

NEW

PAGE 6 PUBLISHING'S

ATARI

USER

Issue 44

£1.75

June/July

XL/XE

GREEN FINGERS

Can you make your garden grow?

DIAMOND GOS

MAKE YOUR XL/XE LOOK LIKE AN ST

BEHIND THE SCENES AT ZEPPELIN

PUBLIC DOMAIN

THE BEST OF ACCESSORIES

STOS COLUMN - TYPE-IN DEMOS
YAMAMA PSS SERIES AND THE ST
DRAKKHEN - NEW STYLE D&D
FIRE BRIGADE -
WARGAMING FROM AUSTRALIA



PAGE 6 SOFTWARE

support for your XL/XE

TRANSDISK IV NEW!

Now available exclusively from PAGE 6 SOFTWARE
TRANSFER YOUR CASSETTE GAMES TO DISK WITH EASE!

TRANSDISK IV is a simple to use utility that will transfer all your cassette games to disk - easily and quickly!

- Handles any type of cassette format
- Allows several games on one disk
- Handles cassettes that require full 64k memory
- Complete with chart of exactly how to transfer the more popular games
- Handles cassettes that load extra levels
- Use of available memory on XL/XE machines
- Full step by step instructions included!

Price £19.95

TARITALK

THE QUICK AND EASY WAY TO
TRANSFER FILES TO YOUR ST

Now you can simple and easily transfer files to your ST without the need for a costly interface. TARITALK will transfer text files, database information, pictures, music files, BASIC programs, in fact any file that has a normal DOS directory entry. Just plug in the TARITALK cassettes, run the software on each machine and your files will be transferred complete with full error checking.

Please note that TARITALK does not convert files - it is up to you to make any amendments necessary to use the files on your ST

TARITALK is £19.95 complete with cable, software and instructions

SPELL ME

Let your young ones enjoy
learning with your XL/XE

A delightful program to teach four to five year olds the alphabet plus word recognition and word and picture association. Guide them with those first steps whilst also teaching them to enjoy the Atari as a creative tool. SPELL ME has been written by a qualified teacher and has been enjoyed by hundreds of Atari owning youngsters. Why not let your children enjoy it too?

SPELL ME is available on cassette at £4.95 or disk at £4.95 exclusively from PAGE 6 SOFTWARE

Also from **PAGE 6**

THE BIG DEMO

The best demo ever produced for the XL/XE. Great graphics, excellent music and the best sampled sound ever. Released on our 8-bit Atari from levels 1 to 10 of the ST stuff!
Can you afford to miss out any longer?

THE BIG DEMO is £3.95

Please note that some of the demo messages contain words that have been made up to make the demo appear to be complete. These words are not included in the demo and will not be included in any other demo.

MINI OFFICE II

Possibly your last chance to purchase the best piece of serious software currently available for your XL/XE!
OFFICE PROCESOR II - SPELL CHECKER - DATABASE - GRAPHIC - LABEL MAKER - all in one great utility

We have just purchased the last remaining stocks of this fine piece of software - but come, fast forward!

OUR PRICE £14.95 (see £1 or 99)

COMMO 300W - MODMASTER

The MIDI sequencer and music player for your 8-bit Atari!

TIME & MAGIK

Your last chance to purchase a copy of Level 1's top definitive trilogy. PAGES 6 - now your chance! The last stocks of this fine collection of programs - this will definitely not be re-released!

DISK or CASSETTE £9.95
(saving £5 on recommended price)

All items on this page may be ordered with the order form on page 49 or by writing to
PAGE 6, P.O. BOX 54, STAFFORD, ST16 1DB.

Credit card orders may be telephoned to 0785 213928 or FAXed to 0785 54355.



GREENFINGERS

How does your garden grow?
Type it in and see!

SUBSCRIPTIONS

Annual subscription rates (6 issues)

UK	£10.00
Europe	£14.00
Overseas (post)	£15.00
Overseas (air)	£21.00

Enter one other way to attract a new user

NEW ATARI USER ON DISK

A disk containing all of the best programs from each issue of NEW ATARI USER is available either separately or as a subscription. Single price £3.99 per disk. Subscription rates (6 issues)

UK	£23.00
Europe	£23.00
Overseas (post)	£23.00
Overseas (air)	£23.00

Please make cheques payable to PAGE 4 PUBLISHING and send to the Editorial address shown below

SUBMISSIONS

PAGE 4 welcomes and encourages its readers to submit articles, programs and reviews for publication. Programs that are submitted on disk or floppy should wherever possible be submitted on both floppy or disk. We seek to encourage your participation and do not have strict rules for submissions, a simple word oriented, you write a program or review and send it to us. We reserve the right to make use of all published programs and articles.

All original articles, programs and other material to NEW ATARI USER is accepted at the author's discretion. All accepted material is copyright PAGE 4 unless otherwise stated by the author. However, any material to NEW ATARI USER may be reprinted in other magazines and other non-profit making organisations provided that the author's name is retained and PAGE 4 is notified by the original publisher. Permission to publish other articles should be obtained from PAGE 4 or the author. Editors of newspapers requesting material are requested to send a copy of the material to the Editorial address of PAGE 4 unless we take whatever steps we can to ensure the accuracy of articles and programs and the contents of advertisements. PAGE 4 cannot be held liable for any errors or omissions made by advertisers.

NEW ATARI USER is a registered trademark of Atari Europe. All responses should be sent to NEW ATARI USER is an independent publication and has no connection with Atari or with any other company or publisher.

The next issue of
NEW ATARI USER
will be on sale 5th July
Editorial copy date is 19th June

GUESS AND COUNT by Robert de Letter <i>A challenging word game</i>	10
DIAMOND GOS reviewed by John S Davison <i>Make your XL look like an ST!</i>	14
SOLITAIRE by Matthew Green	16
TRIVIAL PURSUIT QUESTION MAKER by Chris Pofferton	18
BLINKY'S SCARY SCHOOL by Ian Copeland and David Taylor <i>How Zeppelin wrote their latest game</i>	20
THE TIPSTER	24
QUICK DOS by Juan Jose Rodriguez	27
GREEN FINGERS by Bill Hobolt <i>Gardening is not as easy as you think!</i>	28
TYPO 3 <i>A new version of our typing checker</i>	30
NO ENTRY! by Phil Cardwell <i>Program protection techniques</i>	34
ROBOTS OF MALA by Derek Thomson	36
USING KIOFILL by Ian Finlayson	40
FLYING FOR REAL by John S Davison	42
THE SOFTWARE REVIEWS <i>Blinky's Scary School - Joe Blade 2 - Top 'N Whistle - Protector - Initiator - Mawquest</i>	44

ST FILE

DRAKKHEN reviewed by John Sweeney	54
GAMES REVIEWS <i>Dragons of Flame - Ghost 'n' Goblins - Starlight - Stryx - Italia 90 - Park-Driver Rally - Chase Strikes Back - Wayne Gretzky Hockey</i>	55
FIRE BRIGADE reviewed by John Sweeney <i>Programing from Australia</i>	61
MAKING MUSIC by John S Davison	62
FUTURE WARS reviewed by John R. Barnsley	64
SUPER CARD INDEX reviewed by John S Davison	65
FD WORLD by Paul Dixon <i>A multitude of Desktop Accessories</i>	66
BUDGET DAYS by Damon Howarth <i>A round up of the latest budget offerings</i>	68
STOS COLUMN by Peter Hickman <i>Soft sector protection and graphics demos</i>	70
PLAY AND READ reviewed by John S Davison <i>A new type of educational program</i>	74

Editorial	4	BACK ISSUES	50
News	7	CONTACT	51
Letters	8	RESOURCE FILE	16C



There will be even more hardware at the Atari 90's Show.

There'll be more of everything at the Atari 90's Show. More hardware. More software. More exhibitions. More experts.

And more "world firsts" in the Atari Showcase.

You'll find the world's first pocket-sized PC - the Atari Portfolio, the world's first multi-processor workstation - the Atari Transputer Workstation, and the world's first colour hand-held video games machine - the Atari Lynx.

Naturally, the rest of Atari's huge range of products will be there too, including the highly-acclaimed range of PC compatibles and the powerful new ST machines.

There'll be people on hand to help you choose new equipment.

Or, if you simply want to get more out of what you've

already got, there'll be free seminars, user workshops and technical clinics. And, in our massive games arcade, you can check out all the latest software.

Admission is just £3, or bring the family for £4 (2 adults, 2 kids. Extra kids £1).

The Show's on from 1st-3rd June 1990 (Friday 1st and Saturday 2nd, 10.00 am-6.00 pm, Sunday 3rd, 10.00 am-4.00 pm.) It's at the Novotel Exhibition Centre, Hammersmith, London. (Nearest tube Hammersmith.)

Don't miss it, or you could miss out on a whole new decade of computing.

ATARI
90's Show

GET REGULAR!

A subscription to NEW ATARI USER is well worth while as it ensures that you are not the one who is five minutes too late at your local newsagents when the next issue is snapped up and it helps us to keep publishing the only magazine to support all Atari home computers. If you love your Atari, keep feeding it the best diet around - NEW ATARI USER every couple of months. If you subscribe, a copy will drop through your door just when you are expecting it.

Subscribe now - you know it makes sense and a subscription helps to ensure that NEW ATARI USER continues to bring you the best for your Atari!

Subscription prices (for six issues) are £10.00 for UK - £15.00 for Europe, £15.00 for surface mail outside Europe and £21.00 for Airmail outside Europe. Overseas rates reflect only the difference in postage.

MAGAZINE & DISK

XL/XE (and 400/800) owners can take out a Disk Subscription and not only save money but also get an ATARI USER disk box, holding up to 50 disks ABSOLUTELY FREE! This disk box retails at £4.95 but is yours FREE when you take out a new Disk Subscription.

GET DISKED!

AND GET A FREE ATARI USER DISK BOX*

A Disk Subscription (including the magazine) costs just £25* and that represents a saving of OVER £3 against buying the magazine and disk separately! Add the cost of the disk box and you are SAVING AROUND £9! Don't it just make sense?

Discover the fun of all those great DISK BONUS programs from the next issue - tick that box now and have fun when the disk and mag drops through your door

* UK Price. FREE DISK BOX OFFER APPLIES ONLY TO THE UK.

YES

I want to show my commitment to Atari by subscribing to NEW ATARI USER
Please commence my subscription for SIX issues from issue 45 as follows

Name

Address

I enclose Cheque/Postal Order for £

I wish to pay by Access/Visa/MasterCard/Eurocard

Card No:

.....

Expiry date:

ORDINARY SUBSCRIPTION UK £10.00 Europe £15.00
Elsewhere Surface £15.00 Elsewhere Air £21.00

DISK SUBSCRIPTION UK £25.00 Europe £32.00
Elsewhere £42.00

Please debit my credit card with the amount shown above

Signature

I understand that a UK Disk Subscription entitles me to a FREE DISK BOX which will be dispatched as soon as my subscription is processed.

NOT A FANTASY!

Merely after the hype date for the last issue we received a press release from Fantasy Productions in Harlow advising of the release of a new range of programs for the Atari. The company's first release is titled **POG 3** which is described as having been 7 months in the making and featuring "some of the highest standard qualified professional writers now on the Atari" along with "the most atmospheric introductions with high quality music and graphics". It doesn't actually say what the game is about!

POG 3 is to be released on disk only at £6.95 and is to be followed by **PIAN THE PIAN** to come at £6.95 on disk and £2.95 on cassette, **ELECTRODANCE** in July at £14.95 on disk, **SO DOWNING STAIRS** in September at £6.95 on disk and £2.95 on cassette and, finally, **POG 4** in December, again on disk only at £2.95. Fantasy say that they will be supporting the 8-bit Atari throughout the year and, depending on sales, throughout the early part of the 90s.

We have no information on how the games will be distributed and about the major distributors will not touch disk based software for the Atari. Fantasy may well have problems with sales. We can only suggest that you try the mail order suppliers like Future, Callisto and Miles better to see if they have these games to stock.

POSTMAN PAT'S NOW DELIVERY

If you have been patiently waiting for Pat and Ann to turn up at your front door, then you are going to be disappointed because Alternative have given up on the Atari 8-bit version of the game. We are not sure why however, judging by the 80 version, it should be quite a simple game to implement on the 8-bit. Better news is that Alternative do plan to release other titles for the 8-bit. A new label has been launched called Friendly Learning and will feature a number of its releases of children's favourites including Thomas The Tank and out on the Atari 8-bit in June. Most of the titles are

planned for the 8-bit but Alternative do say that they intend to release many of their titles on the 8-bit during the year. The Friendly Learning titles are educational and include **BEAR AND THE HOLE**, **5 FOR BIRD WORDS**, **SCOTT AND BRAD'S FISH BIRD NUMBERS** and **POSTMAN PAT'S BRAPS AND NIBBS**. These will all be at £7.95 on the 8-bit. Another 8-bit title seems to be **STORM FORCE** produced in conjunction with the Royal National Lifeboat Institution who will get a proportion of the proceeds.

ALTERNATIVE SHOW

We have now had confirmation that the Fourth Alternative Music Show will be held at the Dingy Hall, Southall on Saturday 10th November when the usual delights of 8-bit bits and pieces, amateur radio and weekly bargains will be available. Last year's show was great and we will definitely be at this year's. The rest of a stated is quite reasonable and the show is open to individuals and user groups as well as businesses. If you are going to book a stand please let us know and we will, in turn, let our readers know what to expect.

HARLEQUIN

We now have details of the range of games that Harlequin intend to release over the coming year. Firstly there is the already advertised **PLAZATON** which should have been available for a while now together with **DEED WAR** and **PROJECT XANTHON** which are imminent, all priced at £7.95 on cassette and £10.95 on disk. In August you can expect **SENTRY** at £6.95 on cassette and £11.95 on disk followed in September by **SHADOW OF THE SHIELD** at £7.95 and £14.95. Also due in September are **EDGE OFF PLUS**, **PLAY-IT AGAIN** and **DEFENDERS OF THE BARTS**. The first of these is £7.95 on cassette and £9.95 on disk and the others are £8.95 on cassette and £10.95 on disk. Surely the same good stuff is coming our way. We'll bring you entries on some as we get the entries going.

CALLISTO COMPUTERS

DEPT A3, PO BOX 233, SHEFFIELD, S6 4AZ TEL: (0742) 326593
SOFTWARE AT DISCOUNT PRICES

ATARI 800X/2000

FROM 1000 POUNDS
£2.00 worth

Amiga, Apple II, Commodore 64, Atari 800, Spectrum, ZX Spectrum, Amiga, Atari 800, Commodore 64, Atari 800, Spectrum, ZX Spectrum, Amiga, Atari 800, Commodore 64, Atari 800, Spectrum, ZX Spectrum.

AMIGA

GAME/TITLE	Cost	Price
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000	£299.00	£299.00
Amiga 500	£149.00	£149.00
Amiga 600	£179.00	£179.00
Amiga 800	£199.00	£199.00
Amiga 900	£249.00	£249.00
Amiga 1000	£199.00	£199.00
Amiga 2000</		

Mailbag

Got a point to make?

Got any questions to ask?

**Write to Mailbag
P.O. Box 54
Stafford
ST 16 1DR**

A SUPER XL?

I use my 4800L, 10MB drive and an Amstrad EMP160 printer to help with my administration of my local cricket club. I use Mail Office II, Visiolec, Textpro and Print Shop for most of the time and am getting tired of the continual changing of disks when loading different programs or files. Having used an IBM clone with hard disk at work I realize that I'd be able to purchase the latter if it would probably solve my problems.

What I do have though is the main board from a defunct 4800L which I would like to link up to my machine to make use of the extra RAM etc. Would this be possible in some form? If so how would I go about it and would it mean that I could hold more than one program in memory? Would it also be possible to have a menu from which I can load different programs as I do at work?

**Graham Wain
Southwell, Essex**

The entire board is virtually useless for this application although you might be able to use the RAM chips in another application, it is quite possible to extract the 4800L to 250K or even 512K but the main problems are in writing the software to take advantage of the extra RAM. In theory a 512K machine could load several programs, holding them in high memory and switching them in normal memory on command but the software involved would be an intricate task to write as the original programs themselves and I cannot see anyone doing it. Even on machines like the ST switching of programs is not

common and is fraught with problems. A hard drive may, or may not, be the answer to your problems and a hard drive is available for the XL from ECD (distributed by Printer Software in this country) but it will set you back around £800. Even then you may have problems in transferring programs like Mail Office II which normally need to be loaded from drive 2. If I were you, I would be inclined to know that your humble 4800L can cope with the tasks you need and put up with a little bit of their snapping.

READ THE ADVERTS

I would like to know how to go about getting a software game that has been advertised in your magazine, the game I would like is Dmg which is available on B.Ware Software price 25.00, is it for use on the XL/XE range? Also can you tell me if Mail Duggery is available on the XL/XE?

**T. A. Summershall
Luton**

As you stated in the review, Dmg is only available direct from B.Ware software suppliers in 19 Southfield Road, Haringey, Lewis, LE19 5SL. They take credit cards and you can reach them on 0430 812317. Whenever you order software please check out the advertisements in the magazine, B.Ware have an advertisement on page 17 of the issue in which Dmg can be ordered and there are other advertisements who you can contact for software rather than writing to us. The advertisements are an important part of the magazine since these people are the only ones giving support for your machine and they need your support in

turn. If you don't take notice of the advertisements they will eventually give up and stop advertising and after that happens you may well find the only magazine that is directed to your computer. So please, always read the adverts. Mail Duggery is not available on the XL/XE but it is, basically, a copy of Mail-Desktop or the desktops 2 which are available. Check the advert.

TEXTPRO TIPS

I wonder how many readers like myself who bought TEXTPRO 1.2 and DMSY DOT II from your public domain library have found that TEXTPRO does not produce the backslash character (SHIFT-LEFT ARROW on the 4800L) which is essential for DMSY DOT print format? The arrow keys only operate cursor movement with either Shift or Control.

Quite by accident I found the correct sequence - ESC+CAP-LEFT LEFT ARROW - and this is used to produce the upper case on all four arrow keys. What a pity that, in spite of the massive 22 page manual, this was not mentioned.

Possibly all this is elementary to most of your readers but I thought it worth a mention if only to help the few who might have the same problem. Thank you for an excellent PD library. Most of your disks, and especially TEXTPRO and DMSY DOT are worth many times the asking price. Keep up the good work.

**D.E. Fogarty
Salisbury**

Thanks for the tip. Never expected that all of elementary to other users, every just give up when they come across problems like this and never use the software again. Some one somewhere will come get our Textpro and Dmsy Dot and start using them. Any other tips like this are more than welcome and stand a good chance of a mention.

MORE HARDWARE

Is there any chance of you continuing with the **EE**? **PARING YOUR STAM** writes from Issue 50? I've been waiting for a long time for somebody else to write in and ask for it but nobody did so I've broken the habit of a lifetime and actually written my first letter to a magazine.

It's a great magazine, keep up the good work. How about doing reviews of your PD software?

T. Hill,
Oxfordton

We discontinued the writer mentioned because there were mistakes in some of the articles and since we know little about hardware matters it is virtually impossible to check out hardware projects before publishing them. The article in the last issue on the write protect switch concerned a lot of interest and comment and, if we get more projects like this writers up we will publish them but only if they come from sources we know are reliable. It is not worth publishing details of projects which may not work or may even damage your computer.

MOUSE TALES

Please could you tell me if there is a special mouse for the **XL/SE** computers? If not can you use an **XT** mouse on the **XL/SE** games and software?

Gary Jones,
Leigh-on-Sea

There is no special mouse but an **XT** mouse can be plugged into the joystick ports and will work without problems, provided that the software you wish to run has been written for mouse control. Virtually every commercial game is written for joystick only and so plugging in a mouse is no good. Our Multi-Mouse article in Issue 42 contained a driver for a mouse so that you could write your own software and products such as *Democrat*

4000 also use a mouse but the chances of commercial games ever being written to use a mouse is, unfortunately, remote.

GOOD SERVICE

While reading Issue 38 of *New Atari Star* I noticed your article on page 10 about Mr E. Hughes offering to make copies of the games he has typed in from listings in the old *Atari Era*. Since then I have twice sent the necessary i.e. CDS tape, £1 cheque and a.n.c. to Mr Hughes and have twice received the tapes back full of games. All the games have been included and tested satisfactorily by Mr Hughes before he has returned the tapes. Just thought I would let you know what a good, quick and efficient service Mr Hughes is providing as your article suggested you would like some feedback.

Owen Morgan,
Southport

Thanks for taking the trouble to write, Owen. It is good to hear that Mr Hughes is providing a useful service to *Atari* users and keep my fingers crossed. Mr Hill is, unfortunately, often get letters, pointing good service, many other people only write when something goes wrong but I happen to add that we have not received any complaints at all so far so Mr Hughes is concerned.

SAVE THAT SWITCH

I own an *Atari 688E* and, as you know, when you wish to load a boot cassette the manual says that you should switch the machine off and then on again whilst holding the **RESET** and **OPTION** keys down. Well, I thought it would be a good idea to point out that you can load boot cassettes without the power switch being used. If you type **EX-400(50497)** then, whilst holding **STAYT** and **OP-**

TIOS, press **Return**, the screen will go black for a moment and then you will get the normal blue screen and a single beep to tell you to load your cassette.

This will save wear and tear on the power switch. Most programs can be reset using the **Reset** key but there are some which will still need to be reset using the power switch.

Brian Wright,
Bishop Auckland

ORDINARY CASSETTE

I have an **800KL** and **1010** cassette recorder and as you are no doubt aware, the play buttons are inclined to break. Although I am able to purchase replacements from *David Ford* I should like to see my standard cassette deck as a standby whilst awaiting new buttons. Could you please tell me which pin-outs are correct to my recorder.

B. Mathis
Mossydale

Unfortunately you can't use an ordinary cassette recorder with your *Atari* unless you have got a specially built interface. A few years ago there was such an interface available from one of our subscribers but this was discontinued some time ago. You'll just have to wait for the future.

RUNNING A BUSINESS

I am at present using an **800KL** and **1010** drive with a **1050** printer which, couple with *Visicalc* and *Mail Office II* I am using to run my business. I wish to upgrade to an *Atari ST* system with printer but first would like to know what system/software I could use and whether I would be able to transfer my business data (mainly *Visicalc*) to the new system. As I manage most of my work on the spreadsheet I have no file need for a word processor or database, although a

graphics package would be useful. I would be grateful for any help you could pass on.

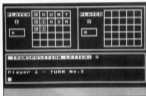
Paul Perrone
Exeter

If your **800KL** can cope with your business needs then any **ST** will do, there is no need to go to IBM-card *Ford* disks and the like. There are a number of spreadsheets for the **ST**, all of which work without problems but, strangely, *Visicalc* is not available. I use *MP Professional* which is excellent and which can now be picked up again from the *Atari Business* pack(s) very cheaply. I don't say for certain but **MP** should be able to accept *Visicalc* data depending on how the **512** version of *Visicalc* was saved. You might have to re-save your files in a different format. Data can be transferred to the **ST** with our own *INSTALA* and you should have no problems in getting all of your data across. The only problems you might encounter are in transferring data to use in programs on the **ST** but most of the time it can be done quite simply.

