2.00, and loads of cassettes and ROMs too - and many of the titles can't be found elsewhere. Miles Deller and Goals International have many specialist titles on offer - again, some very rare software is available. At these prices, the software is worth buying just for the sake of having it in your collection - and each purchase buys a little more time for the Atari 8-bit.

## EVEN THE ST!

While we're at it, this can also be applied to the ST scene. There are those who claim that original software reaches less than 10 percent of the user base, and I can confirm that this is true - I work for a software house, Deller beg I can see the ST arriving at the old 8-bit situation, where publishers fail to release finished games because everyone has pirated beta test versions already - it simply isn't worth it in that situation. I don't enjoy purchasing the rights and writings of this world, but I do think things needed being out plainly for all to see. The Atari 8-bit community can give us two directions - we can all back and watch support for our machines die, or we can come together as a community and support each other. The future really is in our hands - lets all join in to make sure it is long lived.

# ... but not the end?

# FONT AND DISPLAY

**D**esigning a character set, also known as a font, can be a very tedious task. Armed with pencil and graph paper you begin by setting out an 8 x 8 grid with binary bit position values written above each column. Then moving along each row, you add up the binary bit position values that your design occupies, and the totals become your character data (see Fig. 1). Repeating this for a whole lot of 128 characters would take ages and be prone to error.

The common method of using fonts in a BASIC program is first to put the character data into DATA statements, then to POKE the data into RAM. This should start on a ZX Spectrum. After storing the font page of your newly loaded font in location 708, you are ready to display your characters using PRINT. If you have only reloaded your font, rather than redesigned, then this method is okay, but imagine what would happen if you had a background picture that used all 128 characters. Using PRINT to display this would be a nightmare and invariably lead to a display full of incomprehensible images.

To solve these problems I have written an editing program (LISTING 1), that not only lets you design a full font in a choice of two graphics modes, but also lets you design a display in a similar way to any art package, plotting characters rather than dots of colour. The display can, if you wish, be scrolled in four directions. This is probably of more interest to machine-code programmers, who have more control at their disposal. Having said that, it is quite possible to use scrolling displays, up to a size of about four screens, in a BASIC program, more if the program is kept small.

I will also be presenting a program to enable you to include font and display data in your BASIC programs in the form of a sub-routine and in following issues there will be an EVALUATOR style sheet set up with a background showing just what can be designed plus a well commented game using redefined

*Designing character sets can be a real chore but with the right utility and routines anyone can produce some stunning games. Steve Lakey starts you off with an easy to use editor*

characters and introducing a number of game routines that you might wish to use in your own programs.

To begin with you may just wish to design a new looking alphabet or maybe you'll want to design a display for a game. If it is for a game, you don't have to design a picture like display as in the INVADERS game, you could just design some platforms and ladders, then use the design part of the editor to set the layout. Once you understand how to create new character sets, the only limit is your imagination!

## USING THE EDITOR

You load the disk version by switching on with OPTION held down, whereas the tape version uses both START AND OPTION.

Once the main screen has appeared you should see a menu bar at the top, a message window, an 8 x 8 design grid and a character line showing a pattern of the current font. These three are detailed below.

## THE MENU BAR

This contains four options, CHARACTER, MODE, DESIGN and I/O (Input/Output). The current option flashes and can be changed with the SELECT key. A press of the START key will execute the option. In most cases an option can be aborted with a press of the joystick trigger, but should be pressed fairly quickly to avoid altering the design grid. An explanation of each option follows.

**CHARACTER** Pressing  $\uparrow$  and  $\downarrow$  changes the current character in the design grid and updates the character line. You can also use these keys when not using this option, but the

Fig. 1 - A New Letter A

Bit Position Values								
128	64	32	16	8	4	2	1	Totals
0	0	0	0	0	0	0	0	0
0	1	1	1	1	1	1	0	126
0	1	0	0	0	0	1	0	66
0	1	1	1	1	1	1	0	120
0	1	0	0	0	0	1	0	66
0	1	0	0	0	0	1	0	66
0	1	0	0	0	0	1	0	66
0	0	0	0	0	0	0	0	0

# EDITOR

advantage of using the CHARACTER option is that the original design of the character is displayed in the message window. This is useful when moving down the characters that have been re-defined.

**MODE** - This will give you a choice of four display modes:

1. Normal (NORMAL)
2. Horizontal scrolling (1-10 screen)
3. Vertical scrolling (1-10 screen)
4. Combined Scrolling.

Mode 1 is a standard over-scrolling display and is the default on loading and system reset. Mode 2 enables a horizontally scrolling display and liberates mode 3 a vertical scrolling display. Mode 4 enables both types of scrolling. As the screen limit is ten you should, when using mode 3, use a combination of vertical and horizontal display areas that when multiplied, do not exceed this limit (e.g. 5x2, 2x5, 3x3, 3x3). If an incorrect value is entered you will be prompted to enter the amount again. All entries, correct or incorrect, are usually accompanied by an audible tone that should be ignored. If you wish to use one of the scrolling modes then it should be set up before you enter the DESIGN option.

**DESIGN** - Here you are given two choices:

1. Design designing
2. Change mode.

The mode choice refers to the graphics mode, and toggles between GRAPHICS 0 and GRAPHICS 10. As GRAPHICS 10 is more suited for designing it is used by default.

**NO** - This is fairly straightforward except for a couple of points. Disk users should only mark the name file name (e.g. DISPLAY.SYS). When saving display data your design will be shown and you will be prompted to store To File Then Press START. At this point you should use the joystick and, if applicable, the cursor keys, to move the pointer to the line you wish your design to be saved down to. For example, moving down to line nine will save all display data down to, and including, line nine. Your current line is indicated.

The form of the saved file is seven bytes of information, followed by the actual data. The information is Length Low-byte, Length High-byte and five bytes of colour information, to be stored in locations 700 - 712. Tape files are stored in short-800 format. An example of loading a file can be found in a later listing.

## THE MESSAGE WINDOW

All prompts and messages are displayed here. Pressing and holding CONTROL will cause a list of key commands to be scrolled through the window.

## THE DESIGN GRID

In other GRAPHICS editing the principle is the same, move the cursor around the grid using the joystick, setting and clearing character data with a press of the trigger. When using GRAPHICS 10 (Default), you have to treat the grid slightly differently. The computer finds out which colour to use by examining your character data. It does this by dividing your data into four columns each two bits wide (See Fig. 2).

Fig. 2 shows the four possible combinations that two binary digits can contain. The keys to change the colour registers represented by these bit patterns are also detailed. When

Fig. 2 - Colours in graphics 10

Design Grid line:

The computer views as

0	1	1	1	0	0
01	11	10	00		

Bit Pattern 00 = Background = Key 4 = Location 710

Bit Pattern 01 = Colour 0 = Key 8 = Location 708

Bit Pattern 10 = Colour 1 = Key 1 = Location 706

Bit Pattern 11 = Colour 2 = Key 3 = Location 712

continued

## THE PROGRAM

The editor program is made up of three separate listings which, if printed in the magazine, would take up eight pages. Apart from the intensity of typing in such a listing without error, we did not feel that a program listing which might not be of interest to everyone should take up that amount of space and so the listings are on this issue's disk and also available separately on cassette.

### CASSETTE USERS

The editor program is available from NEW ATARI USER in a ready to run format on cassette. For your copy send £1 to cover the cost of the cassette and postage to PMS 6, P.O. Box 54, Bedford, BT18 1DR or order by telephone on 0763 213939.

### DISK USERS

The three parts to the program are on this issue's disk which can be ordered in the usual way, see the DISK BOARD section in this issue.

Disk users will still have to create their own subdisk disk to run the editor, as follows.

Take a blank disk to use as your DISKBOARD subdisk. This disk should be formatted in DOS 2.0 or another ATARI DOS, and have DOS files written to it. Now LOAD and RUN the program FONT1.SYS from the issue 58 disk. If everything goes well then you will be prompted to load and run part two - the program FONT2.SYS, and finally part three - the program FONT3.SYS. When part three runs successfully you will be prompted to process the DISKBOARD disk for recording. On completion of the recording you will get an ALL INFORMATION message and you are now ready to load the editor.

using GRAPHICS 12, the computer needs two bits to access color information. Therefore, to convert a GRAPHICS 9 alphabet into a smaller, enhanced GRAPHICS 12 alphabet, you have to split the standard eight-bit character width over two characters (see Fig. 3). By entering the designs into the editor, viewing your progress in the character line.

This sacrifices a further 30 characters and reduces the number of characters per line from 40 to 30. It is therefore more practical to design GRAPHICS 12 text small enough to fit into a single character, as shown in Fig. 3. These are quite difficult examples to grasp, but become easier with practice. If you tried the examples in Fig. 3, you probably noticed that the design grid gets quite confusing as more data is entered; you should therefore occasionally review your progress with the character line.

## CHARACTER LINE

This line is displayed in the current graphics mode and has the current character highlighted by an arrow. The line also uses the current design screen colours.

## KEYS AVAILABLE ON GRID SCREEN

- |                                |                         |
|--------------------------------|-------------------------|
| <b>SELECT</b>                  | = Choose Option         |
| <b>START</b>                   | = Execute Option        |
| <b>G - 4</b>                   | = Change Colours        |
| <b>Shift + Control + Space</b> | = Restore Original Font |
| <b>F</b>                       | = Fill a Grid Line      |
| <b>D</b>                       | = Delete a Grid Line    |
| <b>&lt; or &gt;</b>            | = Next Character        |
| <b>C</b>                       | = Copy a Character      |

Key C copies character data from the current character to the new character and then the new character becomes the current character.

## THE DESIGN DISPLAY - ENTERED FROM THE DESIGN OPTION

On entry you are presented with a blank design area of dimensions 40 x 20. Below this is an information window containing current coordinates, an INVERSE mode indicator, an ERASE indicator and the current character, in its original design. Under the information window are four colour bars,

corresponding to keys 0 - 3. It is worth pointing out that colours are updated more quickly on this screen.

You move about the display area using the joystick and your coordinates are updated as you go. Pressing the TRIGGER will plot a character into the display. If you have set up a scrolling display, then the arrow keys will scroll the display one character/line in the desired direction. Pressing [PRINT] and an arrow key will scroll the display a screen length in the desired direction.

Pressing F will set the erase mode, which will cause a space character to be plotted as the current position when the trigger is pressed. It is obvious therefore that you should not alter the design of the space (blank) character, unless you specifically wish to.

Pressing I enters inverse mode, which means that in GRAPHICS 9 mode all characters will be plotted in inverse, but in GRAPHICS 12 mode, all colours in your 2000 Patterns 111 will be plotted using key 3 (Key 3 = Location 31 D). Pressing D moves 40 characters from your current position, whilst C dumps them back to the display.

There is one other way of plotting characters to the display. This is done by entering TEXT MODE with the SELECT key. In this mode you can plot characters to the display direct from the keyboard. You may move around using [CONTROL] + arrow and delete characters using Del key. If using a display with horizontal scrolling enabled, then you should move a few characters into the display before typing, so that the text previously entered is visible. Press [CONTROL] + Del key to leave TEXT MODE.

## KEYS AVAILABLE IN DESIGN MODE

- |                                |                                |
|--------------------------------|--------------------------------|
| <b>SELECT</b>                  | = Enter Text Mode              |
| <b>START</b>                   | = Back To Design Grid          |
| <b>G - 4</b>                   | = Alter Colours                |
| <b>Arrow Keys</b>              | = Scroll a Character at a Time |
| <b>SHIFT + Arrow Keys</b>      | = Scroll a Screen at a Time    |
| <b>S &amp; D</b>               | = Save and Dump 40 Characters  |
| <b>I</b>                       | = Toggle Inverse Mode          |
| <b>E</b>                       | = Toggle Erase Mode            |
| <b>&lt; &amp; &gt;</b>         | = Change Current Character     |
| <b>[CONTROL] + [SHIFT] + 0</b> | = Wipe Out Whole Display       |
| <b>[CONTROL] + Del key</b>     | = Leave Text Mode              |

Well, that's all there is to know about the FONT AND DISPLAY EDITOR. I hope you find it useful. My next program will show you how to include your font or display data in a BASIC program.

