

NEW

PAGE 6 PUBLISHING'S

ATARI

USER

Issue 53 £1.95
December/January

XL/XE

**DICE! and
DROIDZ!**

DICE
By John Young

**THE HISTORY
OF THE WORLD**
(the saga concludes)

Two great

type-in listings

TWO'S	Add ones only	3
THREES	Add twos only	
FOURS	Add threes only	3
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ST FILE



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plus ...
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IN THE
PUBLIC DOMAIN**

SAMPLING ...
the professional way



NOW AVAILABLE FROM PAGE 6

NEW SOFTWARE FROM GERMANY

With so little software now being released for the 512K machines we are pleased to be able to bring you some new software from Germany where the Atari 8-bit is still going strong. We have selected the following from those offered which we believe represent a great addition to the software that is still available in this country. As Atari software does not necessarily sell in sufficient quantities you won't find any fancy packaging but these are presented quite adequately. What is more important is that there are still companies writing for the 8-bit and it is up to us to support the better products. Let's see if you still want new software.

Ready for cassette users, all these programs are on disk only but we will do our best to look out for new and worthwhile software on cassette in the future.

GLAGGS IT!

Let's face it, some of the big boys who write for the ST are going to translate their big titles to the 8-bit so it is a great job to discover this version of GLAGGS, one of the recent big ST hits. The concept is simple, the addition total and the challenge progressively harder. What you do is collect various coloured tiles as they fall through vertical tubes and then arrange them in 'Glaggers' of the same colour and of a number predetermined at the start of the level. As the game progresses so more colours are introduced, the tiles fall faster and you need to think and plan ahead as best as you can. GLAGGS was one of this year's early winners on the ST and GLAGGS (IT) is set to do the same on the 8-bit. Prepare to become addicted!

DISK ONLY £6.95

RUBBER BALL

It's not often that a truly original concept comes along, most games are just variations on a theme, but we have never seen anything quite like Rubber Ball. You start with a small super-bouncy ball on a platform at the top of the screen with which you must push up various objects on other levels side down the screen. You can move the ball from side to side but in order to bounce onto the different platforms you must keep the ball bouncing, either off of the walls or by dropping from great heights. As you bounce down from each platform the whole screen smoothly focuses revealing parts of the screen normally out of sight. The effect is quite hypnotic! You must keep the ball bouncing at all times and you must, at all costs, avoid the spikes and chewing gum dotted around which spell disaster. At first it seems quite simple but this is a game that ends up as a serious challenge both in manipulating the ball and in working out where to go next.

Truly original ... truly challenging ... a great new Atari game.

DISK ONLY £9.95

PLAYERS DREAM 1

Another thinking challenge that became a big hit on the ST was PLAYERS and now this top game comes to the 8-bit in the form of PLAYERS, one of two games on this disk. Another simple concept, yet a challenge that will have you thinking hard if you want to go beyond the early levels, in PLAYERS you first build stacks of a pile of cubes, either directly or by using the walls of the game area for support, in an attempt to match like cubes. You have a set number of matches to make for each level and as the game progresses you must think very carefully about where to place your cubes, fitting a like cube, in a row of such cubes, eliminates them and causes others above to drop to their place. Sometimes it helps, sometimes it makes it impossible to continue. You have to think *very* carefully. Another ST smash comes to the 8-bit.

P.S. When you load a real there's a great old game on this disk as well, mind you that one is quite tricky so well!

DISK ONLY £6.95

TAIPEI

As a change from the hectic life of alien blasting or quick reactions, there is nothing better than a good game of solitaire, played with cards or something else. One of the more challenging solo games is Taipei, which uses the unusual Mah-jong tiles for a 1000 game which involves matching similar tiles according to some simple rules. Only the which can be slid out to left or right may be matched and the challenge lies in securing the correct pairs of tiles so that the various levels can all be completed. This is another game that has been popular on the ST so hard to find a PC version on my hard drive which gets played whenever I need a rest from hard thinking and this is a great version on the 8-bit. Several different game options will keep this game interesting for many a year. Ideal for those times when you want to relax yet keep alert - maybe late into the night!