Your **1050** printer is no use with an **ST** but you can pick up *Commodore* printers like the *Comore 1200* and *Panasonic* models quite cheaply and no extra interface is required. Bear in mind that software on the **ST** is expensive. *Mail Office II*, for example which cost £18.99 for the six programs on the **512** is available for only six six separate real time licenses and will be no less than the total cost of which is over £150! Unfortunately it is impossible to give free advice on exactly what software you should use as much depends on personal preferences. Whatever you use, you may well find that added features make it a much longer process to learn to use the software properly. I would suggest that you go along to one of the *Atari* stores or find a good retailer who can show you the differences between different packages. Try *Soft Centre Express* in *Hemel Hempstead* who will, I am sure, take the time to advise you on what is available.

GUESS and COUNT

Guess and Count is an educational game for the not so young and ... older children. An Atari computer with at least 32K is required to run this program



Playing this game is very simple. The computer selects a word (5 letters) and it is your duty to find this word in 5 or less turns. When the cursor appears type in your choice.

- If you can't guess a word you will be penalized by 10 points
- If the word is found, a counter starts counting from 0 to 5. Stop the counter by pressing the space-bar. This number will be added to your score
- If you can stop the counter at '2' (two) number you may choose any number from 0 to 5 to add to your score
- The player who first reaches '77' is the winner. If your score exceeds '77' you will be penalized again for 10 points. The points above '77' will also be subtracted from your score
- If the word is found at one time the computer asks you if you want the 10 bonus points (double) not to go above '77'
- The first letter of the word you are searching for will appear on the screen in inverse video. Then type in a word that begins with this letter
- Every letter that is in the right position will also be printed to the screen in inverse video. If one or more letters are in transposition you will be given only one of them
- A player loses his turn:
 - o If the word isn't found
 - o If 5 turns are needed
 - o If the counter stops at '7'
 - o If the score exceeds '77'
- If a word is not guessed the computer will not tell you what it

by Robert de Letter

was. This is done to "save" words. The word will be added again to a string WORDS. All together there are 405 words to play with

- You can expand this program to play with more than 405 words. To avoid a memory conflict leave out 'WB'. The variable 'P' contains the number of words used in this game. If all words are used then (220) WORDS is filled with 'WB'. If 'WB' is left out the game should be executed to re-load the DATA. To find all occurrences of 'W.B.' WORDS, use my program FINDES (issue 17)
- To see which words are used in 'Guess and Count' type in listing 3 with the main program in memory. After this type G000 (0000) and press RETURN

I hope that you enjoy 'Guess and Count', it may appear to be a simple looking program but it should prove quite a challenge to players of all ages.

A LITTLE GEM!

Can your XL/XE possibly look like an ST? Diamond GOS seems to have all it takes to make it so

Have you ever wished your Atari 540 machine could have an easy-to-use graphical front end to its operating system like GEM on the ST? If so, your wish has been granted by Steve Pointer, who has come up with a complete 540 WIMP system called the Diamond Graphical Operating System, now sold in the UK by Pointer Software.

For the uninitiated, WIMP stands for "Windows, Icons, Menus, and Pointer", four essential ingredients in today's user-friendly operating environments. Its purpose is to simplify the operation of the computer by providing an easy-to-use, intuitive way for the user to interact with it.

In a good WIMP system there's little or no need to touch the keyboard for controlling the computer, as everything can be handled via selections using the Pointer, which is really just a mouse-operated cursor. There's no need to remember Operating System commands, which makes the computer easier and quicker to use.

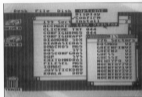
This concept can be extended to programs written to run under the WIMP system too, as there are usually programming interfaces provided to allow the programmer to use the WIMP facilities for controlling his own programs. The keyboard may then be reserved just for real application work, such as keying text into a word processor or data into a database.

SUPERCARTRIDGE

The package contains a bank-switched "supercartridge", a disk of utility programs, a user's manual, and a programmer's manual. The cartridge is of the "piggy-back" type, i.e. it duplicates the computer's cartridge port connections, so when it's plugged in a second cartridge may be plugged in behind it. AtariWIMP for instance.

The disk contains Atari DOS 2.0 plus a host of assorted drivers, sample programs, programming utilities, and other bits and pieces needed to install the system. The two manuals are rather nice and have no content page, index, or even page numbers! However, Diamond is largely intuitive to use. That's the whole idea behind it, after all so you don't need much in the way of instructions over it's up and running.

The installation process is nifty as Diamond is designed to operate with several different operating systems, memory configurations, and pointing devices. You can use any flavor of Atari DOS 2.0, or DOS XC, or SuperDOS, and your first job is to load a start-up disk in the appropriate format containing your chosen operating system, configuration details, and the Diamond utilities.



After boot-up you're presented with Diamond's DeskTop, which looks remarkably like the ST's! It has a menu bar across the top, disk drive icons on the left, and a "trash can" icon at the bottom of the screen. These can be repositioned where you like by dragging them with the Pointer, and your customised DeskTop can be saved to your startup disk so it always loads up that way.

There's a Pointer on the screen, but how do you move it without a mouse? Well, you can configure the system to use the cursor keys on the keyboard (but no dragging allowed with those), a joystick, an Atari Touch Tablet, a Mouse Pad, or best of all an ST mouse plugged into a special port! Strangely, the touch tablet seemed to work upside down, but it was no problem to just turn it over to use.

16 MEGABYTE MEMORY!

The other configurable item is the memory support. This is one of the most powerful aspects of Diamond, as it's been designed to handle up to 16 megabytes of memory in a set of memory derived from so, it will still run on a 48K machine if required. There's flexibility for you!

One of the uses of that enormous memory is for disk accessories. For the uninitiated, a disk accessory is a program which loads into memory at boot-up and remains there, even when you're running other programs. You can use it at any time, even while another program is loaded - providing that program was written to Diamond standards, of course. Disk accessories tend to be useful little utilities such as calculators, clocks, calendars, notepads, and such like. Diamond allows up to six disk accessories to be loaded at once, although it obviously depends on how much memory your machine's got as to how many will actually fit. It's rather tight on a 48K machine, as there's just 1K available for such programs! To prove it works there's a sample accessory provided - this allows you to reboot the whole machine from the DeskTop without turning the power off and on.

TRIVIAL PURSUIT QUESTION DISK MAKER

When Denmark released their computerized version of the Trivial Pursuit board game about three years ago, the game was supplied with a disk containing 5000 questions - the German edition. At the time Denmark were said to be working on other editions of the game - Young Player, Baby Boomer, German II and so on, all of which are available for the original board game. Unfortunately these question disks never appeared. Also, due to the complex way the questions are stored on disk, it hasn't been possible to make your own question disks. Until now, that is. This program allows you to make up your own disks with any questions you like. It is now possible for someone to undertake the (huge) task of typing in all the questions for the other editions of the game. The only drawback of the program is that music questions and picture questions can't be written, but, of course, the original board game doesn't have these either.

PREPARING THE QUESTIONS

The program works by taking a text file containing all the questions and answers and compiling them into a block of data which is then written to the question disk. The text file can be made up using a word processor. The file should have the following format:

TEXT (SOURCE) FILE FORMAT

Example

Number of Questions	5
Name of Category 1	Chemie
Question 1 in Category 1	Who starred in ... etc. [RETURN]
Answer	F Ploggs [RETURN]
Question 2 in Category 1	When was ... etc. [RETURN]
Answer	1873 [RETURN]
Question 3 in Category 1	Was it ... etc. [RETURN]
Answer	Yes [RETURN]
Name of Category 2	Sport
Question 1 in Category 2	Who was ... etc. [RETURN]
Answer	It was ... etc. [RETURN]
etc.	etc.
Question 3 in Category 4	Why was ... etc. [RETURN]
Answer	Because ... etc. [RETURN]

by Chris Patterson

The total number of questions corresponds to the number of questions in each category, so in the example there would be a total of 5 x 5 = 25 questions. The program will compile files with 20 or more questions per category before starting out of memory, but it is best to keep the number to between 10 and 15. This keeps each file at a reasonable size. It should also be noticed that each block can have completely different category names. This could add another dimension to the game - there can be many different sets of questions played during one game.

RUNNING THE PROGRAM

Before running the BASIC program, you should have a blank, formatted disk ready (use option 1 from DOS 2 menu or option 2 from DOS 3.5 to format a disk). After formatting, RUN the BASIC program. When prompted, type the filename of the text file you have created. The program will compile the questions into a more compact form. You will then have to insert the formatted disk once when the question block will be saved. **WARNING!** Do NOT mix up your disks! If the question block is saved onto the wrong disk, that disk will be corrupted. Each time you compile a text file, the program will save the compiled data at the next available place on the disk.

SOME GUIDANCE

- .. You can only use the following characters in your questions/answers: A to Z, a to z, 0 to 9, colon, semi-colon, space, comma, question marks, apostrophe, percent, dash, full stop.
- .. The program will signal an error if any other characters are used, e.g. parentheses (round brackets).
- .. Maximum length of category names: 6 characters.
- .. Maximum length of questions or answers: 70 characters.
- .. The file can be made more readable by inserting RETURNs between lines.
- .. If you are using Atariwriter plus, save the file using CTRL-S.
- .. Category 1 is Movies (M) and Literature in GENUS edition, 2 is Music (Music), 3 is Orange (Geography), 4 is Green (History), 5 is Grey (Sport and Leisure), 6 is Yellow (Entertainment).
- .. Press RETURN at the save entry stage to quit program or press RESET at any time.
- .. The program cannot be compiled with the TURBO BASIC compiler like USA functions is not compatible, although it can be run in TURBO BASIC.

I hope that this program will breathe new life into your copy of Trivial Pursuit. If anyone undertakes the massive task of compiling complete new question disks how about sending them to us Page 6 so that they can be distributed to other Atari users as public domain?

TRIVIAL PURSUIT

QUESTION MAKER

12 I AM *****
 13 I AM *****
 14 I AM *****
 15 I AM *****
 16 I AM *****
 17 I AM *****
 18 I AM *****
 19 I AM *****
 20 I AM *****
 21 I AM *****
 22 I AM *****
 23 I AM *****
 24 I AM *****
 25 I AM *****
 26 I AM *****
 27 I AM *****
 28 I AM *****
 29 I AM *****
 30 I AM *****
 31 I AM *****
 32 I AM *****
 33 I AM *****
 34 I AM *****
 35 I AM *****
 36 I AM *****
 37 I AM *****
 38 I AM *****
 39 I AM *****
 40 I AM *****
 41 I AM *****
 42 I AM *****
 43 I AM *****
 44 I AM *****
 45 I AM *****
 46 I AM *****
 47 I AM *****
 48 I AM *****
 49 I AM *****
 50 I AM *****
 51 I AM *****
 52 I AM *****
 53 I AM *****
 54 I AM *****
 55 I AM *****
 56 I AM *****
 57 I AM *****
 58 I AM *****
 59 I AM *****
 60 I AM *****
 61 I AM *****
 62 I AM *****
 63 I AM *****
 64 I AM *****
 65 I AM *****
 66 I AM *****
 67 I AM *****
 68 I AM *****
 69 I AM *****
 70 I AM *****
 71 I AM *****
 72 I AM *****
 73 I AM *****
 74 I AM *****
 75 I AM *****
 76 I AM *****
 77 I AM *****
 78 I AM *****
 79 I AM *****
 80 I AM *****
 81 I AM *****
 82 I AM *****
 83 I AM *****
 84 I AM *****
 85 I AM *****
 86 I AM *****
 87 I AM *****
 88 I AM *****
 89 I AM *****
 90 I AM *****
 91 I AM *****
 92 I AM *****
 93 I AM *****
 94 I AM *****
 95 I AM *****
 96 I AM *****
 97 I AM *****
 98 I AM *****
 99 I AM *****
 100 I AM *****

101 I AM *****
 102 I AM *****
 103 I AM *****
 104 I AM *****
 105 I AM *****
 106 I AM *****
 107 I AM *****
 108 I AM *****
 109 I AM *****
 110 I AM *****
 111 I AM *****
 112 I AM *****
 113 I AM *****
 114 I AM *****
 115 I AM *****
 116 I AM *****
 117 I AM *****
 118 I AM *****
 119 I AM *****
 120 I AM *****
 121 I AM *****
 122 I AM *****
 123 I AM *****
 124 I AM *****
 125 I AM *****
 126 I AM *****
 127 I AM *****
 128 I AM *****
 129 I AM *****
 130 I AM *****
 131 I AM *****
 132 I AM *****
 133 I AM *****
 134 I AM *****
 135 I AM *****
 136 I AM *****
 137 I AM *****
 138 I AM *****
 139 I AM *****
 140 I AM *****
 141 I AM *****
 142 I AM *****
 143 I AM *****
 144 I AM *****
 145 I AM *****
 146 I AM *****
 147 I AM *****
 148 I AM *****
 149 I AM *****
 150 I AM *****
 151 I AM *****
 152 I AM *****
 153 I AM *****
 154 I AM *****
 155 I AM *****
 156 I AM *****
 157 I AM *****
 158 I AM *****
 159 I AM *****
 160 I AM *****
 161 I AM *****
 162 I AM *****
 163 I AM *****
 164 I AM *****
 165 I AM *****
 166 I AM *****
 167 I AM *****
 168 I AM *****
 169 I AM *****
 170 I AM *****
 171 I AM *****
 172 I AM *****
 173 I AM *****
 174 I AM *****
 175 I AM *****
 176 I AM *****
 177 I AM *****
 178 I AM *****
 179 I AM *****
 180 I AM *****
 181 I AM *****
 182 I AM *****
 183 I AM *****
 184 I AM *****
 185 I AM *****
 186 I AM *****
 187 I AM *****
 188 I AM *****
 189 I AM *****
 190 I AM *****
 191 I AM *****
 192 I AM *****
 193 I AM *****
 194 I AM *****
 195 I AM *****
 196 I AM *****
 197 I AM *****
 198 I AM *****
 199 I AM *****
 200 I AM *****

TRIVIAL PURSUIT

QUESTION MAKER

14 THE ORIGINAL YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

15 THE YEAR OF FOUNDING

1789

16 THE FIRST PRESIDENT OF THE UNITED STATES (NAME) (LAST NAME) (FIRST NAME) (MIDDLE NAME) (SURNAME) (PATRIOTIC NAME) (NICKNAME)

17 GEORGE WASHINGTON

1789

17 THE FIRST PRESIDENT OF THE UNITED STATES (FIRST NAME) (LAST NAME) (MIDDLE NAME) (PATRIOTIC NAME) (NICKNAME)

1789

18 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

19 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

20 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

21 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

22 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

23 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

24 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

25 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

26 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

27 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

28 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

29 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

30 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

31 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

32 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

33 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

34 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

35 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

36 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

37 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

38 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

39 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

40 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

41 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

42 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

43 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

44 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

45 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

46 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

47 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

48 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

49 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

50 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

51 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

52 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

53 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

54 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

55 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

56 THE YEAR OF ESTABLISHMENT OF THE CITY OF NEW YORK

1500

THE 1990 ATARI ST PRODUCT GUIDE

PERIPHERALS & ACCESSORIES



FLOPPY DISK DRIVES



MONITORS



ADD-ONS



SCANNERS



PRINTERS



DISK BOARD

ROBOTICS

PLUS MUCH MORE!
SEND FOR YOUR FREE PRODUCT GUIDE

A MUST FOR ALL ATARI ST OWNERS!

AND ITS FREE!

If you own an Atari ST, then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full color guide is packed with details of peripherals, accessories, books and software for the Atari ST range of computers. In fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for Atari ST owners. Not only does the Product Guide provide an invaluable source of information to Atari ST computer users, it is available absolutely FREE OF CHARGE! Just complete and return the coupon below for your FREE COPY! In addition to ALL Atari hardware, the range of products featured in the catalogue includes:

PERIPHERALS:

- Modems
- Hard Disk Drives
- MicroModules
- Monitors
- Printers
- Sound Engines
- Floppy Disk Drives
- Graphics Tablets
- Modulators
- Plotters
- Scientific Equip.
- Video Extensions

ACCESSORIES:

- Cables
- Disk Boxes
- Monitor Access
- Printer Paper
- Stamps
- Cleaner Kits
- Disk Covers
- Mouse Access
- Printer Paper
- Upgrades
- Keys
- Joysticks
- Power Supplies
- Printer Ribbons

BOOKS:

- ST Dedicated
- 88000 Processor
- General Computing

SOFTWARE - ENTERTAINMENT:

- Arcade Games
- Sport Sims
- Completions
- Adventures
- Advanced Sims
- Board & Strategy

SOFTWARE - PRODUCTIVITY:

- Art & Graphics
- Communications
- Educational/Office
- Spreadsheets
- Accounts
- Databases
- Music
- Littrary
- D&D
- Desktop Publishing
- Form Processing
- Word Processors

SOFTWARE & BOOKS



ARCADE GAMES



ART & GRAPHICS



EDUCATIONAL



MUSIC



BOOKS

& STILL MORE!
RETURN THE COUPON NOW

COMPLETE & RETURN THE COUPON FOR YOUR

FREE COPY

OF THE 1990 ATARI ST 48 PAGE PRODUCT GUIDE FROM SILICA SHOP - THE ATARI SPECIALISTS

Silica Shop is a 100% Atari Specialist. We have been established for over 10 years, offering an unparalleled range of products, with the most comprehensive service available. We are now expanding our distribution with our new 'Silica Shop' stores in major UK cities. All our products are guaranteed to be the best available. We are proud to be the most comprehensive Atari specialist in the UK. We are now expanding our distribution with our new 'Silica Shop' stores in major UK cities. All our products are guaranteed to be the best available. We are proud to be the most comprehensive Atari specialist in the UK.



SILICA SHOP
11 The Glass, Watlington Rd., Watlington, Oxon, OX12 9JF, UK
Tel: 0295 251 200
Fax: 0295 251 201
London: 11 The Glass, Watlington Rd., Watlington, Oxon, OX12 9JF, UK
Tel: 0295 251 200
Fax: 0295 251 201
New York: 11 The Glass, Watlington Rd., Watlington, Oxon, OX12 9JF, UK
Tel: 0295 251 200
Fax: 0295 251 201

PLEASE SEND ME A FREE ST PRODUCT GUIDE!

Name: _____ Title: _____ Surname: _____
Address: _____
Postcode: _____ Tel: _____
Which computer do you own? _____



Zeppelin authors Ian Copeland and David Taylor take us behind the scenes and let us into some of the secrets of writing top games for the Atari

The last Laird of Dravastochite castle, Hamish McTartan settled down to what he knew would be an untroubled night's sleep. Exactly one hundred years ago, unable to sleep for ghastly midnight, the fierce Lord Laird McTartan had fought a fierce battle with the demons of the underworld and banished all spiritual activity from Dravastochite castle. But now on the anniversary of the battle the famous wry school for young ghosts has seen it's war pupil, Blinky, to frighten Hamish McTartan and once again allow ghosts to roam the castle free walls.....

BLINKY IS BORN

Blinky the ghost dressed in rather rusty red boots and a rigid white fencing sheet was born not in a rain leashed castle atop a dark brooding hill top, sadly, rather less atmospheric in the Zeppelin offices on a hot summer day. And the creator of his personality came not from a mad scientist but from the fervent imaginations of Zeppelin's graphic artist Michael Denton, who despite evidence to the contrary is only a little bit mad. The design of Blinky came from half an hour doodling with scraps of paper, and eventually using a spirit etcher to bring Blinky to life. Once it was realized that this new

BLINKY'S SCAR

character may have star potential the go ahead for a game based around the character was given. Pending only to move off into the wings of Blinky began to unfold.

Blinky's Scar's school is an arcane adventure in which the hero has to collect ingredients for potions, these potions give Blinky certain powers, which will help in the main task of making Hamish McTartan's (though how this is achieved is for you to see). The story line and graphics for Blinky's Scar were all completed long before programming began, the writing of Fantastic Soccer was in progress at the time. This also allowed the graphic artists time to produce a large scale map of Dravastochite castle which would show the position of all the rooms, the location of all the objects and enemy spots (Castle Dravastochite is well defended by creatures hostile to ghosts). It was hoped this would make the writing of the game easier but thanks rather to a disgruntled relative of Blinky or possibly just an over enthusiastic cleaner the map disappeared one night never to be seen again, which meant that the game had to be totally redesigned - a disheartening prospect but once programming began things started to run more smoothly.

CREATING THE ROUTINES

Programming a game tends to fall into several separate segments - the writing of sprite routines, producing editors to piece together all of the rooms, and finally the actual game mechanisms, the 'object/player' type routines. At Zeppelin all their 8 bit games are written using an 87 and a 6500 editor which for some strange reason is known as Jarky. Jarky is incredibly powerful and can assemble around 100k of source file, then pass it across to a writing 80. In around seven seconds, it is this speed that allows Zeppelin to write games quickly and of course economically.

Blinky is a flip screen game with about sixty rooms making up Hamish's Castle. The main problem game programmers have in fitting large numbers of rooms into the memory allowed, if each room was held in memory as a screen, for the graphics mode used in Blinky's Scar is about 64k, then to hold all sixty rooms would take 384k. This is of course totally unobtainable. The method used for all sixty rooms is commonly used by programmers and was one of the first thought of it is one of the amazing features of the computer industry. The answer is to break up the elements of the rooms, the chairs, brickwork, etc into blocks. Each block has a number and the rooms are stored as rows of these numbers. For example if a chair was 10 and a block of wall was 1 then 4 chairs with a space in between would be held as 10, 1, 10, 1, 10, 1, 10. In Blinky's Scar are 120 blocks and each block is 2 characters high by 4 wide. To hold these 120 blocks takes just 4k for one screen. The rows of numbers that make up the rooms are a further 4k there are 100 blocks to a room therefore 100 numbers or bytes and 60 rooms totals roughly 60000 bytes or 6k. The total is therefore only 10k, a grand saving of 374k! It is this basic principle that makes games possible and without it games could only have 1 or 2 screens.

ARY SCHOOL



DESIGNING THE ROOMS

What I have described is fine in theory but it does not explain how the rooms were put together. Unfortunately computers just do not have the imagination to create rooms by themselves and so a little human help is needed. Instead of typing out the numbers that make up the rooms which would be incredibly tedious, an editor program was written which, when a joystick working graphics artist was fed lines, would allow the rooms to be designed. The artist could slide blocks through the rooms and when he had the one he wanted, use the joystick to position it on screen, using fire to place it down. With a joystick glued to the artist's eye device trays and gaps were created to catch the runaway player. The best way to describe the editor is as a jigsaw puzzle, with the pieces slowly coming together as pieces were laid down (though of course we knew the last piece wasn't missing). Once the rooms were designed the data was saved to disk and inserted into the game. Now we had a maze but no inhabitants.

ONLY ONE SPRITE?

The Atari XL is able to display four hardware sprites onscreen at any one time, and it was decided at an early stage to use all four for Blinky himself. Two for Blinky's white body the other two for his red boots. This of course left the problem of how to show the other characters in the game from the spiders to the French hussars, and so a software sprite routine was written. Software sprites are totally independent of the hardware (save their own), and have certain advantages over hardware sprites. The main advantage is that, within reason, you can have a large number onscreen at once, your only limit being the speed of the processor. Another advantage is size, using the hardware sprites limits you to a sprite eight pixels wide (the reason why Blinky is two hardware sprites across), again within reason a software sprite can be any size. That of

course nothing is perfect and there are horrendous disadvantages, software sprites take up large amounts of memory compared to hardware and to move smoothly screens must be both masked and shifted. The reasons for shifting a sprite are complex to explain but basically involve holding four images of a sprite each one shifted along one pixel along from the last. The frame that is displayed depends on the whereabouts of the sprite onscreen. Masking is the process whereby a sprite is moved over backgrounds without destroying them. It involves holding a block larger than the sprite with a sprite shaped hole in. The background underneath the sprite is cut out and stored in memory using this block as a 'mask'. When the sprite moves on the background is replaced by the stored piece of background and the process continues. Each sprite and the other three masks requires a mask. This requires an enormous amount of memory but once again there are solutions. A routine was written which would work out all the masks and shifts for only the sprites in the room in which Blinky was about to enter. This working out happens when the screen goes blank between rooms and explains the slight delay for the new room to appear.