**Fig. 3**

**1**

0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	1	1	1
0	0	0	0	0	0	1	0	1	1
0	0	1	0	1	0	0	0	0	0
0	0	1	0	1	0	0	0	0	0
0	0	0	0	1	0	1	0	1	1
0	0	0	1	0	1	0	0	0	0
0	0	0	0	0	0	0	0	0	0

**2**

0	0	0	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0	0
1	1	1	1	0	0	0	0	0	0
0	0	1	0	1	0	0	0	0	0
0	0	1	0	1	0	0	0	0	0
0	1	0	1	0	1	0	1	0	0
0	0	0	1	0	1	0	0	0	0
0	0	0	0	0	0	0	0	0	0

**(1) Splitting a design over two character lines.**

**(2) A more practical solution.**





# LIFE IN THE FAST LANE

*We wanted Nigel Mansell to write a few words but \$23,000,000 was a bit too much to pay as a retainer so Paul Rixon (like Ayrton Senna) said he'd do it for nothing!*

The public's interest in motor sport has recently reached an all time high, especially since Nigel Mansell began to look as if - and subsequently proved - he could win the World Formula One Driver's Championship. It seems quite possible that the last time an Englishman (James Hunt) achieved this title, most home computers had yet to be manufactured! While many software houses will have already jumped to work in on the Formula One explosion, 3-D Motocross would be really debased if they believed there was a possibility of 32,000 inclusions in the commercial release schedule. Not all is lost, in fact over the years there have been more than a few racing games produced for the 8-bits. I thought it was about time to get on the racing overalls, rev up the joystick and take some of the kinks out for a spin.

## GAINING POLE

They don't come more 'classic' than **POLE POSITION**, one of the first - and some would argue, the best - racing games produced by Atari themselves (later re-released by Datacube / U.S.Gold). Pole Position has received much praise for its 3-D perspective representation of the race track, complete with scrolling track-side scenery. The game features a single race circuit and a car with three basic controls (steer, accelerate, brake) but its simplicity seems more of a selling point than a drawback! You must qualify for a place on the starting grid before the race proper commences, over a pre-selected number of laps. The race is actually against the clock since the other cars don't have specific field positions and they always re-appear, no matter how frequently you pass them! A crash results in lost time whilst points are awarded for total distance, passed cars and seconds remaining.

Strangely, few reviews of Pole Position mention the frustrating bug that means you can't complete certain races without slowing down to accommodate the time! During an eight lap



**POLE POSITION** - accessible in this format but still available as the original ATARI ROM

race on the hardest level, you must avoid having more than 37 seconds remaining on laps 1-5 or more than 26 seconds on laps 6-8 as you cross the start/finish line. Otherwise the countdown timer fails to reset and the game swiftly ends! Less dramatically, the maximum speed of 155mph has been known to fail on random occasions to 134 mph! Bug-free it isn't, but Pole Position has still earned a special place in many gamers' collections.

## OFF CIRCUIT RACING

Atari's **GREAT AMERICAN CROSS COUNTRY ROAD RACE** is a uniquely textured American Road Race! In budget release by Silverbird set new standards in auto-simulation gaming. Unlike most of the competition, this game is not based on circuit racing but involves a dash along the freeways in various states of America. Before you head off at break-neck speed, there's a choice of various challenges - for example, a straightforward run from West to East or a tricky round trip through several major cities. A map screen lets you choose the most appropriate route, allowing to input such factors as the time of day (it's less busy after dark) and the weather conditions.

You view the proceedings from just behind your car, which travels through the 3-D perspective scenery in a similar style to Pole Position. Your car - and the others you meet on your

travels - are rather squashed in appearance, but this is the kind of 'year' entries as you receive paid colour drivers at speeds of up to 240mph! If you lose a Police Stern you must either accelerate and attempt to out-run the pursuing cops or slow down to a law-abiding pace - otherwise you are detained while they issue a ticket! You should keep a watchful eye on the fuel gauge as you'll need to stop for a re-fill at frequent intervals. There are several other disks on the stand to keep you occupied and varying patterns of traffic ensure you'll never hit a dull moment as you stare for a bit in the full of lane. In terms of playability alone, American Road Race is undoubtedly a winning package.

## SALOON CAR RACING

Towards the end of 1987 Red Hat began to advertise a new game billed as 'the most realistic rally game on four wheels'. **SPEED RUN** promised to bring the thrill of premium racing simulators by providing a view from inside a Sierra Commodore rally car, with 3-D scrolling graphics beyond. It all sounded too good to be true, and sure enough Red Hat announced they had shifted the project due to 'uncertainities over the 8-bit market'. Many Atari owners were not at all pleased with this news and such was the response that Red Hat eventually decided they had better launch Speed Run after all. The finished package did cause us to sit up and take notice in April 1988.

Without doubt the merits of Speed Run lie primarily in the graphics department. The 3-D display is most impressive, and meticulous care has clearly been taken to represent the car's interior and dashboard. Through the windscreen a luscious grey track, edged with red and white curbsides, winds into the distance. The scene is completed with various backgrounds and scenery and occasional trackside buildings. On the right hand side the driver is seen to steer and change gear as you issue commands via the joystick. The second half quite so stimulating but Red Hat obviously recognise this since the package includes an audio tape containing the three hour (the 10-bit version contains the same music in digitised format). Initially you can choose automatic or manual gear-change modes - the latter is only recommended once you've gained a good deal of experience. The disk version includes a workshop menu from which you can choose automatic or manual gear-change modes - the latter is only recommended once you've gained a good deal of experience. The disk version includes a workshop menu from which you can choose automatic or manual gear-change modes - the latter is only recommended once you've gained a good deal of experience. The disk version includes a workshop menu from which you can choose automatic or manual gear-change modes - the latter is only recommended once you've gained a good deal of experience. The disk version includes a workshop menu from which you can choose automatic or manual gear-change modes - the latter is only recommended once you've gained a good deal of experience.

## BEYOND REALITY

English software were more a rather prolific source of games for the 8-bit Atari. They published a string of excellent titles including Jet Set Jack, Mediator, Clap Net and Township. One of their more innovative products was a game described as the 'ultimate interactive racing game' - **ELASTICBALLER**. I've heard plenty of criticism concerning this game, but in my opinion it should be regarded as one of the all time classical. Peering through the windscreen of your space age vehicle you



**SPEED RUN** - great graphics, great premise and quite a-filled but still up among the best racing sims on the Atari

must glide around the (flat) Position style streets accompanied by '80 bit hi-res music by Yelkar' (it's pretty good too). The aim is to reach a finish before the time limit expires. There are no other vehicles but hazards abound in the form of 'S' bends, ponds of water and 'obstacles' (obstacles) dropped from a plane flying overhead. The biggest problem is that operating 3-D cubes and lowering spheres into the track and if you collide with them you waste valuable time. Avoidance is easier said than done! The graphics throughout are superb, right from the opening screens where 'twirling' - transforming from one shape into another by gradual stages - is used in marvellous effect. From here you can choose from a British, American or Australian circuit - each of these has a high junction in the roadway, giving six possible routes overall. The background scenery comprises different layers which move at various speeds, giving a good feeling of depth.

Elkstrangle has, in the past, been the subject of some adverse comments due to its advanced level of difficulty. It's even been mentioned that the game is impossible to complete but this simply isn't true! As with most games practice is the key to success and with suitable perseverance (and a reasonably good joystick) all six finishing points can be reached. However, at this stage criticism is rather more deserved since the on-game sequence is truly conspicuous by its appalling implementation! After all the trouble of creating a level you're rewarded by a few notes of sound and are then returned to the title page. Still, the satisfaction of finally mastering a level, not to mention the superb graphical delights in its music, is sufficient to earn the game its classic status. I totally recommend it!

## AND OTHERS ...

Unfortunately there isn't space here to name the many other racing games available for your Atari. Some of the best include **Flitzer**, **On Track**, **Rolling Thunder**, **Speed Ace** and **Grand Prix Simulation**. Some of the worst include **Rolling Thunder**, **Pro-Stage II** and **Death Race**, but that's another story!

Roll Position is available on ROM cartridge from Page 6. Elkstrangle is available on disk as part of the Seventh Hits 7 compilation, also from Page 6 while stocks last. Speed Run and American Road Race are rather hard to find at present!

# TRANSDISK IV

**I** am sure that every reader of *New Atari User* will have either seen, used, or heard about Transdisk II, the super-disk utility. I can equally sure that a large number of disk drive owners will not have purchased Transdisk because of their reluctance to accept that a program so necessarily priced could possibly do all that it claims.

In this article I will try show some examples of the uses, methods and limitations of Transdisk, as well as giving some hints to increase the major problems I have found. I cannot hope that if the 5-1/4" drive owning community were aware of this program's capabilities, they would be prepared to part with \$72.80 in order to improve their own systems, and as the same time help keep our magazine alive.

## INTRODUCTION

In what, you may ask, does Transdisk actually do? Well, Transdisk allows you to create a disk loader menu, and to copy commercial and non-commercial cassette software to that disk. You need not worry about breaching copyright, as long as you only make backup copies of your own software, and solely for your own personal use.

Transdisk is capable of copying most cassettes, including software that requires 60K of memory, and games that load extra levels. As there are a large number of different cassette formats which can make copying tricky, the program has an equally impressive number of variable settings to deal with non-standard recordings. However, I have found from personal experience that the most difficult cassettes to copy are those which load extra levels, some of which I have still not cracked. As I mentioned earlier, Transdisk can handle these cassettes, but they can be difficult. One specific problem I have encountered in this area has been the limited storage capacity of a disk when extra levels have to be stored.

## USES

Most people who own a disk drive will probably have started out with a cassette deck, and cassette based software. I know that when I first bought my drive, some five years ago, I had upwards of 70 cassettes. All but five of these have been successfully transferred to disk, and now load in seconds rather than minutes.

Even if you do not own a single cassette, Transdisk is still well worth the investment. The market for Atari II disk software is expanding, and along with it goes the availability of titles, but even in this sorry state of the market, cassettes are still being released. Just take a look at the inside front cover of *New Atari User*, issue 58; do you own all those games? I would think that many people own them all, and I can see many people don't bother because they are stored on cassette. Once

**Mark Stinson presents  
an unbiased (and unsolicited!) users view of  
a legendary utility for  
disk owners**

you own Transdisk, the availability of software for your Atari grows ever wider.

Transdisk is also good news for 1000K or expanded memory owners. This was one of the few packages written to use the extra memory available on a 1000K, while remaining compatible with smaller memory machines. It has also been around for a number of years, so there is no shortage of users to consultate with, and gain assistance from.

## TRANSDISK IN ACTION

When you boot up the disk, you are presented with the following menu:

- 1 Index of drive one files
- 2 Index of drive two files
- 3 Format disk
- 4 Unload cartridge tape read
- 5 Non-standard cartridge tape read
- 6 Write new disk file
- 7 Append to disk file
- 8 Erase disk file

Nearly 90 per cent of the time, using Transdisk is quick and easy. Having a 1000K, or expanded XL, also help to limit the time you need to invest in copying your cassettes. So, with the exception of the odd few problematic cassettes or formats, the following stages are all that need to be undertaken to copy cassettes, and place them on disk.

### 3) Format disk

This option enables the user to format a disk to either 60K or standard games. At the sub-menu select either XL200K-60K (60000.595) on the 1000K disk for 64K games, or XT200K-60K for standard games. Your blank disk is then formatted, and the relevant menu drive written to it.

### Nonstandard cassette tape read

This is the option used for transferring most cassettes. With a tape inserted, the cassette deck is set to 'play', and the 'start' key is pressed. The software will read from the first stage of the cassette; some cassettes are only one stage long, but most are made up of several. If your cassette is made up of several stages this will be apparent during a normal cassette load. When loading, the recorded bases and credits will be interrupted with the occasional gap, normally lasting two or three seconds. If you know the number of stages a cassette is made up of load the tape normally, and record them then 'option/relay' may be used to set the number stages needed. This is no problem on a 128KB, but you are limited to the number of stages a smaller memory machine can load at once.

### Write disk file

This option writes the game file, or stage, to any menu disk. You may write the file out as many times as you wish.

Next, loading the menu disk will give a menu showing the games currently stored on it. Simply press the letter which corresponds to the required game/program and, if all is well, the game should load.