DISK ONLY £6.95

INVASION

We would have played some simple Atari 'em' games but with many of these around in the public domain we wanted something with a little more challenge to offer you. In this arcade game your objective is to build a bridge to enable your tank division to cross into a hostile area. You have an attack helicopter which can also carry sections of the bridge and you must locate these sections and carry them to the river while fending off attacks from enemy fighters. Timing is of the essence as waves of enemy fighters attack both before you locate the bridge sections and as you carry them to the river. Later, enemy planes will drop bombs to perturb and you will have to destroy these before they reach the bridge.

Invasion is a nice little arcade game with lots of challenge and a good objective - and just a little different from the usual.

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'The magazine
for the Dedicated
Atari User'

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SUBMISSIONS

PAGE 3 welcomes and encourages its readers to submit articles, programs and letters to the magazine. Material should be submitted by mail or by hand. Letters should be addressed to the editor and submitted on one side of the paper. We seek to encourage our readers to contribute articles on a wide range of subjects. It is particularly desirable you write a program to prove and explain an application. Programs will be made to be available on disk and printed, if clear and readable. At the end of the second month issues of the cover of the issue concerned.

ONCE A MONTH programs and other material of interest to our readers will be selected and included in our pages. All material included in our pages will be made available to our readers on disk. We seek to encourage our readers to contribute articles on a wide range of subjects. It is particularly desirable you write a program to prove and explain an application. Programs will be made to be available on disk and printed, if clear and readable. At the end of the second month issues of the cover of the issue concerned.

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The next issue of
NEW ATARI USER

will be on sale 30th January

Editorial copy date is 15th December

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Warrior XXVI	Warrior XXVI	Warrior XXVI
Warrior XXVII	Warrior XXVII	Warrior XXVII
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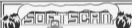
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Mailbag

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ROBOTS

Keep up the good work at New Atari Dev. Each issue is read with baited breath for the little gems and tips to improve the use of my ROXOL. My previous experience with computers had included a long love affair with a ZX81 and a brief encounter with the recently BBSed-up robot, so to start on a text-based disk system was quite a leap up. The fact that BBSed had to be forced to work, rather than just being presented to me as on other machines, helped me to witness my own logic of computers, in general and having to work around for the functions and abilities of the machine helped me so much that I am now using my systems to write Artificial Intelligence algorithms for me with the Robots I build and interface to the joystick ports.

Five years I am working on an intelligent man writing system for the third year ready of my science degree and I can honestly say that I never let me up Atari. I would recommend anyone to play with a robot of some kind - they're great fun, completely new territory and can cost as little as £20 to make at home if you can see a soldering iron. Anyone not there interested in robots? Write to Mailbag and let's hear from you. Or write to me at L. Church Street, St. Mary's, Sandwich, Kent, CT16 3BB. I can offer some ideas, plans and software and would love to hear from anyone who can or wants to interface interesting things to their Atari.

Andrew Lakin Hall,
Sandwich

If it's good when someone read it gets a grip with their Atari and discusses new users but don't it strange when someone close enough to read it get rid intelligence readers can

do so without understanding even the basics of the machine? Don't be built in on ROXOL and what needs to be found in the Atari Operating System. Try it without switching the drive on, you can still write these programs but can they only enter them to tape.

Here is a good illustration of why magazines such as this should always have sample articles on all levels of subjects, because what one person assumes is common knowledge others may never discover, and it doesn't matter whether you are a beginner or experienced user. Try to try to get these always encouraged readers to submit articles on any subject connected with the Atari. It's all news to someone!

BOOKS AND SAMPLES

Can you give me any tips on how to go about sampling sound on my ROXOL? Is there a simple way of doing it and how do you copy the digitized sound through the TV speaker? It must be possible somehow as sampled sound is already used by Englishes and lots of games. I know that this kind of operation really needs a whole article devoted to it so could you recommend a book that covers sound sampling on the Atari?