GETTING THERE

Once the sprites were moving the game began to take shape and instructions for the cassette tapes were taken. At this stage there were still a few rough edges which needed smoothing out before the game was finished. One thing which was missing was sound effects, so once again Zappella's Atari musician Adam Gilmore was sent details in order to write the game music and sound effects.

In the meantime the small but important routines were written. Routines such as the clock (Blinky has a real wristwatch to make Harsh McGarvey), and an energy bar to represent Blinky's spiritual energy which is depleted after contact with the master masters. It was whilst writing one of the more important 'small' routines that a problem was discovered. Blinky has to collect certain objects in his task and in writing the 'objectpokerupper' routine, it was discovered that one could recognise what the objects actually were! Originally it was intended to represent the objects graphically but due to the screen resolution the used objects were unclear. What was 'Herrman the Haggler' to us would be just a mass of colour to others, therefore a compromise was necessary. The answer was to ditch the graphics (use one spent graphic as fuel) and replace them all with one quantum mask, and at the top of the screen give a small cryptic clue to what the object was. Some of the clues border on the surreal 'Dev' granted him to (sacrosanct stage possibly?) to (sacrosanct) world game like the 'four power'. What not predicted it was hoped that this solution would not detract from the game play. Once the objects are picked up they are shown in the game display which, being in the high resolution, allows clear graphics to be produced.

IT'S DONE!

Once the sound effects were completed and added into the game, all that remained was a period of game testing. Even the most well written programs have bugs and Blinky's was no exception. But once all the bugs were completely eradicated the game was declared complete. A master tape was prepared ready for duplication and the programmers bowed out leaving their creation in the whims of the marketplace.

The next project for Zappella is a temporary abandonment of the XL by the intense team, to produce a 16-bit Blinky but never fear we will be back with Blinky II in which Blinky gives us holiday to the good of 'U.S. of A.



The Tipster is here again with a whole host of hints and tips on a variety of games as discovered by you - the ever vigilant and brilliant Atari fanatic. Let's blast off this time with our programmer, get down to a breakdown of **POWERSUPPLY**



A complete breakdown from P.J. Terry who will soon be thinking away on his laptop. Here we go but first make sure you avoid later frames at all times!

Go **UP** and **LEFT** and **UP** again. Blast through the red blocks so that the Blue Guard comes out. Go **DOWN** and **RIGHT**. **WAIT** until the Guard has turned the white blocks to red. Blast through the red blocks. Return to the collection of red blocks that are to your **LEFT**. Get the **SHIELD**. Fire it so that you go to the **RIGHT** enclosure and open the door. Blast through the three rows of red blocks.

Fire the shield up to where the rocket is. Now, fire the shield to the **LEFT** (avoiding the laser fire). Fire the shield up to the door bars open the door. Fire the shield through the door and close the door behind you.

Go to the far **RIGHT** and use the shield to block the electronic keyboard. Fire **DOWNWARD** to release the Guards. Collect all the shields you can find. Take the shield **UP** and to the **LEFT**. Open the door and use three of the shields to block off the doorway as before.

Put all the other shields next to the door. Keep all doors open and run the Guard up to this area. When here, view the television screen which is directly above the door, using the scanner. The Droid will have created a 3-digit code. Fire that code into the combination panel next to the door.

Go **UP** and to the **LEFT**, take the shields with you and position them over the narrow passageway. Release the Guards by firing at the red blocks and they will turn all the surrounding white blocks red.

Close the combination door by changing the combination and firing at the pad on the other side. When all the blocks are red, release the Droids and lock them out using the combination door. Bring all the shields up with those that you will discover. First one to block the large gate and fire the rest as far up through the hole as the far **RIGHT** as you can get them.

Close the door and charge **UP** while it shields you from the laser fire. Cover Aggie's camera on the **RIGHT** using three shields and shoot the rest as far **LEFT** as you can get them. Shoot **LEFT** at the gate. As it closes, charge to the **LEFT**.

Cover Aggie's camera with three of your shields and shoot the remaining one up the hole on the **LEFT** to cut off the keyboard. Go **DOWN** and shoot **RIGHT** to close the door. Shoot the red blocks near Aggie and let one Droid through to destroy the white blocks.

Shoot through these when they are red. Aggie will be killed and the combination for the laser reactor will be static. Fire in **ALL FOUR** combinations and the power will be shut off - - - your mission is complete!

SPY VS SPY

Help in this comes from Richard somebody, I couldn't make out his surname - must get some new glasses

First you must kill the other spy when you start. Then you body-trap all the doors and find the room with the Airport door. Once you are in there you body-trap the doors. The best traps to use are the water bucket on the side doors and the **RAY/STING** on the bottom of doors.

This way, when the other spy comes in, he will get killed and drop the stuff that he was carrying. Then coast the trap on the door and search the room. When you find the objects **DO NOT** move them just put them back.

Keep this up until they are all found then pick them up. Go over to the door and leave. If you kill the other spy outright with a body-trap, when he doesn't actually come into the room, then go to the one to which he died and collect the stuff.

If you ever find that you are blocking a door, i.e. you are on the same screen, then across your trapdoor, select the time-bomb and drop it. Move and let him in then go out and block him from the other side and he gets blown up!

CRUMBLE'S CRISIS

A little snippet from Garry Powell. On the second level when it says **YOU WANT TO PRACTICE?** press the **Y** key, turn the cassette over, reset it and press **PLAY** then press **RETURN**. Now you will go onto the third level!



Paul Shakespeare gives us some tips on this Zappala 1990 release.

Hint 1: When the goalie has the ball, it is a place kick - yours or opponents - the player runs towards the goalie. Press the button and a foot can be seen from underneath the player. Do this as near the ball as possible.

Hint 2: When you or your opponent are chasing the ball, press and depress the button and the foot will come out and you will run faster.

Hint 3: When you are in the clear for a goal, go at an angle - **NOT** straight!

THIS ISSUE'S COMPLETE ADVENTURE SOLUTIONS

Remember way back in the infancy of these pages when we were one called out from the darkness: "Do anything on OPERA HOUSE?" well here it is, courtesy of S.L. HURRY of Coventry

OPERA HOUSE

(Big Nose Software)

As usual with these full solutions, the directional commands are 'w' or 'e' but the verb/noun input is reversed, i.e. LOOK TABLE becomes KOOL ELISAT:

KOOL EBRT - EYOM EBRT - S - UP - TEG NOTAB - D - NEPO
ONAP - TEG SONRYS - N - W - KOOL NEVEL - TEG BODRW -
OG ROOD - KOOL ELISAT - TEG TEGIT - OG ROOD - N - N -
KOOL SBERDOL - TEG WOB - E - TEG FLOS - OF WOB - DAOL
WOB - TEG SARDOL - S - LLUP NEVEL - E - PORD WOB - E - OG
ROOD - KOOL ELISAT - KOOL SBOUM PART - TEG ESEBIC -
SBU NOTAB - TEG ESEBIC - OG ROOD - N - TEG RENRAPS - S
- W - N - N - SMLC REDDAL - PORD RENRAPS - SMLC
REDDAL - S - E - S - S - TEG HOROT - S - E - E - OG ROOD - N -
KOOL BRACRPLUC - TEG TERIF DIA TEI - S - E - N - W - THEIL
HOROT - OG SRATS - UP - THOLNU HOROT - N - OG SRATS -
UD TAE - EGON TAE NEPO - PORD TERIF DIA TEI - D - S - W
- TEG RADOL - RAEW RADOL - E - THOL HOROT - D - D -
THOLU HOROT - N - N - N - W - N - TEG REVRORRERS - S - E
- S - S - S - OG ROOD - S - E - S - EYD TEGIC -
N - THEIL HOROT - OG BLOHAM - PORD RADOL - TEG SAS
KSAM - RAEW SAS KSAM - TEG PMAL - N - EYD ESEBIC - W -
UD DOOLF ETAG - NEPO DOOLF ETAG - OG DOOLF ETAG - E
- KOOL PMAL - PORD PMAL - N - N - UP - WERCON LLUPD -
OG LLUPD - DNAM FRUD SORW - E - OG ROOD - OG PART
ROOD - W - LLUP NEVEL - E - S - S - S - OG SRATS - UP -
THOLU HOROT - N - OG SRATS - KOOL TERIF DIA TEI - TEG
NOTIC LOON - TEG MROFORLHC - OG TISE - RUOP MRO-
FORLHC - PORD LOON - OG TISE - D - E - THEIL HOROT - S -
S - N - N - N - TEG WOBSSORC - THOLNU HOROT - W - N -
SMLC REDDAL - TEG RENRAPS - ESOLE EYALX - PORD
RENRAPS - SMLC REDDAL - S - LLUP NEVEL - E - OG PART
ROOD - OG ROOD - W - LLUW BROTWRAP to complete the
game!

MAP OF STORM AND MORE HINTS OVERLEAF

AND THE WINNER IS ...

Put Terry should be having a drink by now on his new CANO SA-1 ELECTRONIC KEYBOARD, his prize for the best contribution to the *Tipster* column this issue. If you want to try and win something send in a map, some hints or tips or a solution and you could be the lucky owner of three great prizes: *THE JOURNAL* - *SHOOTING STARS*, *THE SASS CRITICAL* and Michael Jackson's *MOONWALKER*. Now you can watch the film of the game and then go and play the game of the film. Only if you send in some great hints, tips, maps or solutions though.

PLASTRON

Cass £7.99 Disk £9.99

Coming Soon!

PROJECT
XANTHEIN

ZERO WAR



MENACE



ATARI XL/XE

HARLEQUIN (THE ENTERTAINMENTS) LTD
78 LINCOLN WAY CARVEY ISLAND ESSEX ENGLAND S69 6SL

Telephone
Sales & Administration 0268-681005

GREEN FINGERS

Green Fingers is an arcade/simulacra game for 1 player requiring a joystick. The object is to grow as many flowers as possible and sell them in the shop. Play commences in the shop where you are given a menu with the various things you may need to grow the flowers. By using the joystick position the cursor moves in the menu you want and press the button to purchase it. You are allowed up to 5 purchases on each trip to the shop.

Armed with your purchases you exit the shop by selecting the exit option and pressing the joystick button. Next you drive down the road to your house taking care not to go through too many red lights or you'll wind up in jail for a while.

At home you go to the greenhouse and your purchases are added above the appropriate column up to maximum of 5. The upper part of the screen contains a number of boxes for your plant pots to stand on. To pick up items use the joystick to move the arrow across the items and press the button to select. On doing so a cursor appears in the upper part of the screen. Use your joystick to position the cursor above the required item and press the button to deposit the item. To return to the menu portion of the screen merely move the cursor down until it disappears. Note however that if you are carrying a pack of 5 items such as pots deposit them all before returning to the menu otherwise you will lose the remainder. The watering can, the net and the scissors stay on the menu and can be used continually.

Make trips in the shop to replenish stocks as necessary or to sell your flowers before the shop closes.

GARDENING TIPS

You will need pots, compost and seeds in that order to begin with and then you will need to water the plants frequently to make them grow. Watch for pests such as flies, butterflies and slugs. To use fly killer or the net etc select it and touch the pest with your cursor. If the pests touch your plants you will need them or perhaps try to kill them collapsing or the plant will die.

Check your plants regularly for signs of trouble - they will fade - and take remedial action. If watering doesn't work and they aren't rotting with pests it might be mildew. Fungicide should clear this.

That's all the tips you are going to get. I'm not saying how to kill a slug or what to do when your watering can disappears before your eyes or while you are away because that would be telling. The strategy is yours and you'll find out in due course. If the neighbours complain about the noise it can be muted by pressing OPTION.

Happy gardening!

by **BILL HALSALL**

Fancy a bit of indoor gardening? It may be harder than you think!



TYPING IT IN

Console and disk users should type in Listing 1, SAVE or CHANGE a copy, then RUN the program. The program will check each line of data and inform you of any errors. Correct any errors and RUN the program again until all errors are cleared. Where this is done answer the console/disk questions accordingly to create a text tape or binary disk file.

To load the text tape remove all cartridges from slots on the computer while holding down the START key (XL users should hold down OPTION) as well. Press RETURN and the tape will load and run automatically.

Disk users should type in Listing 2 and save it on the same disk as the binary file created by Listing 1. RUN the Listing 2 program with the disk in the drive and the game will load and run automatically.

Note for disk users if any other programs have been used prior to Listing 2 being loaded it is recommended that the computer be turned off and on again before Listing 2 is loaded and run to ensure that the game isn't corrupted by any data left in memory.

Note for VDU users: Although you need more than 1MB to accommodate Listing 1 the text tape produced will run on 64K machines. So, if you have any friends with larger machines who will produce a copy of the text tape you can still play the game.

TYPO 3

NOW RESET PROOF!

HOW TO TYPE IN THE LISTINGS AND GET THEM RIGHT FIRST TIME!

OUR UNIQUE LINE BY LINE CHECKER WORKS ON ALL ATARI XL/XE and earlier 8-bit machines

Here is an amended version of our TYPO 3 program which now accommodates all readers who prefer typing in programs. This version is fully compatible with earlier versions but is now "Reset Proof" so that if you press the System Reset key you will still have the TYPO facility. If you have already typed in TYPO the changes are shown in the panel below and can simply be added to your original program.

WHAT TYPO IS ALL ABOUT

The program listings in NEW STAFF USER are prepared carefully to ensure that they can be typed in as easily as possible. Before typing any listing ensure that you are familiar with the use of the TAB and CONTROL, and RETURN keys as outlined in your computer manual. The listings are prepared to match exactly what you see on screen. By using TYPO 3 you can ensure that you type in the programs EXACTLY as they are printed. Remember, a single typing mistake may mean a program will not run.

WHAT ARE THOSE CODES?

Each line of a program printed in NEW STAFF USER begins with a special two letter code. THESE SHOULD NOT BE TYPED IN. They are used by the program TYPO to check that you have typed each line correctly. If you have NOT added each TYPED IN THE TYPO 3 LISTING PLEASE DO SO NOW. The program can be used on any type in each line of a program in to check all already typed programs. The code for each line will match but if you have programs which the control characters shown in your manual, you are most probably typing a CONTROL character incorrectly. TYPO 3 cannot check whether a line has been typed as if the TYPO codes match and you still have problems in running a listing send the lines in the program and ensure none are missing. If the TYPO codes match, there are no missing lines and the program will then run fine. LIST is to assemble or disk using LIST "Y" or LIST "D:filename" switch off the computer, or load and then ENTER the program using ENTER "Y" or ENTER "D:filename". Have this version in the normal way.

HOW TO USE TYPO 3

1. Type in the listing carefully for although you can use TYPO 3 to check itself (see 4 below) it may not work if you have made mistakes.
2. SAVE or CSARE a copy of the program.
3. Each time you want to type in a program listing RUN TYPO 3 first. The program will install a machine code routine in memory and then delete itself. Now type in a line as shown in the magazine including the first two letter code and press RETURN.
4. A two letter code will appear at the top left of your screen. This code matches the one in the magazine entry on and type the next line. Note, the code will not match if you use abbreviations. If you prefer to use abbreviations LIST the line you have just typed, then the cursor to that line and press RETURN. The code should now match.
5. If the code does not match, use the editing keys to correct the line and press RETURN again. Repeat if necessary until the codes match.
6. To check a line you have already typed LIST the line, place the cursor on that line and press RETURN.
7. When you have finished a listing just SAVE or CSARE it in the normal way.

You can type in a program without using TYPO 3 and then check it by ASSEMBLING or DISASSEMBLING a copy of the program, running TYPO 3 and then UNLOADING or UNLOADING your program disk proceeding as in step 5 above.

Always SAVE or CSARE a program before running it and always use TYPO before listing use that a program will not run.

```

01 3 000 *****
02 3 000 *****
03 3 000 *****
04 3 000 *****
05 3 000 *****
06 3 000 *****
07 3 000 *****
08 3 000 *****
09 3 000 *****
10 3 000 *****
11 3 000 *****
12 3 000 *****
13 3 000 *****
14 3 000 *****
15 3 000 *****
16 3 000 *****
17 3 000 *****
18 3 000 *****
19 3 000 *****
20 3 000 *****
21 3 000 *****
22 3 000 *****
23 3 000 *****
24 3 000 *****
25 3 000 *****
26 3 000 *****
27 3 000 *****
28 3 000 *****
29 3 000 *****
30 3 000 *****
31 3 000 *****
32 3 000 *****
33 3 000 *****
34 3 000 *****
35 3 000 *****
36 3 000 *****
37 3 000 *****
38 3 000 *****
39 3 000 *****
40 3 000 *****
41 3 000 *****
42 3 000 *****
43 3 000 *****
44 3 000 *****
45 3 000 *****
46 3 000 *****
47 3 000 *****
48 3 000 *****
49 3 000 *****
50 3 000 *****
51 3 000 *****
52 3 000 *****
53 3 000 *****
54 3 000 *****
55 3 000 *****
56 3 000 *****
57 3 000 *****
58 3 000 *****
59 3 000 *****
60 3 000 *****
61 3 000 *****
62 3 000 *****
63 3 000 *****
64 3 000 *****
65 3 000 *****
66 3 000 *****
67 3 000 *****
68 3 000 *****
69 3 000 *****
70 3 000 *****
71 3 000 *****
72 3 000 *****
73 3 000 *****
74 3 000 *****
75 3 000 *****
76 3 000 *****
77 3 000 *****
78 3 000 *****
79 3 000 *****
80 3 000 *****
81 3 000 *****
82 3 000 *****
83 3 000 *****
84 3 000 *****
85 3 000 *****
86 3 000 *****
87 3 000 *****
88 3 000 *****
89 3 000 *****
90 3 000 *****
91 3 000 *****
92 3 000 *****
93 3 000 *****
94 3 000 *****
95 3 000 *****
96 3 000 *****
97 3 000 *****
98 3 000 *****
99 3 000 *****
100 3 000 *****

```

```

01 3 000 *****
02 3 000 *****
03 3 000 *****
04 3 000 *****
05 3 000 *****
06 3 000 *****
07 3 000 *****
08 3 000 *****
09 3 000 *****
10 3 000 *****
11 3 000 *****
12 3 000 *****
13 3 000 *****
14 3 000 *****
15 3 000 *****
16 3 000 *****
17 3 000 *****
18 3 000 *****
19 3 000 *****
20 3 000 *****
21 3 000 *****
22 3 000 *****
23 3 000 *****
24 3 000 *****
25 3 000 *****
26 3 000 *****
27 3 000 *****
28 3 000 *****
29 3 000 *****
30 3 000 *****
31 3 000 *****
32 3 000 *****
33 3 000 *****
34 3 000 *****
35 3 000 *****
36 3 000 *****
37 3 000 *****
38 3 000 *****
39 3 000 *****
40 3 000 *****
41 3 000 *****
42 3 000 *****
43 3 000 *****
44 3 000 *****
45 3 000 *****
46 3 000 *****
47 3 000 *****
48 3 000 *****
49 3 000 *****
50 3 000 *****
51 3 000 *****
52 3 000 *****
53 3 000 *****
54 3 000 *****
55 3 000 *****
56 3 000 *****
57 3 000 *****
58 3 000 *****
59 3 000 *****
60 3 000 *****
61 3 000 *****
62 3 000 *****
63 3 000 *****
64 3 000 *****
65 3 000 *****
66 3 000 *****
67 3 000 *****
68 3 000 *****
69 3 000 *****
70 3 000 *****
71 3 000 *****
72 3 000 *****
73 3 000 *****
74 3 000 *****
75 3 000 *****
76 3 000 *****
77 3 000 *****
78 3 000 *****
79 3 000 *****
80 3 000 *****
81 3 000 *****
82 3 000 *****
83 3 000 *****
84 3 000 *****
85 3 000 *****
86 3 000 *****
87 3 000 *****
88 3 000 *****
89 3 000 *****
90 3 000 *****
91 3 000 *****
92 3 000 *****
93 3 000 *****
94 3 000 *****
95 3 000 *****
96 3 000 *****
97 3 000 *****
98 3 000 *****
99 3 000 *****
100 3 000 *****

```

TYPO 3 - THE CHANGES

If you have typed in our earlier version of TYPO 3 you can simply amend your program by changing the 130 which is the only line changed in the program. Add load in your program, type line 130 as listed above (it will overwrite your existing line) and re-run the program.

FLY YOUR ATARI WITH

FLIGHT SIMULATOR II

OFFERS
NOW AVAILABLE
FOR THE ST!

Treat yourself to the flight of a lifetime with our offer of a FREE BOOK with every copy of FLIGHT SIMULATOR II

For just £34.95 (recommended price of FS2) we'll send you the program and a FREE BOOK worth at least £12.95 to help you enjoy your flying even more

Every purchaser will receive a FREE copy of LEARNING TO FLY*, the book that teaches you how to get the most from FS2

We reserve the right to substitute another FS2 related book of similar value in the event of this book being out of stock

SCENERY DISKS

A number of scenery disks are available to enhance the basic program. Just choose where you want to go:

Scenery Disk 1 - Dallas, Houston, Scenery Disk 2 - Phoenix, El Paso, Scenery Disk 3 - Las Vegas, Los Angeles, Scenery Disk 4 - Seattle and the Great Falls, Scenery Disk 5 - Denver, Salt Lake City, Scenery Disk 6 - Omaha, Kansas, Scenery Disk 7 - Washington, Miami, Scenery Disk 8 - Chicago, Cincinnati, Scenery Disk 11 - Detroit, Lake Huron, San Francisco Star Disk, Japan, Western Europe, Hawaii - you can fly the world! See below for availability.



Please send me

Flight Simulator II (with FREE BOOK)	£34.95	<input type="checkbox"/>	XL/XE	<input type="checkbox"/>	ST
Scenery Disk 1	£12.95	<input type="checkbox"/>			
Scenery Disk 2	£12.95	<input type="checkbox"/>			
Scenery Disk 3	£12.95	<input type="checkbox"/>			
Scenery Disk 4	£12.95	<input type="checkbox"/>			
Scenery Disk 5	£12.95	<input type="checkbox"/>			
Scenery Disk 6	£12.95	<input type="checkbox"/>			
Scenery Disk 7	£14.95	<input type="checkbox"/>			<input type="checkbox"/>
Scenery Disk 8	£14.95	<input type="checkbox"/>			<input type="checkbox"/>
Scenery Disk 11	£14.95	<input type="checkbox"/>			<input type="checkbox"/>
San Francisco	£14.95	<input type="checkbox"/>			
Japan	£14.95	<input type="checkbox"/>			
Western Europe	£14.95	<input type="checkbox"/>			
Hawaii	£14.95	<input type="checkbox"/>			

Name _____

Address _____

I enclose cheque/P.O. for £

I authorize you to debit my credit card

VISA ACCESS EUROCARD MASTERCARD

My card number is: _____

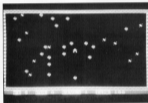
Expiry date: _____

Signature _____

POST TO: PAGE 6, P.O. BOX 54, STAFFORD, ST16 1DR

Credit card orders accepted by telephone on 0785 213026 or by FAX on 0785 54355

ROBOTS OF NALA



Can you guide your robot round to collect all the gems without getting eaten by something nasty or crashing into one of the many rocks that litter the cavern? It looks quite easy to start with but as the game progresses, the action gets faster and the obstacles get more and more. Only the top players will survive.