## MEMORY LIMITATIONS

If you own a 48K or 64K machine there will be many games which cannot be held in memory to full the Transdisk program uses a fairly hefty chunk of memory. This is especially noticable with games which load extra levels. This is where the 'append' function comes into play. The cassette is copied to the normal memory, but with the number of stages set to 1. The one stage copy is then loaded and written to disk. Each subsequent stage is loaded, and 'appended' to the main file until the game is copied. The only drawback is the length of time the user has to spend at the keyboard, waiting for the individual stages to load.

## NON-STANDARD CASSETTES

Some cassettes will not copy with the standard settings, and the non-standard option will have to be used. This is well covered in the instructions but, briefly, it is used as follows. Different tapes may have different 'base' settings. A base setting relates to the speed and size of portions of data being transmitted to the computer, via the tape deck. The non-standard option allows you to choose different settings for load rate: 0.2-4.0 and 8. Anyone who owns *Pilgrims Plot* will have noticed the different sound that the cassette generates when loading; this will not copy on a standard setting, however by setting the load rate to eight, Transdisk will copy *Pilgrims Plot* with ease.

## IN CONCLUSION

Transdisk is a very powerful utility and is a must for all disk owners. It does all that it claims, and usually with little fuss, and the minimum of effort. It does, however, have some limitations.

### Compatibility

Although it is compatible with DOS 2, it is not easy to backup menu disks. The best I have managed is to format a disk with Transdisk and then delete the menu. Next, load DOS 2 and



use 'duplicate disk'. This will copy a whole menu disk, but I usually find that one of the files will not work properly. To combat this, I have use Transdisk to copy a stage from any cassette and write a dummy file to the menu disk. Once the menu disk is copied, the dummy file is usually the file corrupted.

### Disk space

The menu file takes a large number of sectors (200) so games like *Garfield* will not fit on a disk unless it is in enhanced or double density.

### Games with extra levels

Games that load extra levels are especially difficult to copy. I have will not managed to copy *Garfield* and *The Goonies*.

### Game saves

Cassette games which use game save banks as adventures do not have the save facility ported to disk, however I have found that this can be overcome with many adventures such as *Merlin's Quest*, *Adventure Quest*, and all the *Scott Adams* tapes. Simply press system reset when the game is loaded. Sometimes this re-loads the game, in which case it will not work, but if the game reappears instantly, you can now save to cassette. This is not particularly annoying, as most game save facilities only take a few seconds anyway.

One final hint that may be useful is that DOS 2 can read the disk. So, you can use a sector editor to examine the copied software, and you can use a DOS 2 based catalogue.

Despite the minor limitations, I have absolutely no hesitation in recommending this utility. Indeed, I would suggest that this is the one essential disk in all drive owners' collections.

Availability: Page 6 Publishing  
Price: £12.95

# GRAB THE LYNX ROBIN!

**D**epite most of the media attention going to Nintendo and Sega, the Lynx is more than holding its own with regular software releases. Start by making sure that your great little machine doesn't fall behind in the software market and this issue I have been able to test out four new cartridges.

## BATMAN RETURNS

The film set a new world record, accumulating for almost half of North America's total box office sales on its opening weekend. The Warner Bros. movie drew in over seven million cinema-goers and took \$44.6 million! Start now: the first to release the game of the film and if you don't have a Lynx yet you can get one free with a new Lynx 2 for only \$99.99 - by itself the cartridge is \$24.99.

It is a fairly standard format of scrolling beat-'em-up. The graphics are eagerly with large colorful sprites, the animation is excellent, and the battles keep coming in an unrelenting stream of varied obstacles - fire, knives, bombs, machine guns and motor bikes permeate the first level whereas you must battle the final Throggling to reach the Penguin as the first 'bad' level monster.

The Batman logo and soundtrack all over the screen under joystick control and you can attack with fists, batknaps or via use of acid - watch out for replacement weapons along the way!

An excellent arcade game, with the only real criticism being that it is VERY hard and there are no extras or passwords.

## LYNX CASINO

You stand around the Casino with \$2000 burning a hole in your pocket - when you find one of the five games and honey losing a few dollars just gives blood! :-)

All the games are played very realistically, with full betting options, and odds just like in real casinos. You should be aware that the odds in casinos are set so that the casino makes a profit from people who, some people lose - but on average the winners win less than the losers lose! So don't expect to make a profit every time - fortunately there is a cheat who will let you have another \$1000 if you lose it all!

The Roulette and Blackjack are both pretty full implementations of well-known games. The slots are a little primitive compared to the sophisticated devices available in pubs these days - but are fun for a change. The Poker is a video-machine version - you get five cards - change as many as you wish over - and get set ratings for particular hands - you aren't playing

against anyone else. The last game to test well known - it is an American dice game called Craps - so it is nothing to do with the casual dice invented by Thomas Crapper! You roll a pair of dice and then bet as to whether you will throw the same number again before you throw a seven. Lots of side bets are allowed on every throw of the dice.

If two Lynxes are linked then you can share the Roulette, Blackjack and Craps games.

All the games are well explained in the instructions and all are well implemented so that you can play very easily and lose all your money as quickly as you like! Great fun!

## HYDRA

A high speed race against time along twisting waterways - you drive straight into the screen trying to avoid or blow up all the obstacles to reach your destination before you run out of fuel. You are following valuable cargoes - if you crash they must be retrieved from the water - or from an enemy ship which grabs them. Lots of 'missions' so once you get the hang of the controls you can keep going for a long time.

Collect lots of money along the way and you can buy a nice selection of weapons and power-ups in the out-of-level shops. You can change speed flying, anti-air mounted speed flying, flamers, mines, smart bombs, shields, it may shoot, and more fuel. Nothing particularly innovative, but a good game of the genre if you don't have one already.

## HOCKEY

An excellent sports game with lots of nice features. The manual is very helpful if you don't know the rules of Ice Hockey - though some of it may be a little confusing. The physics is fun and furious and it takes a bit of getting used to before you can join in the frantic action that carries on all around you regardless of what you do. There are five men on your team and you control one of them - you can switch in control the one nearest the puck at any time with Option 1.

Two special sequences are the Fight and the Shootout - both can be practised from the main screen. Fights can be interrupted by either side at any time - it switches to a close-up of the two men who can do four different punches while shouting and swearing - the loser gets sent off for a time! Shootouts involve dunks - turn your Lynx sideways and take alternate shots at each other's goals.

There are lots of teams to choose from and you can tailor them for skills at Shootouts, Defense, Passing, Fighting, etc. Highly addictive once you get the hang of it - an excellent addition to the Lynx range.

## FUTURE RELEASES

Still technically the most powerful hand-held, the Lynx's only real weakness was the range of games, but this continues to go from strength to strength and with the releases that games like *Dragon's Lair*, *Knights and Kix* of the Iceholder are on their way the Lynx is definitely worth buying!

by John Sweeney

# THE ACCESSORY SHOP

## ISSUE 58

# FOOTBALL CRAZY!

To celebrate this issue's major feature on football games we are pleased to be able to offer some of the best football games still around. Enjoy these while you can!

### STILL AVAILABLE

TWO POPULAR ROMS BACK IN STOCK  
**RIVER RAID - ONLY £3.95**  
**KABOOM! - ONLY £2.95**

See previous issues for full descriptions of these great games

## KENNY DALGLISH FOOTBALL MANAGER



The ultimate in football management games, for the first time in a football management game

Kenny Dalglish's Soccer Manager considers starting top-notch full colour graphics with a fast-paced game design which will leave you breathless with its great features. It has an amazing way to use low-drive play system and the exciting gameplay includes full team division league, detailed graphics highlights, board of directors for detailed performance reports, detailed game strategy, full-time updates, substitutions, injuries, suspensions, full transfer market and too, too soon!

Cassette only **OUR PRICE £2.95**

## FOOTBALLER OF THE YEAR

There's a 17 year old apprentice in the 11th division with only £1,000 and 10 goals to meet when Steve you get what it takes to cope with the stresses of transfer deals, injuries and other match day problems, while displaying skill and professionalism to make the breakthrough.

**OUR PRICE £1.95**

**NEW!**



CASSETTE ONLY

## LEAGUE CHALLENGE

Manage your favourite football team your way. No more transfer fee because the manager chose the wrong team or played a wrong strategy. Here is your chance to go for Michael Owen, Wayne Rooney and other stars. What's more, you can even find the manager's job is more difficult than you thought.

**OUR PRICE £1.95**

**NEW!**



CASSETTE ONLY

## CLASSY CASSETTES

### SPEED HAWK

One of Atari's best games for the 8-bit era and only a short time ago at full price you can now enjoy it budget priced! A completely exciting arcade game in which you must defeat the winged armies of your robot system from the masses of space pirates. You also can play the single player fighter to understand the task of destroying the main computer that controls the fleet of pirate ships waiting to attack.

Originally £8.95 **OUR PRICE £2.95**



**NEW!**

## TRIVIAL PURSUIT

The classic board game translated to the Atari with added question power. Now you can answer questions generated with words and graphics as well as trivia! An Atari family game or one you can play on your own. Over 1,000 questions will test the knowledge of the game rules every day by the computer. Enjoy the trivia facts in each box and the never been available before in this price!

Originally £14.95  
**OUR PRICE £4.95**



DISK ONLY

## BOULDERDASH II

A sequel for fans of the original Boulderdash and the perfect introduction to Konami's underground world for those yet to experience the magic. It is all new terrain to explore and a new game for you to play. The whole time you'll be in a world of difficulty and you'll have fun. All exciting action will keep you absorbed for a long time!

**OUR PRICE £2.95**



**NEW!**

## CRUMBLE'S CRISIS

Crumble Crumble was one of the characters that found a unique place in the hearts of many Atari owners. This truly English creation will ensure your hero's rise on the number one list by being a comic as the heroes who have escaped from the last game. Now you can find out more the heroes' adventures on the basis of this game! It's a world it's so easy!

Originally £9.95  
**OUR PRICE £2.95**



DISK ONLY

# LIMITED STOCK ITEMS

ALL ITEMS FOR XL/XE ONLY

## INCLUDING NEW ITEMS NOT PREVIOUSLY LISTED

These items of software are new to us or are replacements for items previously sold out. Some are in short supply and may not be available again. Get them while you can!

### ADVENTURES/ROLE PLAYING

#### THE ETERNAL DAGGER

Many consider the 2D role-playing games to be among the best. This is the follow up to the best-selling Wizard's Crown.

1988

Original price £24.95  
OUR PRICE £8.95

#### JINXTER

An adventure from Magnate Software, the team that set new standards in adventure design. Requires 1000 or 2500. 254K

1988

Original price £29.95  
OUR PRICE £7.95

### GAMES

#### ENCOUNTER

Three-dimensional high speed action in this classic that has been hard to find for some time. Based on Dungeons & Dragons this fine arcade game was the first to have true 3-D and it outclassed most other games before and since. Experience one of the best games of all time now before it is too late!

CASSETTE ONLY

OUR PRICE £2.95

#### TENNIS

Crash sports this either against the computer or another player, singles or doubles. All the shots are there for top class action.

1988

Normally £12.95  
OUR PRICE £6.95

#### MIDNIGHT MAGIC

Enfold on your dream and become totally addictive. How you can join in the fun with all the tricks of the packet take on your screen.

1988

Originally £14.95  
OUR PRICE £7.95

#### BLUE MAX

Everyone must have heard of this Wild West Two 3-D flying game. We no longer have the 100K cartridge but this classic can be yours at a price for a pretty sum.

1984, 1985

OUR PRICE £2.95

#### SUN STAR

The Sun Star is the fastest and most powerful crash ever built and you must pilot it to escape any trap from the outer gate. A slightly different arcade game.

1984, 1985

OUR PRICE £2.95

#### SPINDIZZY

Well known and highly regarded game in which the aim is to explore and map a 3-D world. Excellent graphics and loading screen.

1984, 1985

Original price £9.95  
OUR PRICE £4.95

#### PAC-MAN

Feeding the most well known of all computer games. Still a classic and still in demand.

1982, 1983, 1984

Original price £12.95  
OUR PRICE £6.95

#### SMASH HITS 7

Four great games - Colossal Cave 3, Lemmings, Blue Sky and Alley Cat. This title set very quickly last time!