Recently I can program the basics in them but I'm interested in learning about VHS, D5's, graphic cards graphics and all the other wonderful things that my basic manual doesn't mention. Is there a suitable book that could lead me into all these subjects gradually?

Michael Hyde
Bosworth

Sound sampling is probably possible on the Atari but you need some sampling hardware and, unfortunately,

there is more that we know of will available. (2) The Systems produced floppy for the Atari which was used for the samples in Englishes and there was the Atari computer in the ROM along with one or two others. I believe that Alpha Systems in the USA produced a book on using the Atari sampler for it may have been another computer that it was never totally available. Other than this you might like to check out the Electronic disks in the ROM of the library which are all samples and contain a number of text files giving facts on sampling sound. Without the hardware though, you can't achieve much!

There has never been any simple book to introduce you to all the aspects of the Atari so it is hard to recommend any for titles. Just get hold of every thing you can, magazines, books, anything that has looks that is well available in your Atari Computer. Experiment but not waste having read it covers most of the areas you mention. Easy Programming For The Atari seems to also give you some ideas I get too deeply into the more technical subjects. Do Atari is one that you probably won't understand at all at first but which will be invaluable once you start more advanced programming and you should have a copy of Mapping The Atari in your back pocket or all others if you can find it easy!

TYPO, WHERE ART THOU?

I hope that you can help me with a problem that I am having trying in the program Page 0 Writer from issue 50? Firstly I notice that at the beginning of each line there are some blank letters, what do these signify? I have tried letters putting them in the program line but all this does is show an error message. I found that the program types in quite well without

them but I feel that there is something that I should know about these letters. Another problem is that when I type "00" the blank will run and then it shows a date error in line 1000. I have checked and re-checked the line and it is exactly as the printed program. I am now wondering if the two letters I previously mentioned have something to do with this problem. I also notice that in the instructions for typing in the program it says use Type 2 to check each data line but I don't know what it means. Can you put me right?

M.J. Tenve
Highgate

The rules at the beginning of our program listings are checkboxes used by the program Type 2 for you to check whether you have typed in the line correctly. You simply run Type 0 before typing in your program and then as you press Return at the end of each line a code will appear on screen. If this code matches that shown in the margin then you know that you have typed the line correctly. If the code is different, edit the line until the code matches. The biggest problem is that our listing and published the Type 0 listing for a good number of issues after a look of space, so this issue we are dropping one page of listings so that we can include the Type 0 listing once again. You should find it useful. Follow the instructions and you should have the program up and running in no time and you can simply type in all the other programs from each issue. Knowing that the lines will be checked as they are entered.

WRITE!

The letter about TYPE 0 raised the problem of finding more letters for this issue's Mailbag. It's getting harder and harder to find interesting letters to include the various columns. Most of what gets published has to be extracted from long winded long page letters, many of the letters we receive are questions that require long page answers and others just say nice things without saying anything interesting to help us out this and write some about straightforward letters that we can publish at the interest of others. Tell us something, ask us some questions but keep it brief and send it to get BBSed questions to our editor. Oh, and by the way, which Atari do you use the best to big bold letters? Go to it!

TYPO 3

NOW RESET PROOF!

Here is an amended version of our TYPO 3 program which we cannot recall that all readers use when 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 not lose 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 settings in NEW ATARI USER are prepared carefully to ensure that they can be typed in as easily as possible. Before typing any listings ensure that you are familiar with the use of the **LOAD** and **CONTROL**, and **SYSTEM** 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 ATARI 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 ALREADY TYPED IN THE TYPO 3 LISTING PLEASE DO SO NOW. The program can be used as you type in each line of a program or to check an already typed program. The code for each line will flash but if you have problems check 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 entered so if the TYPO codes match and you still have problems in running a listing, check the lines in the program and ensure you are missing, if the TYPO codes match, there are no missing lines and the program will flash the code. USE IT TO CHECK OR DELETE USING LEFT "C" or LEFT "D-Move" keys, switch off the computer, re-load and then ENTER the program using ENTER "C" or ENTER "D-Move". Save 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 input (see 6 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 flash LOAD. 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. If this code matches the one in the magazine entry on /type the next line. Note, the code will not flash if you use abbreviations. If you prefer to use abbreviations USE the one you have just typed, move 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 USE 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 SAVING or CSAREing a copy of the program, running TYPO 3 and then LOADING or CLONING your program and processing as in step 6 above.