Use a joystick in part 1 to move your robot about and collect the flashing diamonds. You have a set amount to collect on each screen which will be shown at the bottom of the screen under 'GO'. The number of diamonds you have collected so far will be shown under 'COL'. You only have a short time to collect them all and when you get the last one the screen will flash and a small exit square will appear. Now you have an even shorter time to reach the exit and if you are far away you might not make it. Strangely plays a part here and the game will be easier if you collect the diamonds in a particular order.

All around the screen are numerous rocks. These are not dangerous in themselves, they just impede progress, but by screen four deadly slime will appear and on screen seven two guards will begin to patrol. Contact with any of these is deadly. By the time you reach screen 8, invisible barriers will make your progress even harder and only the best will survive beyond this level.

The four selectable difficulty levels will pitch you straight in to one of the higher levels. Most players will find enough challenge in the game as it stands but if you want to make it harder and faster try running it with Turbo Basic.

by Derek Thomson

Ian Finlayson's TUTORIAL SUBROUTINES

USING XIO FILL

For this edition I am going to try and explain the way the XIO function can be used to fill in areas with colour when you are drawing graphic screens. I had quite a lot of difficulty deciding what to write about this time - I have had several queries about graphics in various forms but have never totally addressed the complexities in an article because it seemed to me that the basic functions of SETCOLOUR, COLISE, PLOT and DRAWTO are easy enough not to need a tutorial whilst the advanced techniques such as Page Flipping and Shifting are complex enough to require a series of articles. Look at Andrew Watt's comprehensive article on Display Lists in Issue 43 - a major thank you rather than a tutorial! Thanks then to Lee Coleough for suggesting a subject that is not too simple or too complicated. He wouldn't be taking for an article on filling shapes using XIO. It seemed like one in the hope that this will make him less annoyed with me for taking so long to reply to his letter!

THE BASICS

Start Basic includes a function called XIO - the 'Special Input/Output' function - which is not even mentioned in the manual's documentation which came with my (very) BASIC. It is, however, included in the handbook of my long deceased 40K. Many of the XIO functions duplicate functions that can be achieved in other ways in Basic or DOS such as Open, Close, Draw, Look, Unlink, and Format but one of them is a Fill function which is not available any other way.

The fill command is a bit particular and fiddly to deal with as you will see, but when used correctly it is quite quick. It has some major limitations, for instance it can only fill background colour (Color zero) with one of the three other colours available in a colour mode (only 1 in two colour modes). It cannot cover one colour with another or vice versa colours by filling with background level. Also it always fills from left to right so it is quite easy to fill shapes with uneven right hand edges, but more complicated to fill those with uneven left hand edges. The form of the command is

```
XIO (X,#X,O,O,'S')
```

X is the fill command, # is the device that the I/O is outputting to (the screen), the two zeros are dummy variables required by the command syntax, and 'S' is the filltype. In

the Fill command the filltype is not used, but like the zeros it must be there to keep the syntax correct. Actual use of the command is best explained by examples, so I have drawn up a set of examples in the program listing and I will explain what I am trying to illustrate with each in turn.

THE FIRST ILLUSTRATION

This is the simplest example of the XIO fill and I will go through it in some detail.

Line 20 selects a Graphics mode 5 and Color 1. I chose Graphics mode 5 as a fairly bold mode so that the features we wish to look at stand out clearly. Color 1 is the colour that is used to draw the figures. It is a pink or red default colour unless changed by a SETCOLOUR command.

Line 22 Draws a vertical line up the screen.

Line 24 Positions the cursor well to the left of the line which has been drawn, then does a GOTO to the XIO fill which is in a subroutine at line 500

THE XIO SUBROUTINE

Line 500 is the XIO suboutine itself. It is called in each of the examples. The FORC TBL,2 selects Color 2 for the Fill by FORCING this number into the memory register at location TBL. In a four colour mode you can poke 1,2 or 3 in here (not background colour). Next XIO is invoked and in this, the colour case, you can clearly see what happens, as follows. A line is drawn from the position where the last draw line or point finished (20,10) to the point where the cursor is currently positioned (20,30) in the same colour as the previously drawn lines, and the fill is carried out from this line to the right until a non zero colour is reached. In this case the shape is triangular. Note that the XIO fill does not complete the line across the bottom of the fill colour, and it does not fill down to the bottom of the original vertical line - only to the level of the FORCING statement from which the fill was called.

For this tutorial I have added a delay to the fill routine so that after a fill the program waits for a keypress, and displays a prompt in the text window of the screen. This is so you can see the results of the current fill before going on to the next example.

ILLUSTRATIONS TWO and THREE

The next two examples are very similar to the first, but show that the fill proceeds just as effectively when the first line is extended horizontally to the left or diagonally up to the left.

FOURTH ILLUSTRATION

This example shows the main problem with the XIO fill. If the draw line is extended diagonally down to the left the fill will start at the level of the line end leaving a blank space at the top of the figure.

TUTORIAL

SUBROUTINES

continued

EIGHTH ILLUSTRATION

Here I have redrawn the 7th figure but, rather like the 5th example, I have left a gap in the line drawn on the right of the figure to show how the fill "leaks" through and wraps back on the left to its starting point.

CIRCLE ILLUSTRATION 1

I am using a circle as an example of a figure with a curved outline. This first illustration shows the problem - you cannot just draw the outline and then fill it using G00.

CIRCLE ILLUSTRATION 2

This illustration does not use the G00 fill at all, but does show another way of achieving a solid figure. Instead of drawing the outline of the circle a series of lines are drawn from the calculated left edge to the right edge of the circle thus making a solid figure out of a stack of lines.

CIRCLE ILLUSTRATION 3

Finally a demonstration of a fill of a circle using G00. First the right hand side of the circle is drawn. Next the left side of the circle is created as a series of short straight lines drawn by the G00 function as it fills the circle. If you compare the listing carefully you will see what is being done. The circle is broken into slices then a repeated series of small fills is carried out using a FOR - NEXT loop. This is just the same principle that we used in illustrations 6 and 7 but with more smaller segments to give a smoother curve. You can see this more clearly if the program stops after each step, and this can be done by changing the G00UB 508 in line 039 to "G00UB 500".

I hope that this explanation helps you to use G00 effectively in your own programs. Don't be afraid to experiment, and don't be surprised if you get some unexpected results at times! Nothing much can go wrong, but if you accidentally do an G00 fill with colour 0 and there is no coloured line on screen to provide a right hand edge the computer will go into an endless loop and nothing seems to be happening. The only way out is by pressing RESET, but your program should still be intact and can be run again once the error is corrected.

As always I welcome your letters, queries on BASIC programs and comments. Write with a stamped return envelope to:

Ian Finlayson
80 Rosendale Crescent,
East Preston,
West Sussex,
BN15 1DG

FLYING

Like many fans of Sublogik's superb Flight Simulator II (FSII) I've often toyed with the idea of taking up flying for real. I never actually got round to it though, but I'm going to tell you about someone who did!

In May 1987 John Wiles, a 40 year old retired lecturer from Dordrecht, Maastricht, discovered the joys of FSII on his own's ST. He was so enthralled by it that he bought his own ST and copy of FSII. Then, like most would-be FSII pilots, he discovered that flying it properly wasn't as easy as it looked, so he turned back to his flying from his local library. This not only gave John the basic knowledge he required, but also opened all ideas for improving the realism of FSII.

Before long he'd designed and hand built some realistic aircraft controls which would link to FSII's program controls.

These included a control yoke with full movement to operate the aircraft's elevators and ailerons, throttle, carburettor heat, and climber trim controls. He also constructed some rudder pedals complete with toe brakes, but these haven't been completely successful so far and need a little more development work. He's planning further additions too, including flap and undercarriage controls.

THE REAL THING!

Eventually the inevitable happened. Like the rest of us, John thought he'd like to learn to fly for real, so he booked a trial lesson with the Lancaster Aero Club at Duxford Airfield, rapidly followed by a course of real lessons. Three months later he was solo - in about half the time normally taken by student pilots of his age group. He's commented this was due to his experience with FSII. By July of the following year he completed all his tuition, tests, and exams necessary to gain him the coveted Private Pilot's Licence. Shortly afterwards he joined a flying group and became part owner of a Cessna 172, clocking up several 100 hours flying time to date.

But recently disaster struck! Unfortunately, you can't burn off "extra" fuel" on a real Cessna as you can in FSII, and someone lost John's fuel tank to such an extent it while landing. Perhaps the pilot should have practised with FSII before flying the real thing! The aircraft was a total write-off, so John has now joined another group - flying a Cessna 150 this time. Even though he's earned his pilot's licence John still enjoys



NG FOR REAL



flying FS2, mainly because the level of realism makes it a natural and the navigation practice. Its facilities for setting wind speeds, wind directions, and visual levels allow you to try out most types of visual or instrument flying and navigation procedures found in real life. John also says that flying FS2 is much cheaper than practicing in his flying club's simulator, which costs almost as much to hire as a real aircraft.

LOOK, NO ELECTRONICS!

The realism is helped by these controls, John feels. So how did he do it? Forget all ideas about fancy electronic interfaces. John's solution was to build mechanical links from his controls to the ST's mouse and keyboard. The main control is the yoke, which moves back and forth for elevator operation, controlling the aircraft's pitch. It also rotates laterally left or right for aileron operation, giving roll control. The yoke is attached to a platform supporting a mouse mat, which slides left and all or left and right to match the yoke movements. The ST's mouse sits in a "cage" in a fixed position above the mat, with its roller ball in contact with it. As the mat moves it operates the mouse, the overall effect on FS2 being the same as moving the mouse across the mat in the normal way. Ignorant.

The mouse isn't actually firmly fixed, as it can be turned a little to the left and all direction by a trim wheel. This allows the aircraft's elevator trim to be adjusted in a realistic way. Other controls operate flexible cables (as used in roller

*John S Davison
discovers someone
whose obsession for a
computer program
lead to great heights*



brakes), the other ends of which are arranged so they press keys on the ST's keyboard.

One thing that's difficult to recreate is the "feel" of the controls, but John has even produced a mechanical solution for this. He's fitted springs to them to simulate the control pressures experienced in a real aircraft.

For ages bubblegum have been rumored to be on the point of replacing their own realistic flight controls for FS2. If you've had up with waiting you could follow John's example. He's shown that with a little enthusiasm and ingenuity you can build your own. But be careful, it could cause that flying bug to bite even harder, and like John you just might be tempted into the real thing.

Don't say I didn't warn you!

Photographs by permission of Messenger Newspaper Group

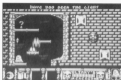
GHOSTLY GOINGS ON

It was a dark and stormy night as Harold MacCarthy, Lord of Dunsinnothe Castle, settled down to sleep. Last thing did he realize that Blinky was on a mission as a rarely trained ghost to scare him before daylight...

Since the original title of Ian Colquhoun's latest programming tour de force for Zappella Games, a company whose rank moved in Atari 8-bit circles has been somewhat remarkable. From the winning Zyxco to the challenging Jody Wilson's Darts, Zappella's output has consistently achieved an exemplary standard. I predict they may soon be adding

Blinky's SCARY SCHOOL to the growing list of examples. The game is an arcade adventure of the type that fans of the brilliant Dragonast will be well accustomed to. It is set in the interior of Dunsinnothe Castle and the graphics are of the characteristically shaded and detailed style of many a Zappella hit. The castle structures are numerous screens, and the typical scenery "page flips" as Blinky glides around the levels. Blinky is very clearly and brightly defined and is amusingly animated - not to mention capable of some incredible jumps that would amaze all but an expert Ninja Commando level. Joystick controls are responsive and easy to manage - games prog rammers observe!

It seems that Blinky's aim is to prove his ghastly ability by collecting the ingredients for a series of mysterious potions, which will eventually allow



him to speak the sleeping MacCarthy. There are many artifacts scattered throughout the Castle and the first job is to find a particular message telling him which ones are required and which are best left alone. Blinky's capacity for luggage is limited and several journeys must be made to the Cauldron as the game progresses. Fortunately, there is an unusual cheat that leads to the start - but I'll leave that for you to discover!

Not unexpectedly there are lots of creative lurking in the castle with intent to creep

Blinky's road to graduation. Some are fixed in a particular position, others hover continually but several of all are those which creep across the screen. All this makes for a challenging, addictive and eminently playable arcade adventure.

Needless to say, I'm impressed if you've already experienced the Zappella formula. You'll know what to expect - if not, be prepared for excellent graphics, good music and a generally top-notch game. Can it be true or is it just an appointment?

Title: **BLINKY'S SCARY SCHOOL**
 Publisher: **Zappella Games**
 Price: **\$2.99**
 Players: **1**
 Reviewed by **Paul Dixon**



The year is 1995, the setting is London, and the game is the long-awaited Atari 8-bit conversion of the sequel to Phoenix Joe Blade, called - believe it or not - JOE BLADE 2!

Joe Blade is a mean, tough and fearless super hero whose very name strikes fear into the hearts of criminals across the land. In the original game (released in 1983) Joe Blade (Joe) Joe's task was to save the world from the clutches of an evil madman, Cruz Blackfinger, who had kidnapped a

group of V.I.'s and demanded a ransom for their safe release. Evidently Joe was the dog, as the follow-up places him on an entirely different assignment - his mission, to clear the streets of London's capital from roving gangs and muggers and to rescue distressed citizens from the surrounding neighbourhood. As before, the game is a multi-screen arcade adventure with a myriad of passages and rooms to explore and artifacts to accumulate. The action unfolds in a centrally situated

HERE COMES JOE AGAIN

viewing window depicting the buildings, walls, doorways and streets in colourful cartoon-style graphics. Indicators below display the number of enemies rescued, items collected in certain number is rewarded by a special bonus, keys in store and the current state of Joe's health. Also, the all-important timer creeps persistently down towards zero, although it can be reset by obtaining a certain artifact.

Unlike the Joe Blade of old, our hero is not equipped with any fire power but must instead use a well-timed leap to eliminate his adversaries. At various stages, Joe enters a sub-game where his aim is to correctly arrange a series of numbered tiles into a specified order. The solution becomes increasingly more complex in subsequent sub-games placing great pressure on the play-

er - especially since a single failure will result in instant termination of the mission! At this point, you're probably expecting me to announce that Joe Blade II isn't so good as its predecessor - but I'll have to disappoint you! It's true that I did find the original Joe Blade more instantly playable, but this is probably due to the lack of instructions supplied with my previous copy of the sequel. Joe Blade 2 should be cool new, and I'd advise all ardent adventuring types, especially fans of the original game, to grab a copy without hesitation!

Title: **JOE BLADE 2**
 Publisher: **Zappella**
 Price: **\$2.99**
 Players: **1**
 Loading: **11.25 minutes**
 Reviewed by **Paul Dixon**

ATTENTION 8-bit ADVENTURERS

A rare event - a NEW disk based text adventure
series for the ATARI XL/XE range

THE MAGIC RETURNS: PART 1 - THE AMULET

available now on disk only
Special introductory price
£9.95

paid free in UK Overseas + £1
(RRP £12.95)

TIARA SOFTWARE

31, Davenport Road, Long Lea, Kelghley, BD21 4YF

ATARI 8 BIT SPARES AND REPAIRS SPARES FOR MOST ATARI 8 BITS

including reconditioned 1050 drives
1010 buttons - 130XE keyboards
power packs - I/O cables
upgrade kits - disk software
and lots more

Contact Derek Fern for details
021 353 5730

EdWare Educational

For several years EdWare have been producing educational
software for the ST. Their output is colourful, interesting
and, at £14.95 each, exceptionally good value! - ST Forum

PlaySpell 2 14.95 Age 7-8 Educational Software with Synthesiser
"Great Fun" - Jan User '92 "A Master Class"

PlaySpell 3 14.95

Age 7+, "Wild" level Arcade Action Spelling Test
that puts the fun back into Spelling.

"I cannot recommend Play Spell enough!"
- Barrie Capel - GFA User.

Maths 214.95

Age 7-8, 7 Mathematical games with
animated speech, animated teacher and others.

"Easily the Best of the Best!"

- ST Forum April 1990.

Alan Available

Word Converter for £19.95 (200 words) with 8000
PlaySpell includes Disk and Animals £14.95 each.
Peggy £14.95, Billy Brown £19.95, Long Job £19.95.
Bikes £14.95 £14.95, Super £14.95 £14.95.

EdWare Demo Disk includes Blinky, PlaySpell,
Bikes £14.95 and Super £14.95 with 2000
Full priced software at £19.95 each with free order.

All prices include VAT and P+P (Cheques payable to EdWare
Computer Systems, Finance, VAT and Administration Expenses Accepted).



EdWare Software

19 Southfield Road, Hinxley,

Leicestershire, LE10 1UA

Tel (0455) 413377 9-5 Mon-Sat



"Mindless to say I'm impressed ... excellent graphics, good music and a genuinely top-notch game!"

Paul Dixon



ZEPPELIN GAMES

The ultimate in Atari 8 Bit software, offer
you the chance to buy direct from us
with all games being despatched
within 24 hours

POSTAGE FREE!



"Probably the nearest you can get to
the real thing on your Atari!"

Paul Dixon

- | | | |
|--|---|--|
| <input type="checkbox"/> Blinky's Scary School £2.99 | <input type="checkbox"/> Fantastic Soccer £2.99 | <input type="checkbox"/> Mountain Bike Racer £2.99 |
| <input type="checkbox"/> Zybes £2.99 | <input type="checkbox"/> Speed Ace £2.99 | <input type="checkbox"/> World Soccer £2.99 |
| <input type="checkbox"/> Las Vegas Casino £2.99 | <input type="checkbox"/> Minax Force £2.99 | <input type="checkbox"/> Draconus Tape £9.95 |
| <input type="checkbox"/> Phantom £2.99 | <input type="checkbox"/> Living Daylights £2.99 | <input type="checkbox"/> Draconus Disc £12.95 |
| <input type="checkbox"/> Ninja Commando £2.99 | <input type="checkbox"/> Sidewinder £2.99 | <input type="checkbox"/> Kerry Daiglish £9.95 |

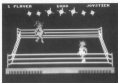
Write/Request or Postal Orders to **ZEPPELIN GAMES LTD.** 90, Fenshaw Way, Houghton-Le-Spring, Durham DH1 6JW

ITS' A KNOCKOUT

A rather UK classic from Minskage brought to our club drives by those clever people at Sanson Software Inc (Luton, Bedfordshire) in this respect. The lavish packaging, with glossy instruction booklet and reference card, is better for a somewhat unique game as far as I am aware, the only wrestling simulator ever produced for the 8-bit arena. **TOP 'N WRESTLE** is also one of the few games which utilizes the extra memory of the CROM. Although it will run adequately on 64K machines, it does mean that the disk drive is kept in almost continuous

use, so that the game plays rather reliably.

Top 'N Wrestle places you in a three dimensional ring with a series of mean and angry wrestlers, with names such as Red Hurry Trouble and Redneck McCoy - a dubious touch if ever there was one! As **Gregory King**, handsome hero of this epic event, it's your job to battle your two opponents and ultimately grapple for the coveted Championship belt. Wrestling manoeuvres are carried out by a combination of the four main joystick positions (diagonals aren't used) and the trigger button. There are twenty three possible moves and the necessary combinations for each are dependent on the prevailing position. So, for example, a grab might be followed by a headlock, armlock or a full nelson which in turn could be finished with a spin or a throw.

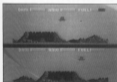


The manual explains all moves in detail and it's best to experiment in two player mode, unless facing the computerised opposition. Alternatively, moves may be controlled by keyboard press - however, unless remembering such facts as "H" for hold for a reverse suplex following a grab" is your idea of fun, it might be wise to persevere with those liddly joystick commands! Graphics are quite well done though not as convincing as the screen shots on the pack-

aging and include some amusing animation, albeit rather slow and jerky without the additional RAM. The sound features a momentary burst of inaudible quality speech for the crowd to be heard also a lively theme tune.

If you're suffering withdrawal symptoms after the removal of TV's Saturday wrestling slot then this is obviously the game you need. Nevertheless, it's only available in limited quantities from Sanson - you may never find another wrestling simulator for your 8-bit

Title: TOP 'N WRESTLE
Publisher: Minskage
Price: £2.95 plus
Players: 1/2
System: 48 or 128 expanded
Reviewed by: Paul Dixon



The company who pioneered budget priced software on the 8-bit scene and subsequently produced a string of Atari hits have been keeping unusually quiet to recent months. But fear not - Minskage are back with a new release that appears to be worthy of the wait!

PROTECTOR features a scrolling split screen display and some pleasantly chosen screens representing the vast Nevada Desert - home, indeed, to Fort Rucker, the US Army school for would-be helicopter

pilots. With ambitions to become the silver chopper ace this side of the Iron Curtain, you are faced with a strategic battle of wits against a human or computerised opponent. Unless you're one of those people who sit atop a magazine for joystick out of the storage box, target the latter system though - the automated pilot is far too predictable and considerably simple to beat, even on the advanced difficulty setting.

The game itself is actually quite straightforward, but with two evenly matched

A TALE OF TWO CHOPPERS

human players this is no mean a point in favour as a subject for criticism. All you have to do is collect three supply boxes, one at a time, from the lower landscape and ferry them back to your helicopter in the cavernous hangars. Collect all three and you have the necessary ingredients of a level available for dropping on your opponent's base - easy, eh?

The fun begins when one player decides to send supplies from the other player's base - the resulting battle can be quite interesting. One has to be patient, wait until your opponent's collected all the supplies and then slip in and send the assembled loads at the best opportunity. Of course, once caught out the first time, your opponent will be wanting to retaliate with a similar play! To add an extra dimension of excitement, each

player is armed with a Gatling machine - useful for mid-air encounters - and the fuel supply is extremely limited, so you must frequently return to the heli pad for a re-fill.

As one of the few arcade games in which you can't lose a "life", **PROTECTOR** is a uniquely refreshing challenge. Both graphics and sound (the music is remarkably similar to something I've heard in an 80 drive - but I can't remember which one) are competently engineered and the game scores highly in terms of playability - nearly the most important factor. Good stuff from Minskage!

Title: PROTECTOR
Publisher: Minskage
Price: £2.99
Players: 1/2
Loading: 1/2 minutes
Reviewed by: Paul Dixon

NOT SO GENTLE JIMBO

Not a new game in itself, but a very welcome installment of a sophisticated package from respected US software house Mindscape. **INFLIGHTER** is available on disk only and is supplied in superb packaging - complete with both a hefty page manual and a quick reference card. As Captain Johnny 'Jimbo Doby' McGibbins - see helms for pilot, ballistics expert, communications, rock star and all-around good guy, you the Inflighter - your task is to prevent the Mad Leader from destroying Earth. The first stage of the game requires you to fly through hostile enemy air-

space to a specified target area in the 'Whispering Gimmies 1885-1 Attack Chopper', having first mastered the controls of a detailed and quite incredible helicopter flight simulator. Entering the Gimmies, you are faced with a vast array of controls and dials. Through the cockpit window you can see the base base and, below, the control sticks - with your hands firmly attached!