1984

Original price £14.95  
OUR PRICE £3.95

#### INTERNATIONAL KARATE

Start karate with your fists for this and when it finally struck everyone moved over to the best karate game around.

1984

Original price £9.95  
OUR PRICE £4.95

### WAR GAMES

#### NATO COMMANDER

You are commander of Nato and your task is to defend Europe from Soviet invasion. Top class graphics, five scenarios.

1988

Original price £14.95  
OUR PRICE £5.95

#### DECISION IN THE DESERT

Take command of the Battle of El Alamein. You can lead either side in this excellent simulation from the creators of P-51 Battle Eagle.

1988, 1989

Original price £14.95  
OUR PRICE £5.95

#### CONFLICT IN VIETNAM

Five battles of the Vietnam War recreated as you take charge of some of the most famous battles attempting to change history.

1984, 1985

Original £14.95  
OUR PRICE £5.95

#### PANZER GRENADIER

A sequence of German armored infantry on the Eastern Front. Five historical simulations, full terrain, excellent graphics.

1984

Original price £29.95  
OUR PRICE £9.95

### FIELD OF FIRE

From the sands of North Africa and the jungles of Indonesia to the bridges of the Rhine and the forests of the Ardennes you'll meet their legendary units and tactical genius of World War 2. The first tactical simulation to introduce a powerful and unique game planning and execution sequence in other titles. Throughout the capture and retreating during play, special attention has been given to the realistic effects of weather and field of view.

DISK ONLY

OUR PRICE £6.95

#### NIBBLER

Control through an interface that lets you take control in a traditional world of computer games. An easy game to play and a challenge to master. A truly exciting and enjoyable game.

1988, 1989

Original price £9.95  
OUR PRICE JUST £1.95

#### PS2 SCENERY DISKS

We have a fine selection of disks at £24.95 each - please phone for details.

### SIMULATIONS

#### MIG ALLEY ACE

An aerial combat simulation set in Korea with 50 graphics, excellent instrumentation, different skill levels and much more.

1984

Original price £24.95  
SOLD OUT

#### SOLO FLIGHT

A very real flight simulation, set as complete as FS2 but still with the real feel of flying. Ideal to learn on before trying FS2 itself!

1988

Original price £24.95  
SOLD OUT

#### SARGON III CHESS

Regarded by some as the finest chess simulation of all, this title has been made to match. Ideal to learn with all the important features of the fundamentals of the game.

1984

Original price £14.95  
OUR PRICE £5.95

#### COLOSSUS CHESS 4

Known to be the best chess program of all, the authors of Sargon III would disagree, but there is no doubt this is a first class simulation particularly for advanced players.

UNLISTED ONLY

Original price £14.95  
OUR PRICE £6.95

WE SUGGEST THAT YOU CHECK AVAILABILITY OF THESE ITEMS BY TELEPHONE.



# A Further Selection

Here's the list of all the other items still in stock. Many of these programs will be finished but if you want to know more check out the past couple of issues where all of these programs have been more fully described. Some real classics and some great bargains!

## GAMES

### TENNIS NEW!

Great sports for either against the computer or against a player, either of doubles. 10 minutes and matches. Win, lose or tie here.

**ROM** Normally 17.00 **OUR PRICE** 16.95

### JOUST NEW!

How your favorite and most your best jousting played in jousts in this original arcade game! So battle with the old Norman Baron!

**ROM** Normally 17.00 **OUR PRICE** 16.95

### MIDNIGHT MAGIC NEW

Present on your best but favorite jousting jousting. Now you can go in the fun with all the balls-in-the-middle table on your screen.

**ROM** Normally 17.00 **OUR PRICE** 17.95

### STAR RAIDERS 2 NEW!

The original Star Raiders is updated with better graphics and sound. A great follow up to an old-time classic!

**ROM** Normally 17.00 **OUR PRICE** 17.95

### ROBOTRON 2084

This is the only fighting video you will find in history that has the most advanced video you can go to now. Only to rescue the robotoids machine.

**ROM** Normally 17.00 **OUR PRICE** 16.95

### US FOOTBALL

American Football is now a legend in the country and would now play against. Contains the complete rules, tactics, team play system.

**ROM** Normally 17.00 **SOLD OUT**

### EASTERN FRONT (1941)

The classic war simulation by Chris Roberts that simulated Axis forces when it was released. Based on original information on the conduct of battle.

**ROM** Normally 17.00 **SOLD OUT**

### MOON PATROL

Your best friend and the most of the toughest, toughest things in the galaxy. Great 3D graphics and graphics in the arcade conversion.

**ROM** Normally 17.00 **OUR PRICE** 16.95

### MISSILE COMMAND

Another of the 2D Miss. Space arcade games that has you defending cities from missile attack. Fun and so fun play.

**ROM** Normally 17.00 **OUR PRICE** 16.95

### ZAXXON

One of the all time classics for the Atari. One of the most beautiful with some 3-dimensional graphics and great graphics.

**ROM** 507.00 (2nd)

**CASE** 50.00 case **OUR PRICE** 12.99

### TAIL OF BETA LYRAE

One of the Atari's best ever titles. This classic simulation game with superb graphics and music. A great historical classic!

**CASE** **OUR PRICE** 149.95

### FIGHT NIGHT

Fight Night brings you all the best of the boxing ring as you face the most realistic fighters seen in five computer games. 1 to 2 players.

**ROM** Normally 17.00 **OUR PRICE** 17.95

### STRANGE ODYSSEY

In the galaxy's stars there are worlds open to be discovered. This is a 3D space exploration. Super 3D graphics and music.

**ROM** 507.00 (2nd) **OUR PRICE** 17.95

### ZORK 1

One of the most famous adventures of all time. Classic realism in the original box and packaging. A classic!

**ROM** 507.00 (2nd) **SUPER PRICE** 16.95

## GAMES

### BATTLEZONE

Another exciting arcade conversion that got into standards. Computer's take on the battlefield under attack from enemy forces and flying tanks.

**ROM** Normally 17.00 **OUR PRICE** 17.95

### SUPER BREAKOUT

Breakout was the original single player video arcade game and this enhanced version will provide much more addictive fun. Heads up!

**ROM** Normally 17.00 **OUR PRICE** 16.95

### LODE RUNNER

Another classic, perhaps the best of all platform games. Makes a great game that allows you to create your own game.

**ROM** Normally 17.00 **SOLD OUT**

### ONE ON ONE

This simulated with one of America's top players in this great sports simulation which features realistic moves and realistic moves.

**ROM** Normally 17.00 **OUR PRICE** 16.95

### GALVENS OF MARS

Winner of one of the first Atari programming contests, this was one of the first video games.

**ROM** 507.00 (2nd) **OUR PRICE** 16.95

**CASE** 50.00 case **LOW PRICE** 16.95

### KABOOM

Challenge that great bomber on the line 300000 you can't miss. Great fun, especially for the kid who will not!

**ROM** 507.00 (2nd) **SPECIAL PRICE** 16.95

### RIVER RAID

One of the classic shooting games in which you fight your way up river, building and shooting your way up.

**ROM** 507.00 (2nd) **SPECIAL PRICE** 16.95

### MAXWELL'S DEMON

A simple yet challenging arcade game which will get you really addicted. In fact two games in one for 500000 the fun!

**ROM** 507.00 (2nd) **OUR PRICE** 17.95

## APPLICATIONS

### TYPO ATTACK NEW!

A typing game based on the Space Invaders game and in return you have to your typing skills to the typing game. An addictive and fun game.

**ROM** Normally 17.00 **OUR PRICE** 16.95

### SKYWRITER NEW!

Requires a word from 10 parts which form words. The word is made up of 10 parts which form words. A simple exercise but one which makes in an interesting way.

**ROM** 507.00 (2nd) **OUR PRICE** 16.95

### MASTERTYPE

Four simple test but in type and playing a challenging game. One of the original 3D word typing games and a legend game!

**ROM** 507.00 (2nd) **OUR PRICE** 16.95

### LETTER WIZARD

For those who need a little more imagination in a word processor. A letter wizard game you will find the letters you need to type.

**ROM** 507.00 (2nd) **OUR PRICE** 16.95

### INVITATION TO PROGRAMMING 2

Guided Writing Your Own Programs, contains 1000 examples and 1000 exercises and does not require intuition. It's programming!

**CASE** 507.00 (2nd) **OUR PRICE** 12.95

## APPLICATIONS

### MUSIC PAINTER

An exciting educational program that helps to teach music by using pictures instead of notes. Fun with music in a new way!

**ROM** 507.00 (2nd) **OUR PRICE** 17.95

### MACRO ASSEMBLER

The Macro Assembler will allow you to create your own machine language games and applications. It takes less than 10000 Assembler Lines.

**ROM** Normally 17.00 **OUR PRICE** 17.95

### PLANETARIUM

A fascinating look at the heavens. Over 1000 stars, 40 constellations, the solar system and more. Over 1000 stars and 40 constellations. 1000 stars and 40 constellations. 1000 stars and 40 constellations.

**ROM** Normally 17.00 **OUR PRICE** 17.95

### PROOFREADER

A proofreader will help you to correct your text by using pictures instead of notes. Fun with proofreading in a new way!

**ROM** 507.00 (2nd) **OUR PRICE** 16.95

### BASIC CARTRIDGE

Some programs especially some early public domain programs will run on the 4000, but they will not run on the 4000 version of Basic.

**ROM** **OUR PRICE** 12.95

## EDUCATION

### JUGGLES RAINBOW

A fun and educational game for young children. It is a fun and educational game for young children. It is a fun and educational game for young children.

**ROM** 507.00 (2nd) **OUR PRICE** 16.95

### JUGGLES HOUSE

Another 2 to 3 to 5 year olds reading the concepts of words, colors, letters and lower left angles. Fun and educational.

**CASE** **OUR PRICE** 16.95

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# MICROPROSE FORMULA ONE GRAND PRIX

**B**eing one of the 26 drivers that make it to Formula One status is certainly something desired by everyone who has ever sat in a racing car. The thrill of man and machine racing around a race track for an hour and half is something only experienced by a select few.

As computer games become more and more advanced it's now possible to simulate more accurately just what is required to make the best racing driver in the world. In the past, there have been numerous racing games of differing styles, from Pole Position to Formula, but never before has a game come so close to giving you all the thrills of F1 on the PC. The first thing that hits you about this product is the quality of the presentation. The graphics are absolutely exceptional throughout and the speed of the polygons throughout for both the track and the other cars is without a doubt among the fastest yet seen on the PC.

Formula One Grand Prix is, basically, a very precise simulation of the Formula One world circuit. Beginning in Phoenix you must make sure that your career stays on target throughout all 16 tracks so you can become the world number one. Simple as that.

All of the racing is presented in a very "light view" sort of way. Your view is from inside the car with the track stretching off

towards the horizon, however, in this simulator style, you can actually view to watch the cars from anywhere around the track.

Unlike many other racing games, strategy is an important aspect in the game. Between races you must control all the variables that effect the performance of the car. Wing angles, gearing, and brakes can all be changed to make sure that you car is best suited to the track on which you are racing. Also, whilst in the middle of a race you can tap into the pits to have a quick revamp of anything that you feel may be causing a problem.

Control is by means of either joystick or keyboard, or a combination of the two. I was extremely surprised at just how accurate and responsive the controls are. Many race games, especially the 3D perspective ones, are normally a bit sluggish due to all the track and number cranking being done by the computer. By clever use of their flight sim graphic manipulation techniques though, Microprose have managed to produce a very slick and smooth product. There's nothing worse than a game where the sluggishness of the graphics forces you to laboriously oversteer and bounce about all over the place!

However pretty or clever a game may be though, it doesn't make a fiddle if the game is a pig to play. Fortunately, Grand Prix is a thoroughly playable game that will keep you entertained for absolutely ages.

Part of the "pig" part foot-down and hope for the best" genre of racing games will doubtless have a split of feature with this. You need to be able to think just like a racing driver to be good at it. The strategy and planning is almost equally as important as the actual driving, this isn't to say that it doesn't help to know what you're doing behind the wheel though being able to drive out to the real world is certainly going to help you somewhat. Judging levels and distances accurately is es-



**“ definitely the  
very best racing  
simulator ”**

tremely important and you'll notice that the car reacts just as you would expect.