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

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

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```

00 0 0000
01 0 0000          TYPO 000
02 0 0000  00 00000 0000000 0000
03 0 0000  00 00000 0000000 0000
04 0 0000  00 00000 0000000 0000
05 0 0000  00 0000000 0000000 00
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TYPO 3 - IMPORTANT

TYPO 3 now has improved auto-checking routines when typing the listing in. Now the program flash when you first run the program but typing errors will be indicated on screen. Amend the line shown and save the program again before running it. This is important since TYPO will delete itself when successfully run and you will lose the program unless you have saved it!

XL/XE TYPE-IN

DROIDZ

Your mission, should you decide to accept it, is to guide your small group of rocket-assisted droids through four screens guarded by repulsive, grinning alien blibs. Being faster of the range models, the droids do not take kindly to contact with the aliens, the walls, or the ground. Also do not let them fall too far or run out of fuel.

Fuel can be obtained from the pinkish petrol pumps. The objective is simply to cross to the right hand edge of each screen, which is not all that easy! There are three difficulty levels, selected from the title screen, and completed screens can be skipped when you start a new game.

Just a simple, fun, arcade game. Enjoy it!



BY
JOHN YOUNG

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DISK BONUS

PINBALL!

by Chris Guise

For the first time our bonus comprises of a couple of excellent pinball games created with the famous Pinball Construction Set. The format will be similar to many readers but the games, nevertheless, remain quite addictive and can be played by up to four players.

The games are selected from a menu (1000/0000) users must use DOS option (I) and are played with a joystick in port 1. The number of players can be selected before a game commences by using the OPTION or SELECT key and the ball release and flippers are operated by the joystick.

WARNING! These games can become quite addictive!



HOW TO GET THE DISK

The NEW ATARI 1000 issue disk with all the programs from this issue and the BONUS is sent automatically to disk subscribers but is also available separately for just £3.95 inclusive. Drop us a cheque or Postal Order or give us a ring with your credit card details. Write to PAGE 8, P.O. Box 54, Stamford, ST16 1DR or telephone 0783 212329

DROIDZ

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P1 0000 DATA 01,000,0,000,17,000,1,100,00
  0,107,000,000,000,000,000,000,000,00,1
  00,000,070,000,140,000,000
P2 0000 DATA 000,000,000,0,0,000,0,0,100,
  7,070,000,000,000,000,100,000,00,007,0
  00,000,0,000,000,000
P3 0000 DATA 000,70,00,70,000,0,0,170,0,0
  100,0,000,00,140,000,100,0,0,070,0,0,
  00,0,000
P4 0000 DATA 00,000,000,000,0,007,10,0,00,
  0,10,007,0,0,000,000,0,000,0,000,00,00
  000,07,000
P5 0100 DATA 0,007,10,0,007,0,0,000,00,0,
  000,0,100,0,0,00,000,0,107,1,107
P6 0000 DATA 10,0,100,0,0,007,0,0,107,0,0
  00,100,000,10,0,000,100,00
P7 0107 000
P8 0100 000 *****
P9 0000 000
P0 0000 000 *****
P1 0000 DATA 000,000,100,100,000,100,100,
  000,000,100,0,000,000,100,0,000,000,10
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P2 0000 DATA 000,000,000,100,100,100,00
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P3 0000 DATA 000,000,100,100,100,100,00
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P0 0000 DATA 01,000,0,000,17,000,1,100,00
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P1 0000 DATA 000,000,000,0,0,000,0,0,100,
  7,070,000,000,000,000,100,000,00,007,0
  00,000,0,000,000,000
P2 0000 DATA 000,70,00,70,000,0,0,170,0,0
  100,0,000,00,140,000,100,0,0,070,0,0,
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P3 0000 DATA 00,000,000,000,0,007,10,0,00,
  0,10,007,0,0,000,000,0,000,0,000,00,00
  000,07,000
P4 0100 DATA 0,007,10,0,007,0,0,000,00,0,
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P5 0000 DATA 10,0,100,0,0,007,0,0,107,0,0
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P8 0000 000
P9 0000 000 *****
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THE A-Z OF GOLDEN (AND NOT SO GOLDEN) OLDIES continued