Like all flight simulators, it's important and entirely necessary to spend some time learning the numerous commands before you can progress with the game. As well as joystick movements there are some fourteen keyboard commands, activating such devices as cameras, flares and turbo boosters. In addition there are warning lights, fuel, oil and battery gauges plus several other indicators to monitor.

As you head towards the



target destination you will encounter other aircraft, some friendly and others not so friendly! The only way to determine which is which is by requesting the pilot's ID and judging by the response given. Once you've reached the target and registered the landing procedure leader will then direct the same changes to an overhead perspective of the helicopter landing site. From here you embark on a ground mission to subvert the Mad Leader's installation. This involves searching various buildings for security cards,

keys and other objects while avoiding capture and attack. You can't afford to hang about either - a strict time limit is imposed. Complete a mission and you start again on a much more challenging assignment - at least, that's what it says in the documentation!

Overall, an excellent piece of software. Whether you're a flight sim fanatic or an arcade addict, this is one of those games that shouldn't be missed. Limited quantities are available now from Software Software - see their advert in this issue.

Title: INFLIGHTER
Publisher: Mindscape
Price: \$9.95 disk
Players: 1
System: 64K Int
Reviewed By: Paul Dixon



ENTER THE HAWK

Introducing is quite remarkable package - a game that might never have left the opposite side of the world had it not been for the efforts of PAGE 8. The influence of its dedicated readers and the infinite wisdom of the staff at Red Hat Software. I'm referring, of course, to **HAWKQUEST**, a game purchased fully in issue 38. I've now received the official release and am pleased to say that it's everything I had hoped it would be. I understand that Red Hat have ex-

perienced some problems with the promised conversion to cassette, but hopefully it should be available soon.

You may recall that Hawkquest is set in a far-off region of the Universe. Your heroic planet has developed a powerful energy generator based on a unique and mystical crystal. Unfortunately, the crystal has been stolen by an enemy race who have disconnected it into five pieces and hidden each in an underground fortress. As you'd expect, the fortresses are guarded by riddles galore

and there's only one person who'd possibly have the game that bit!

The mission is split into two tasks, the first of which is a vertically scrolling shoot 'em up similar in style to the arcade classic 'Nemesis'. Initially you must select a planet to attack from a set of five alternatives. Different planets feature characteristic scenery and enemy racks, but the objectives are each the same - board the installation, avoid the robots and annihilate everything you can! The second phase of the mission is a completely eight-way scrolling shoot 'em up, your aim here to retrieve various items, which ultimately lead you to the missing crystal. Things abound, but a save game facility prevents the odd mishap being too disastrous. If you want to progress with the secondary game but can't master the

first, you can load in a preset fortress - one of many thoughtful additions making this a wonderfully playable game.

There's not enough room here to do the graphics justice - all I will say is that they're superb and you won't be disappointed. The authors have done a marvellous job in creating the rest of game that Alan certainly have long been trying out. Red Hat deserves a good deal of appreciation, too - how better to show your thanks than by purchasing one of the best arcade games since the Jaguar awarded Pinball of

Title: HAWKQUEST
Publisher: Red Hat
Price: \$19.95 disk, \$9.95 cassette
Players: 1
Reviewed By: Paul Dixon

SUPPORTING YOUR ATARI

UPGRADED TO ST?
Don't throw your old files away yet!

TARITALK

The most effective way of transferring files from your Atari 4 bit system to your ST without the need for a costly interface. TARITALK comes complete with interface cable and software to transfer text files, database information, pictures, music files and more to your ST.

TARITALK is just £19.95

and is available exclusively from PAGE 6 - use the order form or telephone us for credit card orders

BLANK DISKS

LIMITED OFFER

FIFTY
BLANK 3.5" DISKS

£35

CERTIFIED DOUBLE SIDED JAPANES UNBRANDED TOP QUALITY DISKS
RECORD-IT SYSTEMS - no leads

Order from PAGE 6, P.O. BOX 54, STAFFORD, ST16 10R

Credit card orders accepted on 0783 212222 or by FAX on 0783 54555

TRANSDISK IV

Now available exclusively from PAGE 6 SOFTWARE

NOW YOU CAN TRANSFER YOUR CASSETTE
GAMES TO DISK WITH EASE

TRANSDISK IV is a simple to use utility that will transfer all your cassette games to disk - easily and quickly!

- Handles any type of cassette format
- Handles cassettes that load extra levels
- Allows several games on one disk
- Use full memory on XL/XE machines
- Handles cassettes that need 64k memory
- Full step by step instructions included
- Complete with chart of exactly how to transfer the more popular games

**TRANSDISK IV is £19.95
exclusively from PAGE 6**

Postal orders free with bank cheque or P.O. or with Access/Visa order to
PAGE 6, P.O. BOX 54, STAFFORD, ST16 10R.
Telephone orders by Access or Visa accepted. Tel. 0783 212222

READERS OFFERS

See this page and inside covers for details

FOR YOUR XL/XE

<input type="checkbox"/> MIDMASTER	£24.95
<input type="checkbox"/> TRANSDISK IV	£19.95
SPELL ME	
<input type="checkbox"/> Cassette	£4.95
<input type="checkbox"/> Disk	£6.95
<input type="checkbox"/> IBM OFFICE II	£14.95
<input type="checkbox"/> TIME & MAGES - cassette only	£6.95
<input type="checkbox"/> THE BIG DEMO	£3.95
<input type="checkbox"/> ISSUE 44 DISK (with 50 WYD)	£2.95
<input type="checkbox"/> ISSUE 43 DISK (with ASTROVANGY)	£2.95
<input type="checkbox"/> ISSUE 42 DISK (with BOK-BAT)	£2.95
<input type="checkbox"/> ISSUE 41 DISK (with DOUBLE BONUS)	£2.95
<input type="checkbox"/> ISSUE 40 DISK (with CHRONOMAP)	£2.95
<input type="checkbox"/> ISSUE 39 DISK (with PRO GOLF)	£2.95
<input type="checkbox"/> TURBO BASIC (Disk)	£2.95
<input type="checkbox"/> FLIGHT SIMULATOR II (with FREE BOOK)	£34.95
<input type="checkbox"/> SCENERY DISK 1	£12.95
<input type="checkbox"/> SCENERY DISK 2	£12.95
<input type="checkbox"/> SCENERY DISK 3	£12.95
<input type="checkbox"/> SCENERY DISK 4	£12.95
<input type="checkbox"/> SCENERY DISK 5	£12.95
<input type="checkbox"/> JAPAN	£14.95
<input type="checkbox"/> SCENERY DISK 7	£12.95
<input type="checkbox"/> SCENERY DISK 8	£12.95
<input type="checkbox"/> SAN FRANCISCO	£14.95

Please note that many Scenery disks are in very short supply

FOR YOUR ST

<input type="checkbox"/> TALK-TALK	£19.95
<input type="checkbox"/> ST TYPING TUTOR	£2.95
<input type="checkbox"/> STOS BASIC	£21.95
<input type="checkbox"/> STOS MASTRO PLUS	£49.95
<input type="checkbox"/> STOS SPIRITS 680	£19.95
<input type="checkbox"/> GAMES GALLERY	£14.95
SPECIAL ADVENTURE OFFERS	
<input type="checkbox"/> THE JADE STONE	£4.95
<input type="checkbox"/> SOARS OF SKA	£4.95
<input type="checkbox"/> CLIP ART COLLECTION 1	£19.95
<input type="checkbox"/> CLIP ART COLLECTION 2	£19.95
<input type="checkbox"/> CLIP ART COLLECTION 3	£19.95

Postage included in U.K. Europe add £1 per order
Elsewhere in the World add £2 per order

Name _____

Address _____

Cheque/Postal Order enclosed for £

I wish to pay by Access/Visa and Eurocard/Visa

Card No.

Please debit my credit card above with £

Expiry date

Signature _____

Send your order to
PAGE 6 PUBLISHING
P.O. BOX 54, STAFFORD, ST16 10R

Please allow 48 to 56 days for delivery

Please let us know if you have a new year order. You do not need to fill this page.



MIDIMASTER

NOW YOU CAN RUN A MIDI SYNTH WITH YOUR XL/XE!

**AVAILABLE
AT LAST!**

MIDIMASTER is the only Midi interface and sequencing program available for the Atari XL/XE - with it you can control any Midi equipped synthesiser

MIDIMASTER is £24.95 complete with interface, software and manual

Make your Atari come alive with real music - you won't believe the difference!

MIDIMASTER features

- 8 track sequencer for real time recording and playback
- Any Midi channel or voice can be used
- AMS music player
- Voice patch editors for Casio CZ and Yamaha DX



Use the order form on page 49 or write to
PAGE 6, P.O. BOX 54, STAFFORD, ST16 1DR.
Credit-card orders accepted on 0785 213028 or by FAX on 0785 54265

contact extra ... contact extra ...

8-BIT SYSTEMS REPLAC Sound sampling package. Must be in perfect condition complete with manuals, disk, interface with full test kit. Price £95 plus up to £25 in extras for items. (No power leads) - £210 plus postage (partially covered) - 2 manuals and prints. Please phone (0204) 499499 or 499501 after 5pm weekdays except Thurs day and Saturday. Ask for Les

HELP! I am looking for a program to convert standard 80 number picture files over to their long Mega version. If you can help please ring or write to Les Taylor, 56 Bedford Wood, Woodbridge, Suffolk. Telephone: 075-434 61 Fax: 0284 27875

DOE DRIVE & DRIVER: Must be in good working order, plus as per condition the 81500 unit, Ring Edge or 881-882-8004 after 19pm. Can collect in London area

DOE DRIVE: 1000 in good working order. 881 plus £20 and collect from 100000 or Birmingham area. Please Street on 081 561 8807 after 5pm

MUSIC PROGRAM: For the 1300K (Japanese based) and Worldy Machine cards with 2000 advertisement facilities. Also includes any help on music using Basic preferably spreadsheet. Write to: Dr Taylor, 44 Longmead, Fenstanton, Yorks. Airedale, X44 2 3024

STAR WERK MAGE: Issue OCTOBER & NOVEMBER 1985 plus 1986/1987 1988. Please phone 11 2444 or write to 14 Sandy Field, Winton, Bucks MK35 9JL

REFERENCE MANUAL: BASIC reference manual originally written by Alan Goodwin, April 1981. All rights to Andrew G. Thompson, 105 Bentley Way, St. Oats, Chesham, Bucks MK36 7NF or 161 Capenhurst, Bucks MK44 4JL

PRINTER CONNECTION: For Epson-compatible printers. Must work correct the need for special printer software and must be cheap. Price £10.00. Write to: S. Satchell, Epsom Street, Chesham, U.K. MK36

HEAD OVER HEELS: Has anyone got a copy of this game? If they are willing to sell it for please contact Graham on 0220 802 071 (after 5pm)

PENPALS

XE PENPALS: I have a 5880 available for no more games with and write to get in touch. Please write to Gordon Gyle, 47 Robinson Court, Shirley Wood, Reading RG2 8JL

FRANCE-AMERICAN LINK: I am looking for penpals in the U.S.A. and Canada to exchange letters and files. Please contact Jerome Pignatelli, Villa Jacquemont, 78217, Paris, FRANCE

PRINTER HELP: Can any body please help me with a 1300 problem? The symptoms of the fault indicate a broken print head. Can any body help me in locating one? Write to: M.P. Triggs-Watson, 24 Cedar Street, Reading, Cleveland TR10 5LX

8-BIT WARE: I have an 8000K 286K, 1280 store and Epson printer. I would like to hear from any 8-BIT user to swap items, 800-490. I have a massive collection of U.S.A. software files and books. All letters answered. Write to: Peter Gault, Airedale, 10006, Zone Postal 9731-A, Les Plaines, Canada, H3A8-2J6/4

XLISE LIBRARY: Buy, sell or 1300K, 1080 drive and 810. Specialist needs help, service, software, hardware.

Info & tips. I have 800 games and will swap with you. Write to: M. Adams, 26 Grand Road, Peckville, Manchester M20 9BT

XE HELP! Anyone between 13 & 16 willing to give help on a game problem? System & floppy. Write to: Brian Cook, 214 Warrington Road, Gosport, Wigan, Lancs W93 0JL

8-BIT PENPAL: I have any and see there who wants to be the penpal? I am called "Freddy" and I own an 8000K and 1010 tape unit. All right users, grab your pens and write to: Gordon Gyle, 47 Bentley Wood Way, Shirley, Cambs TR1 5LX

MAXIMUM 35 words only PLEASE
5 words allowed per PENPAL

ENTRANTS: 1985 of change and may be used by any person. Must be enclosed for the sending address. No notice may be included showing those offering notice for sale or exchange or those offering items for sale commercially. The Editor reserves the right to edit any notice received on his discretion.

Send your CONTACT notice to CONTACT, PAGE 6, P.O. Box 54, Stafford, ST16 1DR. Please write your notice on a separate sheet of paper, not on part of a letter.

FOR SALE ... WANTED ... PEN PALS ... ADVICE ... HELP ...

ST FILE



The budget scene is now beginning to expand beyond chess, war and sports titles, embracing simulations and adventures at the 4.4 Mb level. Look out for CONFLICT a Middle East political simulation in which the aim is to force the collapse of four right-wing governments with military and economic forces and 100,000,000 described as a game without an end by the author of Master of the Universe. Electronic Arts are into the futuristic sports arena with TRIBAL, a game for up to three players controlling eight teams who come together to play a match on a pitch of five quarters and in three timed halves. Sounds confusing? Infogrames continue to take Frenches French way with six more releases including BUBBLE +, DANGLE'S ROSE and POP UP all arcade games and ALPHA WAVES which they describe as 'emotional software' as follows. ALPHA WAVES is not just a new game but a new concept, a concept born from the NEW AGE. The marriage of the spirit and technology. These are the basic elements which form the idea of NEW AGE. An idea which has inspired the Infogrames creating team to imagine a game which stimulates the brain and brings it to a deep relaxation which can provide a state of dreaming. The game-play is of unique conception. The management of an atom in a cube space in three dimensions. The time has to negotiate a platform and stairway in order to reach the magic door. This three dimensional world is also inhabited by polygonal beings endowed with an intelligence and language which are not of this world. For the game goes further. Alpha Waves is more than a fascinating game-play in an extraordinary universe. In the unique playing pleasure is added the search for harmonious sounds in the alpha wave range. The tones also emit alpha wave frequencies and this stimulates the mind and deep dream state relaxation. When diving into the universe of Alpha Waves, you will encounter new sensations. Beyond the projection of the player there is a response from the machine. For the first time ever, the interactive medium goes beyond reflection and intelligence. One could say that Alpha Waves establishes a communication between the micro-computer and mankind. A communication created by the frequencies emitted by the computer and understood by the human brain... beyond the conscious. I just love the way the French write these things! What it all means is anyone's guess. I wonder what they are on when they dream of all this stuff up, if that's not just alpha waves! On a more mundane level Infogrames are also releasing several simulations including BRIDGE SIMULATOR, DANCE SIMULATOR (apparently Polish designed), BILLIARDS SIMULATOR and PINBALL SIMULATOR. Electronic is a new company specialising in coin up games and now turning its sights to the PC. The first release is THE SOLOIST converted from the arcade original in which the player controls one of the Earth Commanders through six levels to stop the nasty Veldin, conqueror of planets, in a fight to the death. Finally, Single Simulations have turned up Maximo. Sounds almost next release will be WINDSURFING with over 100 interactive Bluebeetles. Hopefully we'll bring you a full review soon.



TRIBAL from Electronic Arts

ALPHA WAVES - 'emotional software' from Infogrames



MURDER IN SPACE from Infogrames

BUBBLE + - Infogrames follow up to Bubble Chest



DRAKKHEN

DUNGEONS & DRAGONS GALLIC STYLE

More mouse-driven, *Drakkhen* and *Dragons* skip *Wayfarer* for all you Fantasy Role Playing devotees! This time is fairly comprehensive offering from the French covering both wilderness and dungeons, with hundreds of weapons, armors, monsters and magical artifacts such as trophies of loot and signs of insupportability!

The wilderness is a brilliant 3-D scrolling landscape which you can explore in any direction. Stay on the roads to start with, as nearly everything you need to find is near a road, and if you leave them you can easily get lost. Use the mapstones as compass pointers. Make sure you are wearing all your armor as the whole island is heavily populated with beings intent on your demise!

Jump into the cross at the crossroads to the west for your first experience of the superb animated graphics as you are attacked by a giant dragon's head! Here frequently show some space-character disks ready!

North of there you will find some houses where you can pick up a few items from the local inhabitants, that don't stray too far south, the sea-beds desert to the southeast area of the island, heavily populated with small dragons which sweep down at you Space Harrier style. The east of the desert is even worse with giant dragons which land on top of your characters and breathe fire until they are dead! You really need to wait until you

are armed with Drags before you have much chance against them - Drags are giant smooth white slender scaly chain saurs!

East from your starting point you will come to your first point: a castle surrounded by a shark-infested moat. How do you get in without

being eaten? All I will say is make sure you have a Priest and a Mage in your party since they get different spells and you need lots of spells to finish the game! Movement in the wilderness is always done as a group, only switching in to local characters made for the fights. But in the castle dungeons you always work with four separate characters. They can go off to different rooms, and indeed need to do so to solve some of the puzzles. The dungeons are easy to map, being a series of interconnected rooms, that you will need to do a lot of fighting and a little bit of problem solving in order to explore them fully. When they are not fighting, your characters can move around the rooms, examining and finding items, manipulating levers and talking to the locals - very similar to *Secret of the Sword*, but all 3000-driven.

Do be sure and talk to everyone - you need their information to follow your quest, which naturally requires you to save the world against it. I won't spoil your fun by revealing what you need to do, I'll just say that I have explored five rooms of about twenty-seven rooms each so far, I think I only need one more item to reach the real goal. I have one last quest to find a way in to it and I still haven't used Dink. If this is a DRG game.

Most of the controls are pretty good, but there are some frustrating aspects to it. Although *Drakkhen* is mainly mouse-driven you need to use the keyboard frequently as well.

Spell-casting is generally difficult to control - sometimes it won't throw your spell because you don't have enough magic points, sometimes because your character has



thrown an anti-magic spell, sometimes because of how you selected it and sometimes it just won't and you have to re-buff. Sometimes, in a fight, it throws the magic spell until you run out of power. Deliberately frustrating!

Like most fighting can be controlled individually in theory, but in practice the system isn't really up to it and I found it best to just ready my characters then click an Group Combat and let the computer handle the fight - just stand ready with the spells and healing potions!

Drags causes a little too much for my liking, especially since you cannot SAVE in a dungeon! You also need to do an awful lot of fighting to get your levels up high enough to survive in the master parts of the world! And some critical messages scroll up before you can read them and are NOT redisplayed! A little more thought on some aspects of the implementation could have made this an even more enjoyable game to play.

Because if you have a small TV - some of the text is difficult to read on mine because of the choice of colours. Finally thanks to the Gaming Light 00000 000000 - now to midnight - 30p/25p per minute for a couple of hours!

- **GAMEPLAY** - Mostly very good with an interesting plot
- **GRAPHICS** - Excellent landscape, dungeons, monsters and animation
- **SOUND** - Lots of nice effects
- **VERDICT** - Frustrating at times but overall highly addictive - very good value for money



Title: **DRAKKHEN**
 Publisher: **Infogrames**
 Price: **£29.99**
 Reviewer: **John Savoney**

DRAGONS OF FLAME



To follow up to Heroes of the Lance continues the adventures of the highly popular DRAGONFLAME characters as they fight their way to the courts of the Mar and round the fortress of Fox Throat. (The full story is in the last 100 pages of Dragons of Ashen Twilight.)

The game system is basically the same as Heroes but uses 3D, a joystick-controlled, horizontally-scrolling, fantasy-based, shoot-em up. You'll need to make a rough map to help you in your quest for two hostages, the captured elven princess Laurana, and the fabled Wyrmslayer sword. Guard your steps and watch your compass!

The leading character is displayed and does all the fighting with swords, axes, bows, and arrows, etc. The game has give you a menu for throwing spells, choosing the trailer,

opening doors, etc. Minor enhancements include: one's use of magical weapons, key-triggers to bypass the maze, and ability for Laurana to throw spells during a fight. Major enhancement: a Gazebo-style, bird's-eye view screen added to the front of the game as you cross the wilderness to discover the secret entrance to the fortress. You can meet friendly characters who will tell you where to find supplies, get items, and even join the party. Fights, however, take place in the traditional side-view mode.

Other than that it is very similar to Heroes of the Lance, with the same limitations: the Dragon's is pretty simple - once you know the way through you can play the complete game in under half an hour; the monsters are too

easy to defeat once you have got used to the system; and your party is far too powerful - you need only put the right guy at the front, beat him over and then, use just one of Laurana's spells occasionally. But the entrance to the Mar and one secret door, flow and Open as required, and pick up Wyrmslayer. The rest of the characters, spells and commands are sophisticated as are all the various attributes.

It is a good system, and I am sure OSI could develop a far better total game with it if they tried. Is there an alternative out there that wants this sort of thing? Or are they just selling it on the back of the DRAGONFLAME logo?

FACTS

Title: DRAGONS OF FLAME
Publisher: OSI/SSI - US Gold
Price: \$24.99
Reviewer: John Dorenay

SIGHT & SOUND

The graphics and animated fights are excellent - shame they don't put as much money into the gameplay.

GAMEPLAY

Basically an arcade-style, shooting beat-em up with a bit of maping.

VERDICT

Good fun to play, but too easy to master and finish.

FACTS

Title: GHOSTS 'N' GOBLINS
Publisher: SSI
Price: \$19.99
Reviewer: John Dorenay jr

SIGHT & SOUND

The graphics are very colorful and detailed but have a way that resembles to the middle segment the sound is good but could be better.

GAMEPLAY

Active and thought-provoking.

VERDICT

It's not obvious why this is better than the game, as it is similar to Ghosts 'n' Goblins.



GHOSTS 'N' GOBLINS

success?
When I reviewed the sequel to this game I was not entirely certain as

Last issue I reviewed Ghosts 'n' Goblins, which is actually the sequel to the game I have before me now. I think a big Thank You to SSI is in order for releasing the pair in reverse order - good thinking! (and Nothing like doing things the wrong way round!)

Well, what's different about the 'prolog' to Ghosts 'n' Goblins then? Basically not a great deal! For again the game involves a 'classic' fighting fantasy story where you, the heroic Knight, must rescue the beautiful maiden from the demonic Overlord. Is this the same beautiful but obviously confused maiden I hear you cry? Will the valiant Knight

to have slayed the two really were. Now, having examined the two side by side, many of the differences may be seen as superficial and mainly cosmetic. The basic structure of the game are identical. You control the Knight moving through the various level-mazes, visiting the pre-ordained traps from the side as you try to avoid the various demons and creatures. On your travels you will encounter varying ghoulish types of character from the members of the first level. Enough to destroy, ghosts and strong plants which spit out fire and red witch spiders (new odd). The graphics are again very close to the arcade original,

although they are by no means as good as the graphics which grace Ghosts 'n' Goblins. Likewise the same can be said for the sound effects and music - they're good, but not that good.

In terms of playability Ghosts is both interesting and addictive. It is incredibly difficult to get to grips with on the first few attempts however once you have got used to being sent back to the beginning of the level if you die (sharing first last year's initials so you have to run around in your underwear), the varying challenges become increasingly enjoyable to tackle.