As I mentioned earlier, the presentation is absolutely top notch. The graphics are fast and extremely well drawn and the sound effects are surprisingly realistic bearing in mind the shortcomings of the PC sound chip.

Overall I have to say that this is definitely the very best racing simulator to be released on the PC to date. It is exceptionally presented and has enough depth of play to attract the simulator nuts as well as racing game junkies. Certainly one of the most impressive titles to be released on the PC in the past few months.

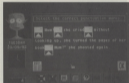
- **GRAPHICS AND SOUND** - The graphics are extremely well drawn and realistically well rendered whilst the sound is of more than acceptable standard.
- **GAMPLAY** - More than just a racing sound it brings you things. A great deal of strategy is required in the game to that.
- **REMARKS** - An accurate simulation of the Formula One Grand Prix circuit. If you're looking for the definitive racing game this is probably it.



Title: **MICROPROSE FORMULA ONE GRAND PRIX**  
 Publisher: **Microprose**  
 Price: **\$39.99**  
 Reviewer: **John Davison jr.**

## EDUCATION

# THE NEXT STEP?



Having set the pace for education of software with their terrific Fun School series, Europress Software are now expanding their range with the ADE series. Most educational programs are aimed at younger children, but ADE is designed for 11 year olds and upwards. Modules to be released over the coming months include English, English and French, and modules to say all are aligned with the appropriate National Curriculum attainment targets.

The series is named after the three characters, ADE, an extra borrowed from the asteroid 4865. For some reason he's inhabiting your computer and while they intend to help you use it as an educational tool, he acts as your guide, tutor, and friend as you work your way through each of the subjects. The software designers have tried to give ADE a personality, so for instance, when you take too long over answering questions he'll fall asleep, or if you upset him in some way he'll walk or get angry. He also checks and records your performance, comments on your progress, tells jokes to keep you amused, even urges your efforts, and periodically gives you games to play to prevent you becoming bored.

## THE ENVIRONMENT

An ADE subject module consists of two main parts, each on its own disk. These are the 'Environment' which forms the core of the system, and various 'Applications' which are loaded into it. Each user

has to make his own copy of the environment disk, as his own personal progress details are recorded here.

The environment contains a Help facility, which explains the various controls available; a real-time clock showing the current time and date, your current score, and the controls for loading and terminating the required application. There's also a 'Games' section, many of which are free.

In addition there's a 'Tools' section, which gives access to Notebook, Calculator, Diary, Letter Writing, Letter Reading, and Control Panel facilities. The Notebook provides a small scratchpad for making notes, while Diary gives you up to six pages of free-form diary entries. The Letter Writing facility allows you to write a letter in another ADE user and save it on disk. The other person then uses ADE's Letter Reading facility to load it from disk and read it. Diary and Letter facilities are password protected, so only those intended to read them can do so. The mouse operated Calculator provides four arithmetic operators, square root, square, reciprocal, and reverse sign facilities. Control Panel allows you to do such things as set date and time, reinitialise a session, and set the necessary clock-to-digital or analogue links.

The environment also has a 'Document' facility. This is like a mini encyclopedia, containing various facts supplemented by animated graphics. Its fairly random range of topics include Europe, Preverbs, Food Chains, Origin of Man, Endangered Animals, Volcanoes, the Pleistoc, Flow of Blood, and Birth. Two are education by computer, on lead it's all very basic, but a useful lesson. The applications load their own data into this function, replacing that provided by the environment. This usually shows the basic rules and facts about the topic being studied.

## APPLICATION MODULES

Europress supplied the English 11 and Maths 11 modules last review. The teacher indicates the target age group, so those are for 11 year olds. English 12 and Maths 12 will be available soon, with modules for 13 and 14 year olds to follow in the Autumn. French modules are also planned.

The modules are large, although they'll run on any NTED with double-sided disk drive and colour display. Europress claims that each contains hundreds of activities, and I can believe this, having spent many hours using the programs, and still not covered everything. As you work through the activities you're awarded points for correct completing them. Points gain you access to the games supplied as part of the environment, and these include versions of Unbreakthrough, Hercules, Battleships, a plot hero game, and solving the and pig name puzzle. You start with access to just one, and as your score increases so does the variety of games available.

## ENGLISH 11

English 11 consists of four major sections, called Understanding Words, Using Words, Understanding Words, and Pleasures and Interests. Each section contains several topics, each with many associated activities. There's just not space here to describe everything in detail, so I'll just list the topics covered. These are nouns, pronouns, verbs, adjectives, adverbs, synonyms, antonyms, prefixes, suffixes, correct use of words, spelling patterns and rules, use of capital letters, vocabulary and meaning of words, studies and metaphors, saying, plural and and various word games - enough to keep you busy for a few long time.

Each topic is chosen based, and study text for this is looked into the review.

ment as a "Flash" activities. For example, the compass topic uses Cook's Expeditions as its theme, while for adjectives it's First Men on the Moon. By clicking on the book icon you can quickly access the text, and reading this will help you correctly complete the activities.

Each topic starts with definitions and examples of the subject to be covered. Then you're usually given practice of recognizing words of the type being studied, by selecting them from a list containing words of different types. You may then be asked to use the words by fitting them appropriately into given sentences. You may also have to form words from other words, e.g. make adjectives from given nouns, or complete a word with its correct ending. You also have to find and correct errors in given phrases, word errors, or paragraphs, and find words in a list or sentence matching a given definition.

After answering each question you're treated to a short but amusing animation sequence, the outcome of which depends on whether your answer is right or wrong. Your efforts elicit various reactions from ADI ranging from enquiry praise to loudly abusive encouragement, accompanied by various blarney, whistles, and various facial expressions. If you progress to ADI's satisfaction you'll see your current score increase, improving your chances of playing more games.

Your progress is stored on the computer's hard disk, and is tracked in again at the start of subsequent sessions. The program reports in simple, showing only how many activities were completed this session and month to date, plus notes and cumulative scores expressed as marks out of twenty. You can also request a slightly more detailed display showing major topics and charting your monthly results out of twenty for up to a one) year period.

## MATHS 11

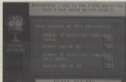
The Maths 11 module follows the same pattern as the English 11 module, so I'll cover it more quickly. As before it's divided into sections, topics, and activities. The activities are wide ranging, involving direct interaction via the screen, or sometimes requiring "offline" work with pencil and paper. You can also make good use of the onscreen Calculator here. However, when displayed a sometimes obscures part of the problem you're trying to solve and there's no way of man-

aging it to a more suitable place.

The Geometry section includes line and rational geometry, and requires you to plot reflections of points, lines, triangles, and quadrilaterals onscreen using the mouse.

Simple Figures covers triangles, quadrilaterals, and geometric construction. This last topic requires you to draw specified constructions on paper, measure particular parts of it, and input the results by clicking.

Slope and Speed is all about gradients, areas, and volumes. In some of the activities you have to estimate values



from onscreen diagrams, or getting the "right" answer out, sometimes take several attempts.

Numbers looks at number operations, proportions, percentages, and directed numbers.

Algebra is a very basic introduction to the subject, covering simple equalities and functions. Strangely, the activities don't use algebraic notation although this is used in the module's "Documents" section. The activities were disappointingly short too - you're only ever asked a couple of questions in each session.

Statistics again is just a brief introduction, covering means, bar-charts, and pie-charts. Once more you're only asked a couple of questions in each session.

Perhaps later modules will include more. As you might guess, Meridol Calcutta does carries your mental arithmetic capabilities, it starts with addition and subtraction, then goes on to multiplication and division, and finishes with words of operations.

It's not restricted to home use either, the two modules covered here would be equally useful at home or in the school classroom. Wherever it's used it's intended to be an education AID, and not the sole means of learning about the subject covered. Indeed one of the prime uses will be as a revision AID, or to check that you've understood a related classroom lesson.

ADI's plus points are that it's very easy to use, responsible, easy to use, and generally well implemented. Its general friendliness is helped by good use of graphics and animation, although use of sound is minimal. It scores highly on the "maintenance" front too, providing enough revisions to prevent users forgetting basic.

Naturally, it also has a few niggling points. For instance, if you answer a series of questions are one screen and get

one of them wrong, you're usually not told which one's incorrect. It deletes ALL the answers so you have to enter them all again without knowing where your previous mistake was. Also, although the Maths module generally supplies correct answers after several incorrect attempts, the English module doesn't. This is particularly infuriating when combined with the multiple answer niggles mentioned above. One really bad fault is the slow response to keyboard input, making accidental typing of incorrect answers all too easy. Europeans really must fix this.

Overall though, ADI is a welcome addition to the ever growing number of educational packages for the SE. It's certainly one of the best I've seen for children starting secondary education, and with its modular approach promises even more for the future. Looks like Eurogress have done it again!

## CONCLUSIONS

ADI isn't just an educational program, but generally a complete educational

**ADI**  
Eurogress Software  
£25.99 per module  
Reviewed by John S Davison



This has been reserved for key-stopped percussion, i.e. drum kits and other percussive sounds mapped across the note range of the synth. Further, the percussive sound allocated to each note has been standardized, eliminating the problem of getting the wrong drum sounds as mentioned above.

Probably the most notable feature of GM is its standardization of sounds, of which there are 128. The MIDI program change numbering has also been standardized, so that the same number always falls up the same sound, no matter what GM synth you're using. They're always numbered from 1 to 128 too - at present some synths use this while others use 0 to 127 to access their sounds - but another area for confusion. The sounds are grouped by instrument type, for instance keyboards, which includes pianos, harpsichord, etc. Other groups include brass percussion, organs, guitars, strings, brass, woodwinds, and reeds.

## LEADS, PADS, AND SFX

There are also groups covering special lead sounds for things like string solos, synth pads for creating soft, dreamy, back-ground accompaniment, and special effects for adding "atmosphere" to your music. Other instruments are covered too, including bagpipes, steel, etc. You'll also find sound effects such as granules, and bird tweets, plus a list of unsorted things like the scratches made by a guitarist's fingers as he moves them over the keyboard - that kind of touch of realism.

Even the stem attack problem discussed earlier has been addressed, as each of the sounds has to adhere to rules covering its sound envelope, as well as such parameters as filters, pitch, volume, and velocity. Other areas have also been defined, such as default values for pitch bend and volume.

In the key-stopped percussion area there's a "standard" drum kit, and also the possibility of alternative kits, such as a "jazz" kit, "electronic" kit, to name but two. The mapping should be the same though - a given note producing the same type of sound whatever the kit, e.g. a snare, or kick drum, or whatever, so switching between the kits should still produce acceptable sounds.

Overall then, the manufacturers seem to have done a pretty thorough job. But, I have to say, if they all produce GM synths won't they all sound the same, so there'll be nothing to choose between them? This won't happen, in fact, as GM doesn't actually specify HOW the sounds should be produced. Each manufacturer uses his own sound generation methods, and each has its strengths and weaknesses. Although all GM synths produce the same general sounds there are likely to be significant differences in their subjective sound quality. Also, as I said earlier, GM is just an *ADDRESS* standard for synth operation, and the manufacturers are likely to include lots of other bells and whistles literally when operating to non-GM mode.

## GM HERE NOW!

But how standard is standard? Roland produced the very first GM synths, based on the SC-55 Synclavier expander, but they announced a whole something they called GM Central Synth Standard, which is a subset of GM it still behaves like a GM instrument, but has a total of 315 sounds, it does kits, and is comprehensive set of sound effects built in. It can also simulate older Roland instruments such as the MT-32, GM-22L, and CR84 MIDI sound expander. Other non-Roland instruments supporting GM include the JV-30 keyboard synth, the JV-20 music workstation, the MT-200 combined se-

quency and sound expander, and the GM-300, GM-305, and SC-130 sound expanders. Their line-drawers has also just announced a super looking low-cost (well, relatively) expander called the DS-300. This seems to be a cut-down version of the Roland Casio setting for about £275. King also supporting GM with the announcement of their 604/90 sound expander, and Yamaha have joined the club by launching their YS-100 expander. So there's lots to choose from already, and no doubt there'll be lots more to follow.

Hopefully in the next issue I'll be giving you a user report on a GM instrument, as I'm currently trying to get hold of some DS/DS kit to test on your behalf, visit me there to see if it lives up to its promise.