LOCO arc Alligata 1987 (3) ★★★ bud

A horizontally scrolling game in which you're in charge of a locomotive dispatching rail trucks coming toward you, and helicopters flying above you. You also have the choice of changing tracks at junctions which are dotted about. 'Loco' features some pleasing graphics and superb music. Put simply, it's a good shoot 'em up featuring a train instead of a spaceship.

LODE RUNNER plat Broderbund 1983 (4/L) ★★★ full

A challenging platform game with some of the smallest sprites ever. You traverse platforms, climb ladders and blast holes for the villains to fall through. Your objective is to collect enough jewels to open up the exit to the next level. 'Lode Runner' is a game where the right strategy is just as important as being nimble with the joystick. Recommended for the platformers among you.

THE KEY

Star Ratings:-

- ★ poor
- ★★ poor/mediocre
- ★★★ mediocre
- ★★★★ mediocre/good
- ★★★★★ good
- ★★★★★☆☆ good/excellent
- ★★★★★☆☆☆ excellent

arc	arcade game	(3)	game is available on tape
adv	adventure game	(3)	game is available on disk
com	computer	(3)	game is available on ROM cartridge
strat	strategy game		target/ground game
adv	real adventure	full	(C, M, D, L)
gr adv	real adventure with graphics	mid	not-rated game
sp	fantasy role playing game	full	(C, M, D, L, R)
arc/adv	arcade game with joystick/strategy/plg etc.	imp	full (arcade game) (3, 4, 5, 6, 7, 8, 9, 10)
		score	game is not rated only available on import from America
			no price range available, because game is very difficult to get hold of

The prices and format shown above are U.K. ratings printed are intended as guidelines only. Games which were originally available on tape printed can now be found on cartridge and vice versa. You can also enter the price of the game in pounds.

LORDS OF CONQUEST ★ ★ ○
strat Electronic Arts 1986 (4) full

Generally quite pleasing game of world domination, along the lines of boardgames such as 'Risk' and 'Diplomacy'. Graphics (blocky maps) and sound effects are pretty basic, but in the gameplay there's the one scores pretty high.

MACHINE CODE TUTOR ★ ★ ★
ut New Generation Software 1984 (3) score

A straightforward instruction program which guides you through the basics of 8080 Machine Code (the 8080 is the microprocessor at the heart of the XL88). The program is broken up into four lessons, each with its own sublessons. A particular piece of information can be called up at the press of a few keys. Also included is an assembler for the machine code programs you will write. A good, no-nonsense instruction programme.

MASK OF THE SUN ★ ★ ★ ○
gr adv Broderbund 1983 (4) imp/ score

This illustrated text adventure is in the style of the 'Indiana Jones' movies. It's set in Mexico and has you searching for the mask of the sun in pyramids, caverns and jungles. You'll meet many characters along the way who add to the atmosphere of the adventure. Exciting and involving, with three double-ended disks of data. Has anybody got the sequel, 'Temple's Star'?

MASTER OF THE LAMPS ★ ★ ★
arc Activision 1985 (4) imp/ score

Word game in which you guide a chip on a magic carpet through rings until he reaches a screen where a game is playing musical notes. You must then play back to the game exactly the same notes or you start from the beginning again. Highly original, with its main appeal lying in the 3-D magic carpet sequence and the wonderful musical soundtrack.