The hardest part of reviewing this game was in writing the opening segment from the last issue. The two games are very much alike and I cannot understand why both games should be reviewed in this

STARFLIGHT

Starflight is a space exploration game of epic proportions, which allows you to explore the unknown reaches of the galaxy. It contained one very small of a complete version of the old classic 'Star Trek' with a strong landing element added. Electronic Arts based that the game sports a total of 800 planets for the player to explore in 230 different star systems, where you can interact with 7 totally different Alien races. These range from the insect-like 'Vrion', the bipedal photosynthetic 'Eleusis' through to normal humanoid and android type forms. The objectives of the game, apart from those which you set for yourself, are firstly to gather as much information as you possibly can, and secondly to generate as much revenue as possible. This allows you to maximize your

efficiency by building an optimal space craft and crew. To create revenue throughout the galaxy you have a number of options available to you, from the sale of minerals mined from planets to the sale of medicines and various artifacts. Money is also a viable option, although it is all revenue generated upon by the players that be!

The game will be very familiar in style to those of you who have had experience of the 'Star Trek' type games that were very popular many years ago. The game is quite a complicated strategy game, and gives the opportunity it would be possible to play it for seriously extended sessions if it's controlled throughout. Using the mouse and a series of icons and status bars, making it very simple to learn.



In terms of presentation, it is considerably more impressive than I expected for a game of its type. The graphics are all very cleverly done and the use of colour is quite spectacular in places, especially when viewing an alien being on the communication screen. Also, when landing, the image of the planet rotating imperceptibly in its orbit is quite impressive.

Overall 'Starflight' could best be described as a very complex rated game, which, if given enough time could be very addictive. There is more than enough depth to ensure the player to become engrossed in the gameplay and it is a great challenge which will reward lovers of strategy games.

FACTS

Title: STARFLIGHT
Platform: Macintosh, Amiga
Price: £24.99
Reviewer: John Davison jr

SIGHT & SOUND

The animated graphics are of very impressive, especially the close up view of the various alien creatures you meet as you travel.

GAMEPLAY

A serious strategy game which will undoubtedly appeal to lovers of this genre.

VERDICT

The development team set out to create an ultimate in status, and I can honestly say that they have excellently managed to do this. Very pleasing.

FACTS

Title: STRYX
Publisher: Psygnosis
Price: £19.95
Reviewer: John Davison jr

SIGHT & SOUND

Graphics are excellent but the game characters are very much compared to typical Psygnosis games. The sound is reasonable but could be better.

GAMEPLAY

Quite interesting to begin with, and it is not at all obvious how you should enjoy and use the

VERDICT

Very good, but the best pleasure from Psygnosis, but certainly worth checking out!



STRYX

happens to be 'Go and wait it all out before it gets out of hand', would it?

Here is an example of a title which uses quality and incorporates all sorts of graphic features which serve no purpose but for you to look at and think - 'Wow! Take for example this one of this two disk set. It appears that the sole purpose of the first 'boot up' disk is to display an incredible graphics show!

Anyway - onto the game. The robots of the Doom Cities have turned against their masters and have grouped together as cyborg assassins with the expressed intention of ending the galaxy of human life. Now I bet you can't guess what you've got to do, can you? Now it wouldn't be any chance just

You play the part of Stryx, a humanoid who is described as being 'a bit special', the product of 'Project Alpha Secret', the mezzot lighting, mezzot thinking machine over it - word, full man full robot. Basically the game is a scrolling platform and ladder affair with some extra little twists. The main body of the game takes place in the four closed cities. Each dome is linked to the central dome by the 'travel tubes' where you must traverse on a speeder bike in order to reach your destination. This particular version of the game is very much like a standard but recently scrolling about 'em up in many ways, as your main objective, apart from

reaching the end of the tube, is to destroy all of the enemies you encounter.

'Within each dome is also an entrance to 'The Hive', a vast mining complex where energy crystals can be found. The Hive must be traversed using the mining craft, and as with the travel tubes, it is scrolling with hostile androids and other deadly creatures. The graphics in all of the three game versions are very colourful and are well up to the usual Psygnosis standard. Steps is very difficult to get used to and at times can be highly infuriating. There were many occasions when I genuinely believed I was getting somewhere when suddenly I took a severe fall and died. The game is very complex and the few hundred words I have here is nowhere near enough to do it full justice.

ATARI ST and AMIGA

Sixteen Bit Superdeals from the Sixteen Bit Specialists!

CUSTOMERS PLEASE NOTE: When comparing prices remember ours include fast delivery by courier.



1605TE Power Pack

£359.00

Inc. VAT and Next Day Delivery



Power Pack includes:

- 205TE 11.2K Keyboard with Built-in 1 Megabyte disk drive and TV Modulator
- 4 Channel Digital stereo sound
- 1 Joystick Pad
- Over £300 worth of games software, including OutRun, Gauntlet 2, R-Type, Space Harrier, Super Hang-On and 76 more Top Games.
- Computer Business Software including WORDPROCESSOR, SPREADSHEET and DATABASE
- 100 BASIC and Free Music Utility Software
- FREE JOYSTICK AND 4-BUTTON MOUSE WORTH £4.95
- All leads, manuals PLUS MOUSE and free mouse plug!

1605TBM DISCOVERY PACK

£279.00



NEW! Special value for money pack includes:

- £11 279.00 money keyboard with built-in 1 Megabyte double-sided disk drive and TV modulator
- Game Pak including OUTRUN, SPACE HARRIER, GANGLAND COMMAND and MORE JACK
- £15.00 WAREHOUSEMAN or £10.00 GAMES CREATOR, MICROPHONE gaming software and FREE BASIC programming language
- 57 1605TBM keyboard and DISCOVER YOUR ST software guide to the ST SYSTEM
- 4-BUTTON MOUSE, SOLID STATE BATTERY, ALL LEADS, MICROCOMO BASIC and MOUSE PLUG!

16405TE BUSINESS PACK

£449.00

- Includes the new 1 Megabyte 16405TE keyboard plus over £200 worth of business software including PCROM 1.0F wordprocessing software featuring macros and mail merge, 4-DIGITAL 3.0 spreadsheet and SURFBOARD MICROBASE Database software. Also includes Microcomco BASIC Mouse Pad, 40 Leads, Manual and Mouse.
- 16405 TE keyboard without software **£409.00**

1605TE 1 BUSINESS Pack

£549.00

Features:

- Teletype Keyboard and System Unit
- Inc. all software supplied with 1605 TE Business Pack
- Minor shop installed for latest graphics
- Inc. 56K 25 Lines Monitor **£639.00**

ACCESSORIES

Completed 5 Turbo Joystick	£9.95	Branded Monitor 9.5" 16050 (New)	
Completion Pro 5000 Joystick	£13.00	Box of 10	£11.95
Completion Pro with Joystick	£14.00	Memorex Disk Box	
Mini Keyboard Joystick	£11.95	For 80-1.8" Disk	£9.95
Mini Mouse (not with Amiga logo)	£5.95	Amiga 1.2 Meg Expansion	£119.95
Portrait Mouse (not)	£4.95	Original Game Area or Amiga	£44.95

Complete Amiga and ST Mouse with FREE Roller and Mouse Pad £29.95

PRINTERS

Star LC24 1024Pin/Ink, 1605 51Amiga	£249.00
Star LC2000 dot-matrix 1605 51Amiga	£199.00
Star LC2000 dot-matrix including interface lead for 51Amiga	£214.00
Canon 1000 including interface lead for 51Amiga	£179.00

SENDING 80 COLUMN PRINTERS - AMAZING PRICES

Samsung 8 pin 80C including interface lead for 51Amiga	£139.00
Samsung 24 pin 80C including interface lead for 51Amiga	£209.00

AMIGA 5000

BAT GAMES PACK

£399.00

Inc. VAT and Next Day Delivery



BAT Games Pack includes:

- Amiga 5000 512K Keyboard with Built-in 1 Megabyte disk drive.
- Free TV modulator worth £24.99 allowing you to use the Amiga with a normal TV
- DELUXE PAINT 8 GRAPHICS PACKAGE
- PROTOFORM PAINT 8 graphics package with animation worth £75.00
- FREE only just-released BATHMAN - THE MOVIE games software
- FREE ZEALAND STORM arcade games software
- PRO-INTERCEPTOR - amazing 3D flight simulator software
- A further £200 worth of Games Software, including BUGGY BOY, MICROPHONE BARRIERS, PONGALL 8 six more games.
- FREE JOYSTICK, MOUSE MAT AND 10 BUCKLE BARS
- Amiga BASIC, Amiga EXTEND 1.3, Wordsearch 1.2 PLUS the Amiga Step by Step Tutorial
- All leads, manuals PLUS MOUSE and mouse plug!

AMIGA 1 MEG

BAT GAME PACK

£329.00

1 Meg Bat Games Pack includes:

- Fitted 1 Megabyte Memory Expansion - Real Time Clock Card
- Everything listed for the AMIGA Bat Game Pack
- DRAGON'S LAIR 1 MEG MEGAGAME!



AMIGA 5000

**CLASS OF THE 1990'S
BUSINESS - EDUCATIONAL PACK**

£549.00

FEATURES:

- Amiga 5000 - TV Modulator
- 512K Interface - Software
- Word PROCESSOR word processor
- Page Editor (TP)
- Super Brain Personal Database
- Maxiplex 508 Spreadsheet
- Amiga Logo, BBC Emulator, Deluxe Paint II
- Mouse mat, 10 Buckle Bars and Disk holder

EXTERNAL DISK DRIVES

Atari 512K 1 Megabyte	£179.00
Amiga 512K 1 Megabyte	£209.00
Camera 1 Megabyte Atari or Amiga	£89.95
512K 1 Megabyte Atari or Amiga	£109.95
Star Magellan 10 Hard Disk	£499.00
Star Commodore 1000 32 meg hard disk	£309.00
2000 Hard Disk - Memory Upgrade module	Free

MONITORS

Commodore Amiga 81084 colour monitor inc. lead	£299.95
Atari 90 1024 Colour Monitor inc. lead	£299.95
Star 908 10 8000 Monitor including lead	£179.95
Philips CM8800 colour colour monitor inc. lead for 51 or Amiga	£259.95

CREDIT CARD ORDERLINE - 0900 570000 (Mon - Sat 9am - 6pm)

To order either use the orderline above with your Credit Card details OR write a cheque or P.O. payable to Digital Computer Services Ltd and send it with your order to the address below. Cheques are also most welcome at the address below.

DIGICOM

Unit 26, Wharfedale, Fenny Stratford, MILTON KEYNES, MK2 5AZ.

All prices include VAT and delivery by courier

Licensee - Coast Breakers. 1605TE keyboard available on request 099 24 875 7616050



ITALIA 1990

A proper priced budget soccer game, just in time for the World Cup! The packaging is the standard CD case and includes some excellent screenshots on the back which are a fair representation of the quality of play on inside. The game can be joystick or keyboard controlled and even offers multiple player involvement, with up to two players controlling the players of one side or participating in training games.

On the first night there appears to be quite a wealth of interest to be found within this inexpensive game. The training game where the player controls very large spheres through a sort of suspension contest with equal threats, push ups and other gymnastic tortures is well worth playing especially if you have a friend to compete with. Sadly it does not bear

any relation to the actual football game. The soccer game has well presented spheres and a well drawn pitch, control is good with the ability to kick the ball, pass, hit or kick (including great overhead lob). The computer tends to feel that the difficulty factor has little to do with player skill but more to how often you're controlled players can rotate cyntrally from behind and thus slow the game's progress with unnecessary holds.

The first time I hit a represented a fair but not too difficult opponent, it did not have the skill of Kick-Off though control of players was perhaps better and the graphics certainly were better. On the second game I found the balling in the program and since then have scored wins by less than 4 - 0. Unfortunately the



computer allows the player to pick the ball up in his or her own half dribble it with the power kick ready and launch a long hard lob from well inside your own half straight into the opposing goal. This is fine for the first few games but as may be imagined, becomes somewhat less than enthralling as time goes on. The computer does not pick this up and as such there is little challenge in the game.

Overall the mechanics and graphics are excellent with acceptable spot effects. The second game is not quite strong enough to stand on its own but does provide diversion from the predictability of the soccer game.

FACTS

Title: ITALIA 1990
Publisher: Codemasters
Price: \$4.99
Developer: Damon Hewlett

SIGHT & SOUND

Graphics are excellent well drawn and controlled, the sound could be better although the loading time is reasonable.

GAMEPLAY

Once the long ball from the middle into the net is found the game is very tedious, slightly more challenge in the training mode.

VERDICT

There are many better competition around and many do not seem to be better although it may have better gameplay - see the update.

FACTS

Title: RENAISSANCE
Publisher: Impressions
Price: \$19.99
Developer: John Deibson jr

SIGHT & SOUND

The contemporary version have some superb graphics and sound effects, whereas the 'classic' versions are limited to the original.

GAMEPLAY

All are truly addictive, as would be expected from such classic games.

VERDICT

Certainly worth checking out if you want to get copies of some old classics.



Renaissance or 'Vibrant' is probably the best possible title for this collection of games from software house Impressions. What Renaissance offers is a set of four of the most famous arcade games ever created in both original 'classic' and modern 'contemporary' versions. The four games are Invaders (Space Invaders), Rock-storm (Asteroids), Megamind (Centipede), and Orxonix (a version of Galaxian).

The 'classic' versions of the games use simple graphics and sound, mimicking the original arcade machines which everyone knows so well. The contemporary versions however incorporate some new mech-

RENAISSANCE

anisms which bring the games more up to date. All four contemporary versions

have neatly improved graphics and sound and look considerably more impressive than their classic counterparts. In all cases the graphics look more solid and are colour shaded to support effects. Possibly the most effective contemporary game is 'Rockstorm' which is a beautiful development of Asteroids. The rocks are meticulously drawn and the ships are intricately detailed to give a great 'modern' appearance to a game which is well over two years old (a lifetime in the world of computers).

To describe the separate games would be pointless as, unless you've been living on another planet, you undoubtedly have seen or indeed own

at least one variant on these games. They originate from the time where all games scored raw, numeric, and additive, and it's easy to detect their influence in many of today's games, which often are merely very elaborate versions of them.

In terms of playability it is difficult to beat these old classics. There are no complicated and elaborate goals which you have to achieve, all that is necessary is that you shoot anything that moves with the intention of gaining a high score and saving the Earth from a fate worse than death at the hands of the alien Nefarious. Also, the stage endings more often each time was a gripping one, and once you'd started to play it was difficult to deny yourself just one more go!

PARIS-DAKAR RALLY



This game presents an interesting concept in simulation - to follow the path and stages of the real infamous Paris - Dakar Rally in one of the remarkable off-road vehicles. The game offers the choice of three levels: either basic vehicle, custom vehicle or race vehicle. The further from standard you choose the faster you can travel but the more likely you are to break down. So, really there are two points of view: there was no option to try the trial before which are taking the motor-cycle market even though they are featured on the cover.

The game is packed in a sturdy box showing accurate screenshots of the between stage stills and comes with a comprehensive manual. After overcoming the copy protection following the advice of the book for first choice is either take the standard car and just

try to finish. There are two types of stage: the race stage and the navigational stage. In the race stage there is a marked out road across desert wastes location outside hourly which you can traverse or not according to your wares or skill with the mouse. The road is for four even and four jarring pits across with frighteningly real sound effects. There is the option to navigate by compass but really I found much in common with Magpie's little boy when trying this. The car is controlled by mouse or optional joystick and there are all automations so no gear shift is needed. The second stage is similar in this but there is no marked road and it is up to you to navigate from A to D as quickly as possible. As a reward for completing a

stage a picture will appear representing your journey. The actual race stages are very well done and the control is very similar to that found in the Ferrari simulator, it is possible to race as in the normal race track style of game and the various vehicles that appear are good replicas of the vehicles normally concerned. All the graphics flow smoothly with many wonderful touches about the game. I especially liked the tracks featured with bits of letters car information, led with the skulls of desert creatures.

This is a game for the thinking boy racer and I would recommend it to anyone who fancies a different sort of race.

FACTS

Title: PARIS - DAKAR RALLY
 Publisher: Eurohome
 Price: \$24.99
 Developer: Dorian Hewlett

SIGHT & SOUND

The graphics and viewing options are well done and the sounds vary from the light engine rattle to the extremely loud.

GAMEPLAY

The game plays well and controls don't get out of us, it takes practice though the basic level is very helpful.

VERDICT

Well worth buying if you have any pretensions to simulation driving games. Remember though it is not that realistic and takes some thought!

FACTS

Title: CHAOS STRIKES BACK
 Publisher: ITS/Microsoft
 Price: \$24.99
 Developer: John Sweeney



SIGHT & SOUND

More wonderful graphics and animation.

GAMEPLAY

The use of exploration, problem solving and high-speed chase/shoot lighting, speed boosting, and changing in form.

VERDICT

Highly addictive, if you find Dungeon Master then buy it first!

More of the first Dungeons and Dragons style game ever (officially called an Expansion for #1 in Dungeon Master), you don't actually need to have DM in order to play it. You do however need to have played enough of it in order to know how to read all the spells! You can bring your old characters across from DM, or select from 24 brand new high-level characters.

If you have not seen Dungeons Master, well you are interested in D&D, RPG, Fantasy, or just a superb game then see the reviews in issues 33 and 34 or beg, borrow or buy a copy of it. You won't be disappointed. CD-ROM is not for the beginner! It

allows you straight to the deep end - in the dark, attacked by hordes of evil

easy, good, poisonous enemies in a linked world. Gameplay is identical to DM but with new monsters, weapons, puzzles, traps, and lots more D&D levels. There are basically eight separate paths (one for each class - Fighter, Mage, Wizard, Priest) which weave across all the levels and only meet in a few general areas. There are vast numbers of traps and pits, some of which save you between the paths. And with some of the traps being invisible it is very easy to get lost!

If you like this type of game it need say no more, so let's use this space for some hints. **Paths.** There are two secret doors. You can only open one

well - unless it's won't open. **Skills.** You are generating the scores by rolling on a certain square. Don't miss secret doors: east of first room, side passage from 'Sagittus'.

Quests. The corridors from the junction from 'random/L' (north) teleport to identical corridors. Counting the start on level zero then you may be on -3 (the real junction) or -1 or -2 (very confusing).

Look! Go down. All four paths meet at the bottom door - it's through secret doors to a teleport back to the junction.

Special Items. Some items (e.g. Dragon Amulet) are distributed randomly at the beginning of the game.

Diabolical Demon Directions. You can't reach all paths initially. The NE path blocking the way to the Naga route is the easiest (controlled by eye or wall near Transport keyboard).

CHAOS STRIKES BACK

FIRE-BRIGADE

THE BATTLES FOR KIEV

Fire-Brigade is a simulation of the vicious battles for Kiev in late 1943. This was a very intense and bloody fight on both sides, and, as its most readers of this type find especially conflicts in Russia, various elements more on the logistical support of the attacking army than any other factor. The first thing to strike you when you open Fire-Brigade is the manual, which although based on the Mac desktop version is still easy to use and well laid-out. A tutorial scenario has been included, and the authors have no hesitation in throwing you into the fray as quickly as possible. This scenario is not only an entertaining game in itself, but also introduces the basic concepts needed to master the game. Each issue is explained in a user-friendly and, thankfully, illustrated way. After about an hour you will be able to go on to one of the more advanced scenarios, each of these being in from three to eight hours (according to the manual or considerably longer if you are like me).

You can get an overview of your main command centers, Keys/Army HQs on the Strategic Map, but most of the action takes place on the close-up Tactical map which displays all your units (about thirty each) in the biggest scenario. This is a standard Gerni window which you can scroll in the normal manner with the mouse and the scroll bars. The whole game is mouse driven, with no typing

commands (Purchase, Attack, Assault, Hold, Defend, Delay, Withdraw, Transfer, Troop in issue to your hand is down or so HQs or working through menu windows to allocate support elements, air, transport, supply, etc.) or errors.

It is very flexible. You can issue any commands in any order before telling it to run the 'Show' Command phases - which are delightfully snail! There you can review lots of reports in any order. Fire-Brigade contains some excellent features, from the easy to understand battle reports taken showing how the historical battles based on similar times to the 'Show' feature, which allows you as the General to concentrate on the overall view of the conflict, not having to worry about minor details and logistics. The further you advance, the more important support is, and therefore it is vital to keep an eye on the state of your troops by way of the excellent OTH function provided. This function also shows the level of your troops morale, another important consideration. As the battle commences, your troops (with the exception of the Germans) are in good spirits, but after a time you will find units withdrawn as demoralized as a group will stop due to having been 'threw out so badly' as the manual neatly puts it.

The entire approach of the game is similar to having a human opponent around a games table with a couple of beers, from the initial exchange when you try to lead the game in late 1943, to the chaotic feel of the manual itself. However, the game also provides a few annoyances. Some of the icons are very similar to each other, not enough to cause difficulty, but just enough to make you have to check each time you want to issue an order to a unit. Units on the map appear very regimented in close proximity, as if had one on grid lines, and not in the kind of confused muddle one would expect. The map itself is very unadorned and well laid out changes



during the game to reflect night time and weather conditions, but some of the combinations need more interpretation a little different. You can play on Colour or Mono systems, but if you have a Colour EGA the map only uses two colours that is still perfectly playable. Single-ended drive success will need someone to copy the files as it runs alone.

Wargaming beginners beware, you will be confronted by phrases such as 'Historical stop-loss ratios' even in the 'Tutorial, but don't worry - the manual is very comprehensive and if you persevere all will become clear!

Computer wargaming is a fine replacement for table-topping, needing less space, no opponents and having more game options but will fail to capture the look of tank formations thundering across the Eastern Front. Fire-Brigade suffers a little from this lack of 'feel', but more than makes up for it in the rest of the game which is entertaining and more than capable of keeping you stark in front of your ST for many a long hour. Many thanks to Huger GmbH for the bulk of this review and the many hours spent playing the game!

- **GAMEPLAY** - Well implemented, complex, comprehensive, simulation of the battle for Kiev, for one or two players on the same or linked computers
- **GRAPHICS** - Unimpressive, but more than adequate for this sort of game
- **VERDICT** - Very good value if you like sophisticated wargames



Title: FIRE-BRIGADE
Publisher: Panther Games
Price: £29.99
Belongs: John Sweeney

THE MIDI MUSIC SHOW

The very fine show dedicated to all things MIDI took place on 7-8 April at the Royal, Hammersmith, London. I went along to check it out on behalf of Page 8, and to find things that might excite all you MIDI-maniacs out there.

The show attracted 44 exhibitors, far fewer than most computer shows, but then this is a rather more specialist event. They were mostly small companies, in fact virtually all of the big instrument manufacturers stayed away - no Yamaha, Roland, Casio, Kawai, Korg, etc. The exception was Korgov, who not only had a stand, but also sponsored many of the seminars which ran throughout the two days. Unlike computer shows there were virtually no "tea stalls" present, and only a couple of stands selling cheap drinks and accessories. There were still burgers to be had though, for instance one stand was selling Steinberg's Pro 24 sequencer for just £110 and many were offering special show prices on their wares.

My initial impression was that there wasn't much to see, but I was still there six hours later when the show closed, having had a thoroughly enjoyable time! I've highlighted a few things that caught my attention below and have included phone numbers in case you want to get more information.

One of the first things to emerge from the general cacophony of the exhibition hall was the glorious sound of a Bach Brandenburg Concerto emanating from the Digital Music Archive stand (phone 00-801-80774). DMA was set up by Richard Combs and Francis Mackintosh of City Music, and is dedicated to producing sequenced versions of classical masterpieces. They will sequence data disks in all the major sequence formats, allowing you to produce your own unique versions by changing the voices, etc., to your own taste. The disks cost £25.00 each and sound magnificent!