## SNIPPETS

...there's a new release of *Y-Lab's Retaine* sequencer - more colour expanded now, V1.15 will include minor adjustments to V1.1 and the upgrade should be available in eight-toed users for around £20.

...*C-Lab* will also be launching a completely rewritten version of *Retaine* for the ST architecture next year. Called *Retaine Logic*, it will be similar to the recently released Apple Macintosh program of the same name. *Sound Technology*, C-Lab's UK distributor, say the upgrade code for existing *Retaine* users hasn't been decided yet.

...*Steinberg* have released a new "testing limit" version of their Cubase sequencer called *Cubase Lite*. This uses the same graphical user interface as the full priced package, but runs at only 1/2 the price. At £29 it's £200 cheaper than *Cubase*, so no doubt there are lots of other restrictions too!

...*Yamaha* displayed a mass of new MIDI gear at the British Music Fair at Olympia in July. I've already mentioned the YJ-140 MIDI sound expander, but there's also the TC-300 expander with a staggering 64 note polyphony, the SY-20 and SY-40 synth keyboards, the PS-24 MIDI equipped bass keyboard, the DX-12 MIDI drum box with pads you can play with drumsticks or your hands, and the PS-30 drum machine. The PS-31 replaces the PS-700, Yamaha's low cost entry level synthesizer popular with 80 users everywhere.

...at the *British Music Fair* is now a *Trade Only show* - a new public music show is planned for 20-28 November 1992 at Wembley, if you're interested in music make sure you attend, as you'll be able to try out all the latest kit.

...the *Page 6 PFI Library* has just added four new music disks. These are ST704 *Moan's* latest, ST174 *Cubase* arrangements, ST771 *MIDI Songs Mixed Bag 5* and ST722 *MIDI Songs Mixed Bag 6*. *Moan's* Dave looks particularly intriguing, as it's an attempt to check out *Moan's* theory that certain kinds of music can be composed by random selection of musical phrases. He would have used dice to select the phrases, but here the whole thing is automated. The program randomly selects the phrases, writes the music on-screen (high-res hand-drawn) and plays the result to you via sound chip or MIDI. More details next time when I've had a chance to investigate further.

...*Finally*, thanks to *R.J. Patten* of Upper Norwood, London for sending in the following tip for users of *Steinberg's Pro-24* sequencer. To successfully export a MIDI Standard file from *Pro-24* make sure you correctly set the right and left hand sets to export the MIDI file to be exported. The default values were only the first sixteen bars, which can cause errors if your song is longer than this.

# PROJECT

# A CABLE FOR TWO MONITORS

Steve Attwood shows how to connect a SCART monitor and the SM125 to an ST

This article involves building a cable to connect a Philips TV/Monitor via SCART to the Atari ST monitor port with a break in the cable to allow you to disconnect the ST from the Philips TV/Monitor and connect your SM125 monochrome monitor. By adding breaks in the leads, you don't have to keep taking out the lead at the back of the computer when you want to swap between your colour and monochrome monitors, thus saving wear and tear. The total cost of the parts comes to about £8.50 (this will vary according to where you shop of course), and a parts list is included. Note that you should not disconnect the lead while the computer is

still switched on as this will probably cause a reset and possible damage to the ST.

This lead/wiring diagram will be useful for people who already have a SCART lead and a mono monitor and don't want the expense of a monitor switch box, when you can achieve the same result for the cost of a few 9-pin connectors and covers.

The connector on the SM125 monitor needs to be removed and replaced as in figure 5. The pin numbers are read from the outside of the cable connector, looking in, if in doubt, the connectors should be physically numbered themselves - use these numbers in reference to the pin numbers in the diagram. Before you chop the SM125 monitor cable in half, take the cover off the 15-pin connector and make a note of the wire colours, according to which pin they go to - so you don't lose track when wiring up the new connector. (I don't doubt your technical expertise, but these are useful little pointers for novices who haven't gained much experience in making cables).

These cables have been tested on a 1 Meg Atari 5200STX and the Philips TV/Monitor Model 2549 (the 17" model as well as the 19" and 21" models). The SM125 Mono monitor was also tested.

Figure 1 - The cable from the ST

Atari ST 15-Pin	9-Pin Socket
Audio Out	1
Mono Detect	4
Green	6
Red	7
Blue	8
Horizontal Sync	9
Blue	10
Monochrome	11
Vertical Sync	12
Ground	13

Make the cable length for this piece about half a metre long - so you don't have to reach very far to change over the cables.

Figure 2 - The cable to the Philips Monitor

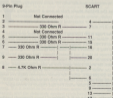


Figure 3 - connections on the SM125 Monitor Cable

#### Connections on 9-pin plug

Pin 8	Audio Out
Pin 4	Blue (Red)
Pin 9	Horizontal Sync
Pin 1	Monochrome
Pin 7	Vertical Sync
Pin 2	Green
Pin 6	Red

#### PARTS LIST

Item	Part No.	Price	Supplier
15 Pin DIN Connector	JW55	£1.45	Maglin
SCART Connector	FJ41	£1.20	Maglin
9-Pin D Socket	8661	£0.80	Maglin
2 x 9-Pin D Plugs	2761507	£0.50	Tandy/Maplin
9-Way Mutecon	9W7	£0.70 per Matec	
3 x 9-Way Covers		£0.00 6000C	
© 1989 20mm square covers from a cheap box			

5 x 330-Ohm 1/4 watt Carbon Film Resistor, 1 x 4.7K Ohm 1/4 watt Carbon Film Resistor, 1188-01 4-watt metal film resistor are better, but the above will suffice



# OMAR SHARIF'S BRIDGE

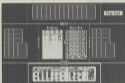
**B**ridge is a simple card game. You deal out all the cards and then take it in turns to play them face up. Whoever two of the same card appear the first person to about "trumps" gets all the cards on the table... or is that a different game?

No, I remember... Bridge is that complicated one that occurs in two parts: first the bid where you agree about which suit should be trumped and how many tricks are said to be going to try and win - this is known as the 'bidding'; then the 'play' where you play what suits are of the hands face up - whoever wins the argument gets to play his partner's cards as well as his own so that he has more chance of winning.

Bidding the right 'contract' (i.e. how many tricks and which suit the trumped) is crucial to the game so many reviewers have grown up to allow you and your partner to give each other as much information as possible within the very limited range of things you are allowed to say during the bidding. One of the standard systems used by many people in this country is called Acol.

It may appear rather fun a matter of days we reading, the preceding paragraph it is simply because I read them in issue 111 (those of you who read issues 111 and 112 may remember that I wasn't too impressed by the two Atari bridge games, but that Oxford Software's *Backgrounds*, *Go and Chess* were all excellent. This time we are looking at Oxford Software's *Bridge*, and as you might expect it is pretty good - certainly a lot better than the Atari ones.

Although Omar Sharif's *Bridge* (what's Omar Sharif's got to do with it anyway?) has many fine features, its biggest fault is exactly the same as the Atari reviews: the documentation for the bidding conventions is completely inadequate! (They obviously didn't read my review and



learn from it Does anyone read my reviews? It's a lonely life being a reviewer - you spend the hours over a hot keyboard producing these labours of love, months later they finally see print and then...

**NOTEBOOK** I've reviewed over 120 games in these pages, but had no more than half a dozen letters, etc, and 'Where was I? Oh, yes, bidding documentation!'

The manual recommends that you get yourself a standard book on Acol and so that, but unfortunately Acol has many variations - for a start are they using a 'Weak One No Trump' or a 'Strong one'? The game seems to debate quite a lot from the Acol I know so what you really need is detailed documentation about what exactly their bids mean. The two pages in the manual are nowhere near enough, either for the beginner who will get confused by the variations between the game and whatever book they are using, or for the experienced player who wants to know what the computer's bids mean so that he can confidently make more complex bids. (The American *Play Card Major* convention is also supported, but I have never met anyone in this country who uses it).

Anyway, apart from the odd deviation, most of the bidding is pretty good and the computer will play you a hand if you are stuck, so beginners can get straight into playing the game.

The actual implementation is generally excellent - all the information you need is on the screen or can be accessed easily from a good design menu with the right button, and all the bidding and play is controlled very simply with point and click on the left button. Lots of options allow you to park at other people's courts, replay any of the cards if you make a

mistake or want to try something different, change the screen colours, play one of the other hands, etc.

You can also change the speed of play - slowing it down makes it think a little longer, it still plays at an acceptable speed, but gives the experienced player just most of a challenge - though it can still make stupid mistakes. The art of computer bridge has not yet reached the dizzy heights of computer chess, so don't expect perfection!

For beginners there are lots of nice features - details of the rules of bridge, *Newby Mode* which explains your mistakes, some *Tutorial Hands* which have a certain sequence of play with helpful explanations, brief notes on playing techniques, an explanation of the score after each hand, and hints during bidding and play. There aren't really enough tutorial hands for a complete beginner - so you may still need to get a book on the subject as well, but the other features certainly make it worthwhile.

For the serious, experienced player it probably doesn't play quite a good enough game and with the lack of documentation on the bidding it may be a bit frustrating, but for the average player the 'professional beginner' - who is not too nervous if the bidding is a bit better than his own, Omar Sharif's *Bridge* looks like a pretty good buy.



Title: **OMAR SHARIF'S BRIDGE**  
 Publisher: **Oxford Software**  
 Price: **£24.95**  
 Reviewer: **John Sweeney**

# PD Paul Rixon's WORLD

Just as my joystick had recovered from leaving out the last batch of PD games, here are one again at the time of year when PD boards are dedicated to the only subject. There have been dozens of new-installment titles since my last report and the only problem I've had in deciding which ones to review and which ones to leave out. In the end I had to struggle the titles and post out a readers' poll, almost arbitrary, so here is what there are plenty more games when these come from!

## NO BOARD NEEDED!

Find a selection of games intended for board game enthusiasts. **BOARD GAME FUN** contains five programs for playing the classic and highly playable **Monopoly**, revised from an earlier version and now TV-compatible. The graphics are as bold and colorful as ever. **Fighting Ball** is said to re-create the ship-to-ship combat of the Napoleonic period and is actually based on an Avalon Hill release called "Wooden Ships and Iron Men". You can take command of the USS Constitution during the war of 1812 or engage in single historical sea battles. Play involves steering your ship around the screen and firing up to five broadsides at the enemy, while receiving various bits of useful information.

On a less vibrant note, **Blizzard** (see picture) simulates a French card game in which players take turns to draw cards in an effort to make more than a thousand miles. Distance cards will move you towards this goal but hazard cards can be played by either player to slow the other down. For each hazard card there is a corresponding remedy card to get out of trouble and skill is required in deciding which cards to keep, play or discard. Quite intriguing, this one. **Arpeggio** is described as the ultimate game of six nations and for those of you who don't know what this is, it's basically a trivia quiz for several players. The competitors choose a unique key press to ring in if they think they know the answer to a question. The program decides if the answer typed in is correct,

though you can use the dispute facility to override the assessment. To round off the disk there's a simple trivia variant called **Replay**. Boards constructed from three segments fall from above and you must toggle the position of the different parts to match up similar patterns. It's a chess version and play is limited to the easiest level.

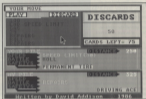
## BLAST!

As usual there's no shortage of new material for about two up shooters. Old hands in the 8-bit world will surely remember Jeff Minter's epic attack of the **Mutant Camels** and it's follow-up that we're not released for the Atari machines. Mastertronic made an attempt to re-create the latter without Jeff's approval but in his world they reluctantly re-created every ounce of playability. Considering his successful excursion into shareware marketing, Jeff has now released the previous **REVENGE OF THE MUTANT CAMELS** for the ST. As you'd expect, if not, check out! I haven't tried the game plot is pretty weird but you can't see there's a lot of blasting involved! You take the role of a rather Chevrolet-looking car that is operationally accompanied by a large shaggy gun-type creature called an Anquiped. Your mission is to stay alive as you barrel through 42 screens that are populated by

various telephone kiosks, sliding bar-games, Cynoblast (Common Power) Women, main Winters, flying sheep and all the usual nonsense! Needless to say the graphics are so-so and effects (lots of digitized voices) are brilliant.