MASTERCHESS ★ ★
sim Mastertronic 1986 (3) bud

A reasonable attempt at computer chess. Graphics are in crucial shades of grey, yellow and black. You can save and load games, set difficulty levels, adjust the positions of pieces and have an on-screen replay of the game. There is no two player option, so it's up to you to challenge the computer.

MEDIATOR ★ ★ ★
arc/adv English Software 1985 (4/L) mid

A highly unusual game involving elements of shoot 'em up, platform and puzzle solving. It's also one of those games where you have to experiment to find out exactly what you must do. Some of the screens require a combination of careful thought and accurate joystick control. Graphics and sound are of a high standard throughout.

MERCENARY ★ ★ ★ ★
arc/adv Novagen 1985 (4/L) mid

Programming genius. First 'Master' tactic game was literally in a class of its own. Played in real time, you can walk or travel in various ways through a three-dimensional wire-frame world. First adventures, point light simulator, part shoot 'em up, it is one of those few games where a touch of programming technique walks hand in hand with terrific gameplay. If you haven't got 'Mercenary', then what's next?

compiled by
Kirk Ruebottom

MICRO RHYTHM

of Two Bit Software/Firebird 1986 (C) bud

This is a program which transforms your computer into a drum machine. Key presses turn on or off sound effects representing snare drums, hi-hat, cow bell, tom-tom and clap. You can string them together to make a complete song. Obviously, the strength of this type of program lies in the quality of the drum sounds reproduced, and in general ease of use. Micro Rhythm scores fairly good on both counts.

MIG ALLEY ACE

arc Microprose 1984 (LJ) mid

A fight simulator which features more arcade action than most. The game uses a split-screen technique, each player heading his own race from his cockpit. Goggles are the order of the day with joystick moves controlling diving, turning and climbing. Fairly exciting, but the supplementary graphics don't help things much.

MILLIPEDE

arc Atari 1983 (C) mid

Few things shoot 'em up in which millipedes grow ever larger and more ever learn the bottom of the screen. It's up to you to shoot them as soon as possible. Graphics are functional, but gameplay is great. Shoot 'em up fans should like this one.

MILK RACE

arc Mastertronic 1987 (C) bud

A frustrating bike racing game in which you travel over all the stages of the famous Milk Race event. It's a horizontal scroller, showing the cyclists, road, scenery and crowd from a side-on view. Your progress depends on how well you use your bike's 12 gears over the gradients and stages of the course. Graphics could have been better, but they are acceptable. The title page and music effects are really done.

MINER 2048'er

plat Big Five Software 1982 (C) mid

The excellent Bounty Bob Strikes Back was the sequel to this innovative, much copied platform game. You have to time Bob's leaps and make sure he fits in every position of each platform before you can progress to the next level. A professionally designed game, with equal levels of difficulty, fun and addictiveness.

MINI OFFICE 2

of Database Software/Page 5/1987 (d) full

Massive collection of valuable utilities, comprising word processor, label maker, spreadsheet, database, graphics and communications. The most incredible thing about this package is the value. All of the programmes are written to a high standard into the bargain!

MIRAX FORCE

arc Tynesoft 1988 (LJ) mid

An impressive-looking shoot 'em up from the prolific Dioxide software house. 'Mirax' features some high quality digitised speech and graphics. You take your wily, 'Lindux' ship, across a horizontally scrolling backdrop of a huge alien mothership. Difficult, but a rewarding experience for lovers of this type of game.

MISSILE COMMAND

arc Atari 1981 (C) mid

A no-frills conversion of the old arcade game where you have to defend your cities from the ever-smearing nuclear missiles. Whether you like this or not will depend on how much you liked the arcade original. An exercise on how to program the Atari 4 is not, a full, unadorned shoot 'em up it is.