Quintek (phone 0127-242888) is another small company that caught my eye. Main products to date are a couple of voice patch libraries for Yamaha F801 and advanced 4 operator synths (DS12, S5, 300/300, etc.). These come complete with 450 and 512 voice patches respectively, and seem to offer outstanding value for money at just £24.95 each. They're running upstairs though, and their latest offering is a complete suite of programs designed to help with running a recording studio. Their next project is MIDI Migration, a generic editor and librarian. This is designed to handle any make of synthesizer and can also cope with things like programmable reverb units such as those made by Lexicon. This will be out by year end and is likely to cost around £100.

THE SAMPLING CRAZE

The current craze for using your ST as a sampler is still in full swing. Microlevel (phone 0708-698020) were showing Quartet, an exciting four voice sample sequencer now available for £49.95. This allows you to load up to 20 different samples into the ST and then play back musical sequences recorded in step time or to load them from your MIDI keyboard - using up to four different samples simultaneously! If one of the 128 samples provided meet your requirements you can record your own using Microlevel's Playkey 1 voice and digitizer controller available separately at £75.00. Microlevel have lots of exciting new samples products coming soon too. Watch out for Quartet Stereo, Stereo Master Sampler, Playback, Stereo, and Playkey

Stems, which seems to indicate the next craze will be stereo sampling!

For serious sampling Audio Visual Research's (phone 0595-457144) were showing their new Pro Series 13 new play package. At £245 a time well-invested serious money here and it consists of a 12 bit high quality sampler controller, an editor for manipulating the samples you record, "Sequencer", a full feature drum machine program, and "MIDIplay", which allows you to play back samples directly from your MIDI keyboard. If this is beyond your means you could consider their Playkey Professional package, which offers similar (but lower quality?) facilities for £129.95.

Most unusual product on display was MIDI Metro, a MIDI driven digital metronome from G-Logic (phone 0708-20001). This is a standard 10 inch rack mounting unit with 8 lights arranged in a broad arc across its front panel. These lights are set off sequentially and in time with MIDI clock pulses, visually representing the tempo of a conductor's baton. It's great for anyone trying to play along live with other sequenced music tracks, but at £200 it's probably of more interest to professional musicians. Finally, a word about the seminars. I attended two of these - one on synthesizers and one on sampling - and found them both fascinating. They were given by two experienced professionals who obviously knew what they were doing with the Erasmus VPS and FPS instruments used for the demonstrations. They also provided a welcome break from the noise and bustle of the main show.

Overall, I found the show enjoyable. It wasn't as crowded as computer shows usually are, but was well thought out and supported for the organizers to want to run another one in the Autumn. Watch for the announcements.

SNIPPETS

... **As mentioned earlier**, Dave Gynner has updated his patch editor to include more facilities. It can now upload the set of five patch memories directly from the PMS, or import those uploaded with the System Exclusive Librarian utility. It can also split the set up into five individual patches and save any or all of them to disk. You can also copy or exchange voice patches within the five banks to position them exactly where you want them. These improvements are well worth having, and the PMS Disk now includes the new version. Call Page 8 to find out how to get your old version updated.

... **If you're about to buy a more expensive sequencer** for your ST make doubly sure you check out the Steinberg products. They're just standard their prices from £285 to £150 for the legendary Pro 24 package, and from £129 to £75 for Turbo. You'll probably pick them up even cheaper if you shop around.

... **Lower prices in price** to Ludbaker's MIDIStudio sequencer, which has just been reduced from £29.95 to £19.99. Ludbaker have also just introduced MIDIStudio Master, an updated version of MIDIStudio with over 20 new features and costing £129.95.

... **On the MIDI hardware front** there are still some excellent Casio synthesizer keyboards and expander modules bargains around. Also a few from Yamaha and Kawai from individual dealers. Check the music store adverts in the monthly music technology magazines for details.

That's it for this time. See you next issue with details of the Cook Sequencer and hopefully details of a brand new Page 8 audio cassette which demonstrates some of the fantastic sounds you can make via MIDI with your Atari 8-bit and ST computers.

FUTURE WARS

TIME TRAVELLERS

Hailed as a highly animated adventure from France, this 'cinematique' creation by art Paul Cuisset has been busy scooping up awards for its completely innovative approach and implementation of the computer adventure genre as we know it. True, it is a joy to play and the puzzles are varied and many, yet playing this one with an ordinary television set hooked up to your ST can be a real strain on the eyes! This is because the vast majority of the more complex puzzles are graphically presented on-screen within an area about the same size as a cigarette pack etc. I found that searching this area with the mouse for a specific point was particularly difficult and very much a hit-and-miss affair - but you do come to terms with it eventually.

Curiously, the remaining 'full screen' graphics as you move about an area are very pleasing on the eye yet, here again, you have to be very precise with the mouse-controlled character. It would be very easy to compare Future Wars with other games from Lucasfilm or Sierra On-Line but this really is a unique reaction to the 'animated adventure' theme. Reading the game documentation you learn that Karlos is severely under attack from a race of time-travelling aliens known as 'Frogloons' and that they plan to sabotage our 500-year defence (EUPHON) they are built! You are the reluctant hero whose task is to journey into the World.

As the game begins, you are a humble window cleaner situated outside the upper reaches of a glass-dominated skyscraper. Things begin to get interesting when you enter the interior of this building and once you're managed to climb your boss and figure out the way beyond the first office then the game really gets up.

Your character is moved by clicking on the screens at a point that you wish him to approach, although this can be a little frustrating when you're in a hurry. The simple command menus are quick and

easy to manipulate as are MOVE and RESTORE functions. I encountered a thorough exploration of all the options before sitting down and attempting to solve this adventure, as your 'calculator' is very limited in say the least. The 'OPERATE' and 'USE' functions, for instance, will vary considerably according to the resources you've and will involve SHAKE, THROW, OPEN, CLOSE and many more - but it is easier than fumbling around the keyboard for the correct combination of words to input. This is, perhaps, just as well as several English words are misspelt or their meanings have changed during the translation.

There are many situations where timing is critical and I found myself having to SAVE as rarely every screen before daring to progress further or explore the current options.

As with other games of this genre, there are a number of sequences within the game that come under program control, allowing for cheating? to the player to just sit back and watch the action or read screens of text.

The map generation method is reported by the author to be the near perfect solution to direct software prices; the playing of a transparent gridded template over a coloured picture from the manual and clicking on the correct co-ordinate when prompted by the program. This is sometimes more difficult than it at first appears as some areas are very similar in detail if not colour and the program will successfully 'bend' out if you get it wrong causing a complete re-load from scratch!

Minor criticisms apart, Future Wars is technically and graphically very well executed - although a colour MONITOR is highly recommended! The program appears to be bug-free and runs like a dream, approaching the 'cinematique' reputation intended by its author. I understand that Future Wars has taken about three years to come to fruition and I don't think it for a moment!



GET A GOOD START!

- **EXAMINE** the overflowing one OPERATE the red button.
- **EXIT** the pocket and OPERATE the window that your boss used.
- **Enter** the room, **CLIMB** the red plastic bag from the little white paper basket on the lower left.
- **EXAMINE** the bottom-right-hand corner of the carpet here and take the KEY.
- **Enter** the bathroom, **OPEN** the cupboard and **TALK** the insecticide.
- **USE** the SWEEP at the exit, **OPEN** the white door and take the little flag - it's that red dot in the corner of the door opening!
- **USE** the full bucket over your boss's door and OPERATE the door on the right.
- **Enter** the room, **CLIMB** the door, **EXAMINE** the desk, **OPEN** the drawer and **TALK** the paper.
- **OPEN** the middle cupboard on the north wall, **EXAMINE** the openers and note the code numbers.
- **EXAMINE** the wall map and carefully read the corner around the least map to locate a little hole, then **USE** flag in small hole.
- **Enter** the secret passage which now opens, examine the box and key in the code - CHECK IT before the ceiling crashes you!
- **Enter** the address door which now opens, OPERATE the green button on the photo-copier, put the paper in the slot, OPERATE the red button then quickly enter the centre of the white circle to teleport to the new area now!

Title: FUTURE WARS: TIME TRAVELLERS
Publisher: Palumbo/Delphine
Price: £24.95
Reviewer: John E. Barnsley

SUPER CARD INDEX

Super Card Index (SCI) is a development of a neat little database program called B-Base 2 produced two years ago by B.Ware. Like its predecessor SCI is intended to be easy to use like a card index system, fast, reliable and inexpensive. It incorporates a number of improvements requested by B-Base 2 users, and has generally been updated to make it more "professional".

It's supplied on a single sided disk with a 32 page indexed instruction manual. The disk contains the program itself, a conversion utility that lets you convert data between B-Base 2 and SCI formats and back again (and also to ASCII format so you can load the data into your word processor), plus a number of sample databases for you to play with. One of these is more than just a sample though, it's a complete set of British Telecom STD codes and exchange names, allowing you to search on either the code or the exchange. Very useful.

Although it's designed to be very simple it has enough functions to make it suitable for many home and small business applications, such as cataloguing collections of books, software, CD's or for maintaining names and address records, and similar tasks. As with B-Base 2, B-Bytes have built in their own product and one SCI is built all their customer data, and they claim it has performed faultlessly. Basic facilities include creation of a new database, adding records, listing (searching) for records, and updating, editing, deleting, and printing them.

Like B-Base 2, SCI uses flat format records, so there's no messing about with record structures, fields, or data types. Entering data is simply a case of keying in whatever you want, with up to 78 characters per line, and up to 10000 lines or 20000 characters per record. Maximum



**'very easy to use,
fast in operation,
surprisingly
flexible, and it
behaved perfectly'**

size of database is 20767 records.

To help you enter your data you can assign often used character strings to function keys, and input them with a single press of the appropriate key - potentially a big time-saver. The function key settings are saved to disk, along with your database, and you can also input them from one database into another very easily.

Flat format records do have their limitations. As there are no fields as such, you can't perform arithmetic on them or produce detailed customised report layouts, and this might restrict SCI's use in a business environment. On the plus side, this approach does let you merge several dissimilar databases into one larger database very easily. One big improvement SCI has over B-Base 2 is that you can have as many databases on a disk as you wish - B-Base 2 was restricted to only one.

The database is held in ascending alpha-numeric sequence by default, so you're ultimately limited by your machine's memory size. However, for most home and many small business applications

128K is perfectly adequate. If not, you could always upgrade your ST's memory. The advantage of a memory resident database is its speed, and SCI certainly has plenty of that.

You can find records by manually scrolling through them individually, or by specifying a series of search criteria, a process referred to as "filtering". Up to four different filters may be set up, each consisting of a character string of up to 30 characters plus an AND or NOT operator. This allows you to find records NOT containing the specified

characters as well as the basic usual way of working. There's also a case sensitivity switch, permitting you to ignore or take account of capital letters as required.

The filtering process is likely to result in a subset of records which meets the specified criteria. You can then quickly step forwards and backwards through them using the cursor keys. At this point you can also copy, delete, edit, add, or print selected records, or return to the filter screen for further filtering. You can also ask for statistics, which tell you how many records are in the database, how many filtered records you have plus the percentage of the total they represent, and the amount of free memory and free disk remaining.

The report printing facility provided isn't very comprehensive owing to the lack of individual data fields as mentioned earlier. However, you can control the overall appearance of the reports in terms of numbers of lines per page, characters per line, spacing between records, and which subset of lines in each record you want to print. This last item allows you to print out just the name and address lines in a customer record, for instance.

Overall, I found this an excellent program. It's very easy to use, fast in operation, surprisingly flexible, and it behaved perfectly during the review period. It's just the sort of program you need for quickly setting up all those little catalogue files you always promised you'd do on your computer but never got round to. It's one of those indispensable "work of programs that should be in everyone's collection and offers great value for money. Buy it.

Title: **SUPER CARD INDEX**
 Publisher: **B-Bytes/B.Ware**
 Price: **£24.95**
 Reviewer: **John S Davison**

PD Paul Rixon's WORLD

ACCESSORIES -THERE JUST WHEN YOU NEED THEM

Have you ever wished you could toggle between your word processor and a game at a click of the mouse button, or control all the attributes of format and type options in your spreadsheet? How many times have you had to re-boot and search for a simple program to print a directory or install a RAM disk? Wouldn't it be nice if all these utilities were already sitting within the application? Well, of course, if the software you are using has access to OEM third party or a simple solution, in the form of the wonderfully versatile desktop accessory. Although a few commercial packages have been, and are being, released, the vast majority of desktop accessories are available in the Public Domain or as Shareware. This month I've been examining a number of accessories from the EVER-COMPILING library, and submitted a surprising variety of goodies.

STE CONTROL PANEL

First of all, a note concerning an accessory that everyone should already have - the Control Panel. Atari's offering to configure your system has undergone a number of changes since the original release, culminating in a 6000 colour revision for the new STE. Unfortunately, Atari have so far failed to complete this in time for the release of the enhanced machines, with the result that many kits supplied with an older, incompatible Control Panel. If you own an STE and can't find status positions on the relevant options of your panel, you need to acquire the up-

dated version. It can be obtained by posting your 'OS Language Disk' to Silicon Storage Technical helpline at P.O. Box 208, Thornhill, West, DA14 4JZ.

A LOT OF CLOCKS

One aspect of the Control Panel that's been extensively featured in the Public Domain is the built-in time-keeping facilities. A variety of clocks may be found in the **DESK ACCESSORIES 1** collection, including analogue dials that can be sized to fit the available space, and a much smaller digital 'watch' that also incorporates the date. The only slight



Always check while you work!

drawback is that these require you to visit the Control Panel for adjustments. **DESK ACCESSORIES 2** features a much more sophisticated utility which optionally fixes a digital clock into the right-hand corner of the screen on boot-up. You can subsequently modify both time and date, choose 12 or 24 hour formats, toggle the display on and off and also set up to four alarms! Once a specified time is reached, a pre-defined message is written to the screen and a chime sounded while the program waits for you to click an acknowledgment. Settings can be saved to disk, so if you have a battery-powered clock card this could prove very useful indeed. Also try this disk in a real analogue clock, and perpetual calendar that can be initiated and adjusted without any keyboard input. If, like me, you're prone to forgetting to set your clock, perhaps the **DC CLASSIC** accessory in **DESKTOP UTILITIES** could provide a useful reminder. Once installed, the

accessory will prompt you for the correct time and date when you perform a cold boot. Subsequently clicking on the accessory will toggle on and off a compact digital display.

DISK MAINTENANCE

Many commercial packages are equipped with a less than adequate range of disk maintenance tools - this is reflected in the large number of accessories introduced to relieve such deficiencies. For a grand selection of DCMs (remnants, check out **MINORS** found on **DESK ACCESSORIES 3**. This comprises no fewer than thirteen fine-tunes including low-resolution options to compare files, examine disks, print directories and recover deleted files (none so, admit you've needed it too). **DESK UTILITIES 6** offers three useful accessories that will complement just about any application: **PRO-STATE DSK** is a small program that provides an instant report on the status of your system. The parameters displayed include average clock speed, drive seek rate and memory statistics. **FORMAT** lives up to its ostentatious name - but at an astonishingly speedy pace. It can format a double-sided disk in a mere 18 seconds! Encouraging all the time, **FORMAT PLUS** is a straightforward format, comparable by its ease of use. There's a whole lot more on the disk besides these accessories, of course.

THE FAMOUS DC ACCESSORIES

Probably the most impressive formatting utility on the STE is the brilliant **DC FORMATTER**, offered on Shareware by the famous Double Click Software. The accessory revision included in **CLASSIC UTILITIES** doesn't include the copy functions of the full-blown program (which you'll also find on this disk) but can perform a wide variety of formats with 16 or 10 sectors/heads/80 or 82 tracks, full or normal heads and MS-DOS, Magic Hat or executable formats. On the same disk you will find the

INTERSECT RAMBERS, an excellent accessory for installing RAM disks and grid spinners. Ramdisk presents options to specify the size and drive of the RAM disk required, and then writes an AUTO file to save the chosen configuration. If you're the lucky owner of a hard disk system, **RAMDISK** on the **ACCESSORIES & UTILITIES** disk could be almost essential. As well as displaying general information about your hard disk, it allows you to search through devices for a specified file. There's another utility of interest to hard disk users in the **QUICK & MESSY** compilation - a small program run from the AUTO folder that allows you to load accessories out of an 'Items' folder, rather than the run - a much older solution, here you'll also find the ingenious **Myrie** Formatter whose purpose is to format disks in the background while you continue with other work. If there's a problem, this could be an invaluable asset.

GAMES AS WELL!

Not all accessories are serious... if you're a fan of **REVERSI** for Oxford then grab a copy of **DESK ACCESSORIES 2** for a excellent translation of the classic game. The computer plays an intelligent match and you may even find yourself loading up the accessory disk simply to play the game! This is definitely one of my favorites, although the super version of **BREAKOUT** on **DESK ACCESSORIES 1** ranks a very close second - yet another great game that will keep you occupied for hours. If you're not extremely careful! Elsewhere, there are a number of 'Fun' accessories which you are unlikely to want to install on your regular disks but can be entertaining, if not somewhat alarming, to experiment - a 'walking' desktop on the **ACCESSORIES & UTILITIES** disk, for example.

WHY ONLY SIX AT A TIME?

One of the drawbacks of accessories is the number you can fit onto your desktop. The official limit of six accessories can be rather frustrating given the enormous variety in classic Share! Furthermore, there are a number of ways to circumvent this restriction. **ACCESSORY LOADER** is a clever program that enables you to store as many accessories as you like on a single disk. When you boot up, you are presented with a menu from which you can select the six you want to use. The program then automatically removes chosen accessories with an 'ACC' extension and unselected ones with an 'ACN' extension. You'll find Accessory Loader on **DESK ACCESSORIES 2**, but what if you need more than six accessories simult-



aneously? If you have sufficient memory, **DC STEPPER** is the program you need. This is an excellent utility that allows you to place up to thirty-two accessories into a separate folder called 'Stepper'. DC Stepper sits in the menu as a normal accessory, but selecting it provides access to the contents of the 'Stepper' folder via a secondary menu. DC Stepper is one of several ingenious accessories on the **DESKTOP UTILITIES** disk. If necessary to limited you might consider one of several accessories that combine various functions into one. Also on this disk, for instance, there's a superb shareware package combining a clock, calculator, phone book and memo pad with facilities for copying disks and displaying free RAM.

THE ULTIMATE SOLUTION

You may have thought it would be a good idea if the best desktop accessories were all gathered together and released as a single compilation - well, now to the library this issue is the appropriately named **ULTIMATE DESKTOP ACCESSORY COLLECTION** containing over 40 individual accessories with 21 pages of documentation on a packed set of five disks! Although an exciting parade of goodies - including many of those already mentioned in this article - there is a sophisticated calculator capable of

Double-Click Software have built an excellent reputation for top quality shareware programs. DC FORUM '73 is just one of the range of DC accessories and utilities available in the public domain.



Time for games - but don't you don't get hooked!

handling just about any mathematical function you are ever likely to need, a Command Line Interpreter for MS-DOS and CP/M-80 environments, a super mini-text editor and a replacement for the Control Panel incorporating almost every option you could think of. A splendid release!

REMEMBER SOME ARE SHAREWARE

Out of space already? If you would like to suggest a topic for a future PD World, feel free to drop me a line! To obtain the disks mentioned in this article, please check the box below - bear in mind that these contain many more programs than the selected few I've described. Some programs are Shareware which means that the author would like you to forward a donation if you find his software useful - doing so may ensure that there will be many more terrific programs like these written in years to come. Eye for eye!

HOW TO GET THEM

All of the disks referred to in this article are available from the PAGE 2 PD Library. Each has a unique reference number which you should use when ordering or enquiring about the software. Please contact PAGE 2 if you don't have a copy of their Accessory Shop leaflet and check the system requirements for each disk. The disks mentioned in this article are:

- | | |
|---|--------------------------------------|
| 0740 - DESK ACCESSORIES 1 | 0750 - CLASSIC UTILITIES |
| 0741 - DESK ACCESSORIES 2 | 0751 - CLASSIC & MYRIE |
| 0742 - DESK UTILITIES 1 | 0752 - LA TARDIS INTERIOR |
| 0743 - DESK ACCESSORIES 3 | 0753 - ACCESSORY COLLECTION 1 |
| 0744 - ACCESSORIES & UTILITIES | 0754 - ACCESSORY COLLECTION 2 |
| 0745 - DESK TOP UTILITIES | |

Prices for standard disks are £6.99 each or £16.99 each for 5 1/4 inch disks in PAGE 2, P.O. Box 55, Blandford SP6 1BN.
Telephone 0790 276620 or FAX 0790 433333 with credit card orders.

BUDGET DAYS

In the early days of the ST a cheap game was one which would cost about £14.95 and possibly had a graphics and programming core that would re-emerge in most subsequent titles. There was always the cry that 16-bit games were far too pricey and as each month many owners became very poor or lacked the large number of games that their 8-bit counterparts enjoyed. The publisher's answer to this was that 3.5" disks were very expensive and there just was not the user base to allow for economies of scale. With the rapid expansion of 3.5" PCs and the 16-bit, the economies of scale can now apply and publishers can see the benefits of low price games. The budget labels have arrived.

Budget price is a variable concept but generally means under ten pounds and quite often means below five pounds. So what sort of software do we receive in this bargain basement? There are generally two types that appear. Firstly there are the specially commissioned labels of the large companies such as **Renegade**, **14** and **Castle Masters** which normally bring us older games as much cheaper re-releases, or slightly disguised 8-bit conversions and then there are the small, 'average publishers' which produce limited runs on low budgets with often some quite good games.

Several budget games have found their way into my machine this time around and I have been most impressed with the majority of them. In this short report around I shall group the games under their playing types rather than companies or types. The first that struck me was the Commodore about ten clones, **TNT COMBAT**, **Mission**, **Ikari Warriors**, **Ikari** and **SAS** (**COMBAT SIMULATOR**). Obviously two of these are re-releases with **Ikari Warriors** having been a big hit earlier. **SAS** is a new game by code masters and has large sprites and good level music and surprisingly smooth sprites. It shares the common objective with the other two of getting your soldier to soldiers if two play through the jungle jungle style. This game compares well with **Ikari Warriors** (**50,000**) software which sets the standard for those on the low priced, most colourful, and possibly one of the best of the genre I have encountered with its very large and

friendly arcade conversion. **Ikari** and the tandem of cartoonish humour re-emerged within it. Both of these games represent the value for money side of the market but, unfortunately, **TNT Combat Mission** (**50,000**) is a poor third when compared to these. Originally released as **TNT** it does not feature the friendly controls or the large sprite effects, indeed it is something of a warning with budget re-releases. If the name is changed from the first issue, perhaps they hope it will not be remembered! Of the three about six ups I just preferred **Ikari Warriors**, but that is a re-release, and **SAS** simulator is a very close second for a newly developed game.