Back to the traditional of all and **SPACED OUT** is a straight forward conversion of Galaxian by Paul Lay and Harvey Song. This, whose names will be quite familiar to regular Page 6 readers. Your joystick manoeuvres a space ship at the base of the screen and your intention is to zap the neatly ordered lines of aliens as they edge towards you. There are two levels of action and the graphics are well designed but the most notable feature is an amazingly sharp up sequence retaining excellent digitized speech.

Still on the shoot 'em up theme, **CYBORGSTORM** from Eagle Games was in a "not here" for anyone who's read about Defender or Dragoon. Your job is to fly around the playfield, which scrolls as you move, and zap all the aliens in sight - but it's not that easy because the machine ain't necessarily divine. You must use the radar scanner to check for locations of enemy craft and try to destroy them quickly - if you take too long a membership arrives and leaves in on your position! You're supplied with a shielding cloak to make your ship invulnerable for a limited period and you are advised to use it! You're equipped with several smart bombs which destroy or anything in view and because abilities can



be obtained if you find an elusive silver ball. As you progress through the levels your weaponry is suitably upgraded and there are extra lives and bonuses as often when you gain sufficient points. Following the initial 'beginners' levels a new factor is introduced - you have to rescue men by firing over them and transporting them to a 'keep'. If you don't recover the men the alarm drops tanks to wipe them out. It all gets more and more frantic but if you can, try to pause for a while and take in some of the superb graphical effects. The music and sound live up to the high standard set by the program as a whole.

## CLASSIC VARIATIONS

Pacman is a classic game in anyone's book and **HACMAN II** is the latest freeware version featuring a hundred new levels of action. There's no need for me to mention, of course, that you control the Pacman who has to gobble all the dots on the screen and avoid the pursuing ghosts as well, too late! The graphics are all professionally done with lots of colour and a wide variety of scenes over the different stages. The original Pacman was criticised for its lack of sound so the author has now included original sound effects throughout to add more variety wouldn't you say? The game includes secret maps, extra ghosts and a surprise or two for the really devoted - you'll have to play it to find out the details if you haven't seen Pacman before you'd better get this game immediately, and if you have you'll probably want it even more!

## ADVENTURING

Adventures have yet to be fully discovered in PD World but there's some here to mention. **PRIME TIME**, the latest eight graphics/text adventure produced using the RISC system. It seems you are Don 'Old Flirt', an explorer and collector of peculiar artifacts. On certain days holiday your Grandmother calls to see you with a gift - a mirror, which you subsequently bring to the drawing room of your home. Strangely, something seems to irritate you to move towards the mirror and run your fingers over the inscription... There's a flash and suddenly you realize you have become the image in the mirror, you are trapped and no-one can hear your screams. To the east you can see the drawing room and to the west is a long tunnel. A bundle lies on the floor - what do you want to do? With easy deadlines pending for passw@rd disks!

have a chance to complete the adventure but I would conclude that it's a typical puzzle with most of the usual constraints, some reasonable graphics and a reasonably well constructed plot.

## SIM PIG?

And now something completely different - a simulation with a difference. These days there seems to be simulations of everything from planes and cities to cars and the world - you may be wondering what will come along next. Well, here about **SIM PIG**.

**PIG?** This game from Amsterdam in Holland is subtitled 'The advanced real-time strategic pig simulator' and indeed that's exactly what it is! Your aim in life is to become an ace pig keeper but it's not as easy as you might think. You begin with a third amount of cash and a few pigs. You can buy more piglets but you first need the land to accommodate them, and then ensure they have plenty of food, insecticide the pigs kill it and you have to call in the Doctor. When the pigs are old enough you can sell them at market to raise more cash but the neighbouring farmer has similar plans to you and if you choose the wrong time to sell you could be heading for bankruptcy. The game is played in 'real-time' of one month each between two preset dates.



Pictures - **PACMAN II** (above) is a variation of the classic PACMAN with a vengeance! Loads of new features while simulation fans can enjoy a whole new experience in the highly entertaining **SIM PIG** (below)

and you can choose when to continue with the next episode. Naturally there are one or two unexpected problems to solve... **Sim Pig** is a humorous, well designed and extremely playable simulation. You've really got to play it to believe it's true!

## NEXT YEAR!

That's all for now but remember there'll be more PD games reviews to come shortly then! In the mean time, check the ST Library updates for info on all the latest disks. In next issue's PD World I'll be taking a look at educational software so if you have any comments or recommendations, I'd be very pleased to hear them. -GP\*



### HOW TO GET THEM

The disks featured in PD World can be obtained from the PASS 4 ST Library. When ordering to a specific disk, please use the unique reference code for identification. A printed catalogue describing all the library disks is also available from PASS 4 at a cost of £1.00, refundable against any disk you order! This includes a copy of the PASS 4 CATALOGUE, which is otherwise priced at £1. The disks featured the best are:

- ST004 HACMAN II
- ST005 PACMAN II
- ST006 THE TALENT OF THE MUTANT CAMEL
- ST011 CYBERNET/CRB
- ST003 SIM PIG
- ST006 PRIME TIME
- ST004 HOGWARTS FUN

\*Prices for standard disks are £2.00 each or £2.50 each for this or more but prices are lower for members of the PASS 4 ST Club

Printed by PASS 4, P.O. Box 94, Radford, ST19 1LN  
Telephone 0792 373227 or FAX 0792 342222 with credit card orders

## INTERNATIONAL 3D TENNIS

This is a budget rebirth of a popular piece of software soon a couple of years ago. The game is still a good recreation of the sport.

The opening and loading screens come complete with a good recreation of the BBC's *Tennis* made for Wimbledon and this sets the scene for a strong, sound based portion to the game. Graphically the game is idiosyncratic, with imprecisely rendered tennis players in a strange one-and-a-half-dimensional display. The figures are basically animated polygons but these figures do manage to move and act like humans and possibly their strange shapes helps the fluidity of the movement.

The game plays very well with various playing options available, these range from the level of play for the player and the level of opponent, skill in game type and subsequently

to court type and viewpoint level in tournament mode. My recommendation is to new players would be to try the

playing style and in the amateur level and find a camera angle suitable to your playing style. I found the side on view hard to control but the front on view gave a far more comfortable control system. Once the actual playing is full the ball system is unobtrusive it seemed most comfortable to me to go straight to pro mode and play the tournament. As in most sport when the top level gives the best simulation and offers the best challenge.

This top level offers ball spin, court placement and special level setting in fact everything found in the actual sport. The game even provides well scripted speech to call the umpire's commands and

scores. It is difficult to only call the players by the colour of their strip ('Advantage Black', 'Game White') but the problems with character and speech recognition make this the safe option.

Once the player becomes used to the strange graphic representations the game becomes a pleasure to play and from there becomes quite addictive. Of the *Tennis* games I have seen this certainly contains all the elements I look for and offers a good level of competition. The two player option is also attractive being two players, my only reservation being that camera angles need choosing with care to ensure fairness to both.



### FACTS

Title:	INTERNATIONAL 3D TENNIS
Publisher:	Gametek/GBN
Price:	\$7.99
Developer:	Domon Howarth

### SIGHT & SOUND

Idiosyncratic but usable graphics, sound implementation very strong

### GAMEPLAY

Highly enjoyable and easy to use

### VERDICT

The best tennis I have played on the PC. I believe a career mode might outdo other modern titles.

### FACTS

Title:	FEDERATION QUEST 1 - B.S.S. JANE SEYMOUR
Publisher:	Gametek/GBN
Price:	\$9.99
Developer:	Domon Howarth

### SIGHT & SOUND

Very strong and well set up

### GAMEPLAY

Good although a little more in depth

### VERDICT

Almost *Dungeons Master* in scope, I hope there is a sequel in time.



## FEDERATION QUEST 1 - B.S.S. JANE SEYMOUR

are also computer terminals to be tapped and problems to be solved. Most importantly

there are objects to be activated to help you.

The verbal interface is complex but the detailed instructions sort out all the functions after a long and careful read. Once the two disks have been read and a quite impressive sound and graphic sequence has been initiated a 'quest' file allows in the handbook' protection appears before the game starts. The initial screen gives the personal view as seen in *Dungeons Master* and the like and contains a quite full and complex control panel. This is my main gripe, the panel looks the bit unlike user friendliness that *Dungeons Master* had and will need the manual to guide you for the first time.

This is effectively an adventure game in the style of *Dungeons Master* but before the modes becomes too varied it is perhaps a slight exaggeration to compare this to the fabled ancestor although all will become clear. The setting is aboard a lost and floating space fleet and the eventual aim is to reach the Mother Ship *Jane Seymour*. This can only be accomplished by penetrating in order through the numerous daughter ships and obtaining passes up the line to eventually enter the last ship. There are several employment criteria around involving to damage your health and one you to suppress their diet. There

ple of hours it is possible to get into some difficult but interesting and manipulating objects. I found great difficulty picking things up for instance. Once the interface is mastered however the game becomes into a strong graphic adventure.

It is a pity that role is not flexible, the player is stuck in a right handed mode, but this does not detract greatly since you can imagine the character as whatever you wish. The game has room for a great deal of exploration and a variety of actions although it is fairly linear in design. I know from my own 1976 creations that space games are the hardest to keep interesting than standard fantasy and on such this game does look very ground with some originality and is a worthy addition to any collection.

# ERIK

**E**rik is a fitting of alcohol to the Moby-Dick type. While his comrades are off pillaging and committing heinous acts of human building, over-polluted oceans, nuclear cloning, and other jolly pursuits, the game centers around his problems following the re-appearance of the mischievous (and god-like) who feels the lifestyle is degrading to his image.

So to it, come to pass that Erik's personal lands were turned into a dangerous platform game that would see the powerful Norseman as a death-defying quest. Gold was obviously employed by Atlantis since this quest became a rather challenging budget game. The fact was:

through which Erik leaps each contain seven levels and of course each have their own end-of-level penalties to make life difficult in transitional

stages. The plot is not original but is well executed. Erik is a fair-look thumpy sports in the cartoony style beloved of the better platform romps. On his travels he may find coins, chests, jewels, death traps, weapons and shields, death, and traps. With luck there may even be the odd hidden level and some death. It is a very easy game to die in since small items shattering can be found. It only takes one direct hit to send Erik back to his starting blocks. On the plus side his mini-maps are kept most of the goodies found previously, so just loses the special weapons.

In many ways this game goes back to the Master Miner and Jet Set Willy days of platforming, and the multi-colored smooth scrolling environment complements this well. The

most useful is good with the joystick giving precise instructions to the sports and there is a reasonable scored track and fit to the game but some of the dumb (but then again) found in the map creation.

I found the game hard to dislike although I felt that the somewhat tricky start was discouraging, especially since the game appears to be aimed at younger players. Perhaps my mind missed some features of play but I felt the game was pitched just a little too hard. I did enjoy the colors and gameplay and found it challenging enough to go back to on regular occasions. There are certainly many worse platform games about.

## FACTS

Title: **ERIK**  
Publisher: **Attoria**  
Price: **\$2.99**  
Reviewer: **Damon Dowdall**

## SIGHT & SOUND

*Attractive colors and music, great runny sports action/plot scenario.*

## GAMEPLAY

*Smooth and steady, great fun and easy to control.*

## VERDICT

*A pleasant game that is worth a try - perhaps a bit hard at first.*

## FACTS

Title: **NARCO POLICE**  
Publisher: **Quantum/USA**  
Price: **\$2.99**  
Reviewer: **Damon Dowdall**

## SIGHT & SOUND

*Excellent sound and effects, large screen sports and smooth controls.*

## GAMEPLAY

*Overly complex, warnings for the sake of it.*

## VERDICT

*Almost a good game - the soundtrack is there but the finish isn't - try it with reservations.*



# NARCO POLICE

and it is necessary to actually start the game to discover that the rear view of a cop is

**T**he year is 2000 AD the scenario one of dark. Black business society controls. This means that one in five of the world's population are slaving themselves and that world governments wish to clamp down on the illegal drug earning. In order to carry this out, the two best police persons from each country in the world have been banded together to be an elite band of drug hunters. This group have now located a 'Narc Processing Center' and not surprisingly the Narco Police have to go and close it down in before-swing explosive style.