The next types of game that come in proliferation are the variants of the platform and ladder games. The games here are two of **SWANK**, **BILLY BOUNCE** and **JUMP JACK**, and **Enzo's BEYOND THE ICE PALACE**. The two **SWANK** games are novel and were obviously constructed on the same plan store, although the characters are different, the concept remains the same. Both games are superbly illustrated with large sprites of friendly characters. **Jump Jack** is a small devil while **Billy Bounce** is a ball. The biggest difference between the two is that **Jump Jack** takes place on a limited screen that needs to be collected in order to leave a locked door while **Billy Bounce** has a large scrolling screen to bounce around in order to find his objects. Both games are amusing and frustrating and the difference in screen format allows enough individuality to make them both worthwhile purchases. When compared with the Ice Palace through both seem to pale slightly. This is a cheaper version of a fairly successful arcade romp with a small and beautifully formed barbarian leaping around exploring dark underworlds, meeting exotic monsters and, with the help of the earth spirit pig, killing them. Both music and animation here are strong and I recom-



reviewed by **Damon Howarth**

lar recommending this to an earlier Page 5. The game is still as good and even cheaper. It is perhaps unfair to compare Ice Palace to the two **SWANK** games since they have different ways of obtaining customer satisfaction. Both **SWANK** games have adequate and pleasant open effects whereas the Ice Palace maintains all the full price sound and effects it received long ago. Any of these three are a excellent buy and all are worth trying. To complete this issue it is worth looking at the 'thoughtful' games **Wardlock's Quest** and the wonderful **Captain Blood**, Mastertronic's **Hunter Killer** and Enzo's **Battle Sheep**. All these are re-released games, although the **Wardlock's Quest** is more Arcade Adventure in the mould of **Forty**. It has a split level screen with small sprites which, although entertaining, is not up to Ice Palace standard and the strategy element is not strong enough to make it an adventure. **Battle Sheep** is a cheaper version of a previously reviewed game that in this age of save the trees deserves buying if only to save the paper used in this subsidiary diversion. It is loud and noisy, very friendly and fun to watch, you can even play on your own. **Hunter Killer** is an excellent submarine simulation that is deserving of long reviews, so long it is up to the graphics and specialised effects on this mouse controlled game make it a must for strategy enthusiasts. It offers a realistic feel with suitable extras. I found it great fun.

THE KING'S QUEST COMPANION



A Review by John R. Barnsley

This new book on the Sierra King's Quest series does more than provide answers and maps to games I to IV. Author Peter Spear skillfully weaves and elaborates on Roberta Williams' stories about the world of Daventry, transforming a mere clue book into an entertaining story.

According to the author, it all began when he started 'teaching' electronic mail from Daventry'. The mail was from one Derek Karlsenog, a self-described writer and magician, who dwells in that land. In his messages he describes these fantasy worlds in far more detail and colour than is possible in the games themselves, and Spear edited Karlsenog's messages into stories that guide the reader through each of the quests.

The first section of the book is ideal for people who wish to discover more about the fantasy world they're exploring, and at the same time find the answers to a puzzle or two along the way. This is fine because, unlike a standard walkthrough, there is little chance of unintentionally reading more than you need to know and spoiling the fun by solving other puzzles yourself. This particular section covers about 200 of the book's 262 pages. The solutions to the games are treated in a more direct manner in the section entitled 'The Easy Way Out'.

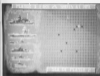
A 'Things To Come' section tells how to deal with each of the main puzzles, and you get step-by-step solutions and maps in 'How To Do It'. The King's Quest IV solution, for example, lists the few quests that you must complete and warns you to avoid areas like the Ogre's House in the early stages, and finally 'trekking' the full solution to each quest.

The final section of this book is 'An Encyclopedia Of Daventry', compiled by Spear, which alphabetically lists every creature, person, object and place in the land, and then notes the King's Quest games they are to be found in, providing a suitably flowing description that explains its purpose and where to use it. This is the section I found most intriguing, as it offers the fastest way of finding precise information on a specific topic. 'The Final Quest' answers a persistent question: 'How do you get all the points in each game?'.

If I had to buy a clue book about the King's Quest series, this is the one I'd want. In addition to telling you everything you ever wanted to know about Daventry but were too lost in the woods to ask, Peter Spear offers some fascinating tales of his own.

THE KING'S QUEST COMPANION
by Peter Spear

Published by Silicon Valley Osborne McGraw-Hill
Available from Page 6 at £14.95



Top left - MANDRILL KILLER

Top right - MANDRILL'S QUEST

Bottom left - CAPTAIN BLOOD

Bottom right - BATTLESHIPS

Finally the bargain of the year - Captain Blood for less than a fiver! This was a classic game containing everything you could wish for on your ST, it has the fully detailed manual of the original but at under a whole world of colour, sound and soundtrack music. This game could be a flagship for the cheap releases.

The only valid comment on it is that if you have not yet experienced the game, do buy it as even the soundtrack pleased.

The budget market is certainly well worth investigating.

GAMES REVIEWED

BILLY BOUNCE	Share	£5.00
JUMP JACK	Share	£5.00
CAPTAIN BLOOD	Smash 16	£4.99
RAJAH WARRIORS	Encore	£5.99
BATTLESHIPS	Encore	£5.99
BEYOND THE ICE		
PNLACE	Encore	£5.99
SAG COMBAT	CodeMasters	£4.99
HUNTER KILLER	16 Bit	£4.99
MANDRILL'S QUEST	Smash 16	£4.99
TRIT COMBAT		
MISSION	Smash 16	£4.99

STOS

COLUMN

OUR STOS COMPETITION

This issue sees the end of the super competition I launched about five months ago, at least it would be if I had received any entries! Top, that's right, I have not seen one disk pop through my letter box containing an 8-bit classic. So after a short consultation with Richard it can't stand the stress Yasser and Aaron (I've just thought of another brilliant game I can write with STOS) thought we have decided to change nature of the competition a bit.

1. The closing date is now August 20th
2. Instead of writing a conversion of any old 8-bit game, we now want a platform game which is faithful to old favorites like Miner 2049er, Magic Maze, Lode Runner and Jump Man
3. With your entries remember to include your name, address, phone number (if you have one), program source code (if you submit a compiled program), and finally please tell us if your program has any special requirements

To reward you of the brilliant prizes an offer here is a complete list

FIRST PRIZE

STOS MUSICIAN, STOS MAESTRO PLUS, STOS COMPILER, SPRITES 606, THE TOTAL MAP EDITOR (TOME) and MINI OFFICE PROFESSIONAL (COMMS, SPREADSHEET AND GRAPHICS)

SECOND PRIZE

GAMES GALORE, BYSTRINGE PLUS, LANCELOT, TIME & MAGIC and STOS MAESTRO (not the Plus version)

THIRD PRIZE

THE THREE FUN SCHOOL 2 PACKAGES (reader 6's, 6-6's, and over 6's)

As if that wasn't enough Mandrake are putting together a new edition of GAMES GALORE (surprisingly called GAMES GALORE II) and they want some more stuff to go on it, you never know it might be your game! Of course if I don't get any entries this time I will just keep MINI OFFICE and Dig the rest for a nice profit, so get writing and send your brilliant platform games to me at the usual address!

Over the past few issues you may have noticed that I have been going over the top with information for products that Mandrake's career needs to launch. This is going to be the final update (until they are released because to tell you the truth it's getting pretty boring saying the same things month after month). To be fair to Mandrake they have suffered a bit of bad luck concerning a few of their STOS releases but hopefully fingers crossed this summer should see a steady stream of STOS related products appearing in the shops. First on my list is STOS Musicians, this little gem has been totally rewritten since release of its release booklet in November, it looks like but I still don't have a positive release date. GAMES GALORE, winner of the STOS competition has finally appeared, I have a review copy which (unfortunately) seems to have been slightly damaged in transit so all I could salvage from the two disks was the twin joystick extension which allows you to read both joystick ports, look out for a review in the next issue. Last but not least is STOS VHS the video digitiser. This is a tricky one, I have seen the hardware and the STOS extension which controls the hardware but the video software has yet to be written, so once again there is no positive release date.

While I'm on the subject of STOS products, Robert Coleman of Budget UK has sent me some copies of their latest conversions STOS games, Mr Dig, Tank Battle, Crystal Cavorts and Space Fish. All of the games are available from the Page 6 PD library, so check 'em out. Unfortunately the source code is not included with any of them, perhaps Budget would consider publishing a collection of STOS source so that everybody can take a look at how Robert has achieved such good results.

BOOT SECTOR PROTECTION

Programming time. First up is a neat utility by Daniel Spooner. It consists of two programs, one writes a unique code onto the boot sector of the disk, the other is a small program to read the boot sec-


```

100 *****
101 *****
102 *****
103 *****
104 *****
105 *****
106 *****
107 *****
108 *****
109 *****
110 *****
111 *****
112 *****
113 *****
114 *****
115 *****
116 *****
117 *****
118 *****
119 *****
120 *****
121 *****
122 *****
123 *****
124 *****
125 *****
126 *****
127 *****
128 *****
129 *****
130 *****
131 *****
132 *****
133 *****
134 *****
135 *****
136 *****
137 *****
138 *****
139 *****
140 *****
141 *****
142 *****
143 *****
144 *****
145 *****
146 *****
147 *****
148 *****
149 *****
150 *****
151 *****
152 *****
153 *****
154 *****
155 *****
156 *****
157 *****
158 *****
159 *****
160 *****
161 *****
162 *****
163 *****
164 *****
165 *****
166 *****
167 *****
168 *****
169 *****
170 *****
171 *****
172 *****
173 *****
174 *****
175 *****
176 *****
177 *****
178 *****
179 *****
180 *****
181 *****
182 *****
183 *****
184 *****
185 *****
186 *****
187 *****
188 *****
189 *****
190 *****
191 *****
192 *****
193 *****
194 *****
195 *****
196 *****
197 *****
198 *****
199 *****
200 *****

```

```

201 *****
202 *****
203 *****
204 *****
205 *****
206 *****
207 *****
208 *****
209 *****
210 *****
211 *****
212 *****
213 *****
214 *****
215 *****
216 *****
217 *****
218 *****
219 *****
220 *****
221 *****
222 *****
223 *****
224 *****
225 *****
226 *****
227 *****
228 *****
229 *****
230 *****
231 *****
232 *****
233 *****
234 *****
235 *****
236 *****
237 *****
238 *****
239 *****
240 *****
241 *****
242 *****
243 *****
244 *****
245 *****
246 *****
247 *****
248 *****
249 *****
250 *****
251 *****
252 *****
253 *****
254 *****
255 *****
256 *****
257 *****
258 *****
259 *****
260 *****
261 *****
262 *****
263 *****
264 *****
265 *****
266 *****
267 *****
268 *****
269 *****
270 *****
271 *****
272 *****
273 *****
274 *****
275 *****
276 *****
277 *****
278 *****
279 *****
280 *****
281 *****
282 *****
283 *****
284 *****
285 *****
286 *****
287 *****
288 *****
289 *****
290 *****
291 *****
292 *****
293 *****
294 *****
295 *****
296 *****
297 *****
298 *****
299 *****
300 *****

```

If anybody comes up with any interesting variations on these programs, send 'em to me and I'll stick the best ones in the next issue (if I get any!).

SEND IN THE DROIDS

This issue's last program is a mega-demo from Francisco Llanet. It consists of 25 robots moving up and down in a wavy line. Type in PROGRAM 6, but before you run it make sure you have a disk containing the file "DROED.MEM" (from the STOS accessories disk) in your drive.

HOW IT WORKS

LINE 65 Loads the sprite
LINE 66-120 Sets up the screen, grabs the sprite colour palette and turns the automatic sprite update
LINE 170-204 Draw option 1-15 in GOLF, and starts them moving
LINE 220 This line is interesting because it causes a small delay between each sprite initialization. This means the sprite has a small time to move before the next sprite appears, thus giving the wavy effect
LINE 226 Switches the animation on

LINE 260 Starts the manual sprite update process
LINE 270 Clears the background screen
LINE 280 Redraws all the sprites in the background screen
LINE 290 Draws the screen making the sprites gradually appear
LINE 300 Waits for 1 VBL
LINE 310 Waits for the mouse key to be pressed

LEARNING TO SPELL

Before I pop off let me just tell you about a new addition to the Page 6 PD library. A new educational program called Magic Speller has recently been sent to me by Jim Fletcher (in Jinx). Jim also wrote the excellent Multimed program which can be found along with my Treasure Search game on ST250. The main attraction of Magic Speller is that it first uses speech, not digits, but actually STOS generated speech! The program which does all the work is actually a PD speech generator which has been available for some time - SPEAKTEXT. This program was altered slightly so that it didn't interfere with the STOS interrupt by Martin Taylor, a copy of the program together with a sheet printed from me and documentation will be available on the next Page 6 STOS contents disk together with programs from the past few issues, so for more details of both these disks drop Page 6 a line.

COMING NEXT?

That's about it for this issue, next time I will (hopefully) do a SPEAKTEXT tutorial, a couple more demos and on a more sinister note I will be discussing the misuse of STOS as an easy method for distributing various types of VIRUS. Until then keep STOSing and don't forget to send me any questions, programs, and most importantly competition entries (please!).

Write to me as follows:

Peter Hickman
85 CLEVERLY ESTATE
WORMHOLT ROAD
LONDON W12 0LE

PLAY AND READ

LEARN TO READ WITH PROF

This unusual educational package from Prolog Software is aimed at helping children learn to read. It has no age guidance on it, but should be suitable for any young child who seems ready to begin learning. It uses letter case letters throughout, teaches words chosen from an educationally approved word list, and conforms with the National Curriculum requirements, so should be compatible with other children's reading schemes and books. I received only Part 1 for review, but there are



three further parts available separately which build on the words learned here. The package is expensive, but does include rather more than usual. There are two disks, one containing an introductory story program and the other a learning game. There are also five sets of illustrated books containing the words learned in single story form. Finally, there is an audio cassette featuring actress Patricia Hayes, which contains a 10 minute introduction to the package. This is designed to be used along with the story disk, and provides associated graphics. The two are designed to run in synchrony fashion - and work impressively well together. The graphics are good, being leg, bold, colourful, and easy 'picture book' in style.

The main program, the learning game, is structured into five 'books', each corresponding with one of the printed books provided. Each book is further subdivided into five steps, the successful completion of each acting as a progress indicator. The opening menu allows the game to be started at any step in any book, but once into the game you can't get back to this menu without selecting should you change your mind.

PLAY THE GAME

Each step consists of a simple word game, which basically consists of matching like words. This is done by guiding a little animated figure to a word on the left of the screen using the arrow keys, then finding the same word amongst those shown elsewhere on the screen. The child then has to read the word out loud and guide the figure to it as before. This usually involves guiding the figure up or down a ladder to get to the correct part of the screen. Although the controls are easy to use, the game should really be played under adult supervision, so guidance can be given when required.

A correctly matched pair of words results in the little figure jumping for joy, and when all the words displayed have been paired correctly another one little animated figure appears at the top of the screen as a reward. New words are used after two consecutive all correct successes are completed. Incorrect pairings result in a noisy noise, removal of the offending word from the screen, and no reward. Once the requisite number of reward figures have been earned the game screens themselves into a colourful picture, captioned with some of the words learned in the game. The child can then practice reading these, before proceeding to the game's next step level to learn more words. This continues up through five steps, with different pictures being used at the end of each. Some pictures incorporate tiny animated characters to add variety and interest.

The game graphics are simple and clear

and the sprite animation is generally well done. The end of step pictures are similar to those used on the introduction disk. Several is restricted to simple terms, minimal phrases, and occasional blips and bleeps, and I feel the authors could have tried harder in this department.

.... NOW READ THE BOOK

When all five steps have been completed the child

may read the book relating to those steps. By this stage he/she should be able to recognise all the words, and hence successfully read the book right through. This is a major achievement, and should instil confidence for the child's self confidence. At the end of the fifth book the child should have a sight vocabulary of 60 words.

Although I found the package to be a well considered and presented teaching/learning aid, I do have a couple of criticisms. Firstly, the whole series seems to be based on the character Fred, but he's hardly mentioned anywhere except on the box (he's referred to casually as 'the figure' or 'the little red man' in the instructions, book, and manual). He does appear in illustrations throughout the books, but I can't understand why the authors haven't given him a stronger identity. Perhaps they do in later parts of the series.

Secondly, the same word game is used throughout, which could in some cases lead to that common problem affecting many educational programs - boredom. The authors could have used a different game format for each book to add more variety. However, using the same game does mean a familiar learning vehicle is available throughout, which some children would find reassuring. Despite these criticisms I liked the package, and I can imagine its intended audience enjoying using it. And if it makes learning to read more enjoyable then it's achieved its purpose. It's rather expensive, so try to see it demonstrated before buying.

Title:	Play and Read Part 1 - Fred Plays A New Game Software
Publisher:	Prolog Software
Price:	£29.95
Reviewer:	John S Davison

The RESOURCE FILE

where to find support for your Atari

The Resource File is a service provided by Atari Ltd. to help Atari owners. Read our news of information, help and supply. An entry in this feature does not necessarily imply an endorsement by Atari Ltd. The entries do not in themselves give an opinion on their suggested products since these may change and modern advances may lead to better information in the future. We recommend our readers who find this feature has to be inaccurate or out of date to let us know so that we may make the information of value.

RETAILERS

The following retailers have been recommended by Atari Ltd.

BRISTOL CENTRE, Ladbroke Grove, Nottingham

ATARI CENTRE, 10, East Street, Nottingham
Tel: 053 244 440

BRISTOL COMPUTER EXCHANGE, 140, High Street, Bristol
Tel: 0274 41249

COMPUTER & ELECTRONIC WORLD, 10, Colindale Avenue, London NW9 1DA
Tel: 0181 451 1100

COMPUTER CENTRE, 25, Great Street, Merthyr Tydfil, Glamorgan
Tel: 0446 501 000

COMPUTER CENTRE AND SUPPLY, 1, Park Road, London NW10 7JH
Tel: 0181 491 1100

COMPUTER CENTRE, 25, Market Street, Merthyr Tydfil, Glamorgan
Tel: 0446 501 000

COMPUTER CENTRE, 25, Market Street, Merthyr Tydfil, Glamorgan
Tel: 0446 501 000

COMPUTER CENTRE, 274, High Street, Merthyr Tydfil, Glamorgan
Tel: 0446 501 000

COMPUTER COMPUTER CENTRE, Virginia Centre, 14, Virginia Street, Cardiff
Tel: 01493 101 000

DATA SERVICES LTD., 27, Tinsford Road, London NW10 7JH
Tel: 0181 491 1100

LEARNING COMPUTERS LTD., 12, Tinsford Road, London NW10 7JH
Tel: 0181 491 1100

LEARNING COMPUTER CENTRE, 17, The Mall, Chesham, Bucks HP80 1AA
Tel: 0494 60000

LEARN COMPUTERS, 25, Market Street, Merthyr Tydfil, Glamorgan
Tel: 0446 501 000

THE HELP SERVICE LTD., 10, Leake Mansions, Norwich
Tel: 01603 64700

DATA SERVICES LTD., 27, Tinsford Road, London NW10 7JH
Tel: 0181 491 1100

DATA SERVICES LTD., 27, Tinsford Road, London NW10 7JH
Tel: 0181 491 1100

DATA SERVICES LTD., 27, Tinsford Road, London NW10 7JH
Tel: 0181 491 1100

DATA SERVICES LTD., 27, Tinsford Road, London NW10 7JH
Tel: 0181 491 1100

DATA SERVICES LTD., 27, Tinsford Road, London NW10 7JH
Tel: 0181 491 1100

DATA SERVICES LTD., 27, Tinsford Road, London NW10 7JH
Tel: 0181 491 1100

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

LEICESTER CENTRAL, 211, Victoria Road, Leicester LE1 7JH
Tel: 0533 41249

USER GROUPS

STOURBRIDGE ATARI USER GROUP, 10, Stourbridge, Walsley, Walsley, Walsley, Walsley
Tel: 0924 41249

STOURBRIDGE ATARI USER GROUP, 10, Stourbridge, Walsley, Walsley, Walsley, Walsley
Tel: 0924 41249

STOURBRIDGE ATARI USER GROUP, 10, Stourbridge, Walsley, Walsley, Walsley, Walsley
Tel: 0924 41249

STOURBRIDGE ATARI USER GROUP, 10, Stourbridge, Walsley, Walsley, Walsley, Walsley
Tel: 0924 41249

STOURBRIDGE ATARI USER GROUP, 10, Stourbridge, Walsley, Walsley, Walsley, Walsley
Tel: 0924 41249

STOURBRIDGE ATARI USER GROUP, 10, Stourbridge, Walsley, Walsley, Walsley, Walsley
Tel: 0924 41249

STOURBRIDGE ATARI USER GROUP, 10, Stourbridge, Walsley, Walsley, Walsley, Walsley
Tel: 0924 41249

STOURBRIDGE ATARI USER GROUP, 10, Stourbridge, Walsley, Walsley, Walsley, Walsley
Tel: 0924 41249

STOURBRIDGE ATARI USER GROUP, 10, Stourbridge, Walsley, Walsley, Walsley, Walsley
Tel: 0924 41249

STOURBRIDGE ATARI USER GROUP, 10, Stourbridge, Walsley, Walsley, Walsley, Walsley
Tel: 0924 41249

STOURBRIDGE ATARI USER GROUP, 10, Stourbridge, Walsley, Walsley, Walsley, Walsley
Tel: 0924 41249

STOURBRIDGE ATARI USER GROUP, 10, Stourbridge, Walsley, Walsley, Walsley, Walsley
Tel: 0924 41249

BBS

THE YELLOW, 10, East Street, Nottingham
Tel: 053 244 440

THE YELLOW, 10, East Street, Nottingham
Tel: 053 244 440

THE YELLOW, 10, East Street, Nottingham
Tel: 053 244 440

CRABBS, 10, East Street, Nottingham
Tel: 053 244 440

CRABBS, 10, East Street, Nottingham
Tel: 053 244 440

CRABBS, 10, East Street, Nottingham
Tel: 053 244 440

CRABBS, 10, East Street, Nottingham
Tel: 053 244 440

CRABBS, 10, East Street, Nottingham
Tel: 053 244 440

CRABBS, 10, East Street, Nottingham
Tel: 053 244 440

CRABBS, 10, East Street, Nottingham
Tel: 053 244 440

CRABBS, 10, East Street, Nottingham
Tel: 053 244 440

CRABBS, 10, East Street, Nottingham
Tel: 053 244 440

CRABBS, 10, East Street, Nottingham
Tel: 053 244 440

WHO HAS THE BEST PUBLIC DOMAIN LIBRARY?

Hundreds of disks for both the Atari XL/XE and the Atari ST but with a difference - every disk in the PAGE 6 LIBRARY is carefully selected we don't throw in everything just to make our catalogue bigger.

Also PAGE 6 are the originators of THE CLIP ART COLLECTIONS - hundreds of quality images to include in your DTP creations

CATALOGUES AVAILABLE FOR BOTH XL/XE and ST - PLEASE PHONE FOR YOUR COPY



WHO HAS THE BEST SELECTION OF ATARI BOOKS?



We import books direct from the USA, particularly COMPUTE! publishers of the best books available for the XL/XE and ST

SPECIALISTS IN BOOKS FOR FLIGHT SIMULATOR 2 - SOME GREAT TITLES THAT YOU DON'T SEE ELSEWHERE

WHO HAS DUST COVERS FOR ALL ATARI EQUIPMENT?

Keep that equipment free from dust and spills. We have been selling our top quality dust covers for over five years with thousands of satisfied customers

*AND WE SELL ... CABLES, BINDERS,
REFERENCE MANUALS, BLANK DISKS*

as well as having regular offers on selected ST and XL/XE software

THE PAGE 6 ACCESSORY SHOP

P.O BOX 54, STAFFORD, ST16 1DR

Telephone 0785 213928

Ask for our FREE catalogues