The game comes with a meager book of instructions

controlled by the joystick and some real fiddling to work out the various shooting options. There is a long list of menu commands to be entered from the keyboard ranging from one to three letter codes which need inputting during fairly frantic shoot out sequences. The effect is rather like the original Alien line with orders from remote control remote officers arriving just too late.

The game interface is strong allowing many variations of tactical set up as a default mode. The weapon choices are logical and if taken to a logical conclusion make the interesting strategic choice. Sadly the builder neglects the set and ball commands for

selection (Memberships of weapons and it is left to the player to assume that a mouse button does what is expected).

There were times when this almost felt like a beta test version of the game with occasional modules still to be entered on the programming. There is little in the way of feedback from the program to tell the user which options are in force and this can lead to a great deal of confusion in the game. The use of the various keys is also most ill defined leaving much to imagination and experiment. Unlike the advanced game experiments then whereby one can save and by commands saving commands have sent you back to the beginning in a most unsatisfactory manner.

I was not too impressed with this one, not this close about the implementation.

# THE STOS COLUMN

**W**elcome to another exciting SPDS column! This issue, not only are there two rilly listings for you to type in but there is also a great offer to be taken advantage of! The two programs featured in this issue are WORDSEARCH, a wordsearch game, and DOCVIEW, a document viewer. As you can see, I spent ages working out titles for these programs. More about the two programs in a moment, but first - the offer!

## LISTINGS DISK

Are you the sort of person who loves typing in long listings? If so, you now have the chance to relieve your aching fingers. For just £2.95 you can obtain a disk containing the past 4 issues SPDS column listings (including this issue). These include handy utilities like COMPILE CONFIGURER and SCENER, and enjoyable games such as DICE and ENEMY FLEET. All in all you will get 9 programs, which works out at a cost of around 33 pence each! To get your mitts on this wonderful disk just send a che-

que/postal order for £2.95 (cheque payable to D. GUY) to the usual address found at the end of this column and shortly afterwards a conveniently disk-shaped jiffy bag will be stuffed through your letter box!

## WORDSEARCH

Now onto the listings. First up is a rilly rilly wordsearch game known as I do not see myself. After typing it in and reading it you will be face in face with the main screen. At the top of the screen are two options, "ENTER WORDS" and "PLAY WORDSEARCH". Firstly, use the mouse to click on "ENTER WORDS". The screen will now change to show the numbers 1 to 20 going down the screen and the word "TITLE" at the top of the screen. You can now type in up to 20 words (max. 10 letters each) that you want to be put in your wordsearch, and you can also give your wordsearch a title (up to 20 letters long). After you have typed each word press RETURN to go onto the next one. You can use the BACKSPACE key if you make a mistake and you can also use the UP/DOWN cursor keys to move up and down the list of words. Once you have finished either press RETURN while on the 20th word or press the ESCAPE key (you can press ESCAPE at any time). If you want to clear all the words to start again press the GUY HOME key. After you have typed in the words and you are back on the main screen click on "PLAY WORDSEARCH" to start playing. The computer will take a few moments to create the wordsearch in memory and then you will see the wordsearch appear in the left hand side window and the list of words to find in the right hand side window. Once you think you have found a word, use the mouse to click on it's first letter (e.g., if the word was "COMPUTER", you would click on the 'C') and then use the keypad keys to highlight the rest of the word. In this

game the keypad keys act as direction keys, with 0 being North-east, 1 being South-west, 8 being East, etc. etc. After you have clicked on the first letter of a word press the appropriate keypad key to go in the direction that the word is going. Keep pressing the key until the whole word is highlighted. Then, press the ENTER key and, if the word is correct, the computer will remove the word from the list and you can go on to find the next word. Once you have found all the words, the computer will display how long it took you. You can then create another wordsearch and try to better your time!

## DOCVIEW

The second program in this issue is a rilly handy document viewer. Normally you can't view documents from within DOS but with this program you can load a whole document into memory and scroll up and down it with ease. Users wanting simply use the standard SPDS flowchart to choose a document file to view and, after the document has loaded, use the UP/DOWN arrow keys to scroll through it.

## UNTIL NEXT TIME

And so, we reach the end of another SPDS column. Remember, if you have any SPDS related at all to contribute to the column just send it to the following address. Bye!

Dion Guy  
11 Shore Crescent  
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RG23 1DC

**Dion Guy**  
presents two  
new type-in  
listings and  
offers a ready  
to run disk







# ANARCHY

**Y**ou strap the joystick firmly to your right hand and prepare for the chaotic light of alien invasion. The weird gears drive your fire and into your eyes, as you think it away. Suddenly, the ship gives a violent jolt. Your attention is drawn to the rearview. A mutant (creeper) ... dead! You react to the side and just about avoid it. That is routine; that it missed so it comes back. In flight, you strain your hand down on the mouse, launch buttons and wait for the fireworks.

A lovely starting tool for Paganini's re-release from 1990 is storming your way to the form of Anarchy - a flood of the game that will be remembered forever - October.

The gameplay involves flying around over a parallel scrolling planet to save ten golden gems from the naughty alien, who want the previous robot-

ware within them to transform themselves into mutants. Your weapon is a single beam laser to

begin with, but as you kill the aliens they release small pods, fly over them and you gain extra weapons. The additional weaponry available includes flares, providing rapid firing lasers; Twinshot which gives you double lasers; and Cannon, which results in an outer ring floating with your ship and firing with it. It all sounds very successful, doesn't it? - like Defender crossed with the latest arcade shoot 'em up - but it's very playable indeed.

Comprehensively, it's what you'd expect from Paganini. Supports its own world which make up the whole keyboard. The scrolling is super smooth, the alien and your ship are well animated, and the game

doesn't slow down however many sprites are on the screen. There are lots of different levels to fly over, and guarantees to defeat which look incredibly real, especially The Brain - the first one you meet. None are quite disgusting!

On the second floor the game is average, but particularly good, but not bad either. There are lots of sound effects, though. The only one I feel is missing is an engine sound. On the title screen there's a sampled tone which is fairly impressive, but not the best you've ever heard.

Overall, I loved Anarchy great fun. It's highly polished in presentation and plays superbly.



## FACTS

Title: ANARCHY  
Publisher: Selenia  
Programs:  
Price: \$7.95  
Developer: Peter Dinklage

## SIGHT & SOUND

The sound could be improved although there's there a lot about adequate, graphics are super

## GAMEPLAY

Fairly good, incredibly accurate

## VERDICT

Wonderful if you missed it the first round, it's a top-notch and budget release

## FACTS

Title: SPELLBOUND  
Publisher: Selenia  
Programs:  
Price: \$7.95  
Developer: Peter Dinklage

## SIGHT & SOUND

Graphics are quite spectacular, but unfortunately the sounds don't quite live up to the same standard

## GAMEPLAY

Not very good at all

## VERDICT

Really not one of Paganini's best games



**J**ust as you were about to advance a grade in the School of Magic, your tutor goes and gets him self kidnapped. You have to rescue him or you'll never graduate.

Spellbound is a re-release of a fairly recent Paganini 11 or 12 player arcade adventure. Those of you who own an 8-bit may remember Spellbound as a superb adventure game involving the 'magic light' on a quest to save all the levels. This game is nothing like it. It's a platform game with lots of shooting and collecting objects to remove obstacles, not exactly the most original of concepts, nor indeed anything. The gameplay may substitute

# SPELLBOUND

you for almost half an hour or so, but there, you'll discover its true colours

as a set of grey to gameplay standards. Basically, what you must do is roam around the various zones shooting everything and collecting goodies to blow up walls and gates to destroy enemy fields. You may wonder why I don't think the game is very good and that's made reason is that the whole game is far too difficult for the average games player. Just for in that case, you get the bang of the game, you may be given a password for the second level but don't try typing it in on the startup screen - it doesn't work! I set off with high hopes for the game, but as I progressed they fell rapidly, but even the two-player option makes much difference.

The standard of the graphics throughout the game is very good. The backgrounds, sprites, and backgrounds are all drawn with incredible attention to detail. The art that you control even lands on his backside and rips his head off he falls too far! The backgrounds to the various levels look superb, and the backgrounds are detailed and shaded, giving them a very slick appearance. Unfortunately, it's very easy to see past the flash graphics into a dull game.

Nonetheless, the game isn't so good. There are no sampled sounds (very unusual from Paganini) and there's no music on the title page. The sounds are very sparsely dotted around, and aren't particularly spectacular, mainly consisting of Paganini's old Ping! notes.

# WHAT'S THE TIME?

**I**n Issue 58 I reviewed a couple of good quality budget priced educational programs from Rainbow called First Letters and Shapes and Colours. These have now been joined by another called Telling the Time.

It's supplied in the same colourful packaging as its predecessors, and like them comes on one double sided disk, accompanied by a simple instruction sheet. Again like the earlier programs it uses Bobby the Clown as a theme character, and as expected he

appears frequently throughout the program to encourage your endeavours.

On loading the program, presents you with a colourful graphical main screen, from which the program's five main functions can be chosen. These are - Analogue, Digital, Analogue to Digital, Digital to Analogue, and Alarm Clock. Each teaches a skill and gives practice in the logic of telling the time in different ways.

**ANALOGUE** - teaches telling the time using an analogue clock (for any non-entrant out there - that's one with hands). It has three difficulty levels, namely hours only, for example four o'clock equals four intervals, e.g. quarter past seven and finally the five minute intervals, e.g. twenty five past six. Each level is subdivided into ten sections each presenting you with five questions. In the first section the clock hands move to a specific time and you then select the correct time from a list of possible answers, using the various (return) keys at the mouse. It writes how you have to move the clock's hands in the time requested, again using keyboard or mouse.

**DIGITAL** - this is identical in concept to Analogue, but uses a digital watchface instead. It also has an option to use 12 or 24 hour clock, the latter adding to the difficulty.

**ANALOGUE TO DIGITAL** - helps you learn to convert times shown by an analogue clock into digital clock form. You have to read the analogue clock face then set the digits on the watch to the

equivalent time. Again there are three levels, with 12 or 24 hour format to increase the difficulty further. In 24 hour mode an AM or PM flag is shown on the analogue clockface as appropriate.

**DIGITAL TO ANALOGUE** - is also there, but in reverse. You read the digital watchface and move the hands of the analogue clock to the equivalent time.

**ALARM CLOCK** allows you to set the alarm based on Bobby's analogue alarm clock to remind him when to do various things, such as wake up, go shopping, eat his dinner, and go to bed. The clock hands then move round rapidly and the bell rings at the time the alarm has set.

There's also a Level Play Again screen reached by pressing the ESC key. This allows you to change level, start again, set 12/24 hour mode, or exit.

## REWARDS

Answer a problem correctly and you'll receive a big "Wanda" cup" from Bobby, a sheet load of music, some amusing animation of the clock or watchface, and a "Well Done!" message screen. Incorrect answers earn a grumpy sound and an invitation to try again. There are no hints given after several incorrect attempts, nor is the correct answer ever given. You're expected to keep trying until you get it right. Complete a level and you're treated to an animated reward sequence

involving Bobby. There only seems to be three different sequences, so this could get a bit boring after a while.

Visual quality is very good, using big, colourful, well drawn graphics. The analogue clock is particularly attractive - its face matches at you when you answer correctly. Animation is adequate for this type of program, although the programmers do seem to have taken a few shortcuts. Sound is handled well too, although rather sparse. The real of level reward sequences take place in computer silence and really could do with a little extra accompaniment to liven them up.

## CRITICISMS

Criticisms? Well yes, there are a few. I think the program could be made more helpful by providing a hint or giving the correct answer after several incorrect attempts. Also, some form of supplementary marking of the analogue clockface should be provided to help clarify the concept of five minute and quarter hour intervals, and "past" and "to". One worrying point is that the analogue clock's hour hand only ever points directly to the numerals, which could be confusing. Unlike a real clock it's never seen between two numbers. If Waco Software got it right with their Master Time program (see review in Issue 58), which is designed to do exactly the same job as Telling the Time, however, Master Time is a bit more expensive, so I guess you get what you pay for.

Overall, I liked Telling the Time. Despite the criticisms it should still be capable of helping you teach your children this important skill. And at £7.99 it represents good value for money.

## TELLING THE TIME

Rainbow Educational Software

Price £7.99

Reviewed by John S Denton



Set the watch to the correct time

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