MISSING: ONE DROID

arc Bug Byte 1987 (C) bud

Renowned Atari programmer, Paul Jay must have written this when he had an evening to spare. The whole game takes up around 5K of memory or so. You control a droid who fires in eight directions at the border of matter which appear and move all over the screen. Much better done than the similar 'Droids' Droids', but there's no denying that it's a pretty shallow game, amusing at first but eventually tedious.

MOLECULE MAN

arc/adv Mastertronic 1987 (C) bud

This game occupies an enormous amount of tape because it also contains a maze construction set for use with the game. You guide what looks like a golf ball with legs through a maze of 256 lockers looking for such objects as worms, vending machines and teleporter circuits. The game is played against the clock. Graphics are macroscopic, but highly detailed. There is nothing particularly special about Molecule Man', but there is nothing particularly wrong with it either.

MONKEY MAGIC

arc Micro-Design 1987 (C) bud

Based on all coast!

MOON PATROL

arc Williams Electronics (Atari) 1982 (C) mid

A horizontally scrolling game in which you move a moon buggy over a landscape filled with craters, alien the aliens, and avoid shooting obstacles. Yes, it's all been done before I know, but this one is pretty to look at and it plays very well too.

**MONTEZUMA'S REVENGE**

plat Utopia Software/Databyte 1986 (LJ) mid

An utterly stunning platform and ladder game in which you control a cute little spider called Monty through 100 rooms in his quest for ancient artefacts. There are many different types of enemies including rolling balls, spiders and snakes, all of them well animated. Some of the traps are very ingenious and the whole game is one of perfect timing of leaps and jumps. A treat.

MR. DIO

arc Microdeal 1984 (C) scarce

Probably the best Microdeal game for the Atari (although that isn't saying much). This is a conversion of the old 'Mr Dio' arcade game. Graphics are O.K. and humorous in parts, and the sound, while being of a good standard, could grate on you after a while.

MR ROBOT AND HIS ROBOT FACTORY

plat Dataeast/Databyte 1983/1986 (LJ) mid

A neat platform and ladder game with some original touches. Along with the standard jumping, climbing and depositing of matter there are such things as teleporters, trampolines, beams and slides. The programmer has introduced bits of colour onto the screen using display bit interlacing and he has also included a 'design your own spaces' facility. One of Paul Petersen's best games (and he has written quite a few).



A-Z OF ATARI SOFTWARE

M.U.L.E. ★ ★ ★ ★
arc Electronic Arts/AtariSoft 1983 (1.6) scarce

Definitely one of the best releases from the U.S./AtariSoft stable in the mid eighties. The game can be described as a form of Monopoly - on another planet but with even better gameplay and some superb graphics. Graphics and sound are very good throughout and up to four people can play at the same time. A classic of its kind, and more importantly, an example of the finest computer game.

MURDER ON THE ZINDERNEUFF ★ ★ ★
arc Electronic Arts/AtariSoft 1984 (1) mid

You play the part of a detective who must solve a murder on board the Zinderneuff ship. The game screen provides a four way scrolling birds-eye view of the ship with various spiky characters going about their business inside. You move your detective and approach the suspects to ask questions. From their replies, and by searching rooms for clues you must solve the murder. The game is completely joystick controlled and the murder cases are almost different. Altogether original and refreshing, with some glorious characters and great atmosphere.

NECROMANCER ★ ★ ★
arc Broderbund/Synapse 1982 (1.6) scarce

An unusual game which is guaranteed to make your joystick hand ache. The game takes place over three distinct phases. In phase one you move your ship over the screen to stop ogres from eating the meat you are planting. In phase two you move your hero over the forest pits of the Necromancer's spiders before they hatch. In phase three you meet the Necromancer and you try to destroy his groves and the spiders you did not kill in phase two. Colourful graphics and neat sound effects, as well as unique gameplay make 'Necromancer' a winner.

THE NEVERENDING STORY ★ ★ ★
gr adv Gamesoft 1986 (1) imp/scarce

A fantasy adventure with some excellent graphics, based on the film of the same name. You may have some trouble getting your inputs understood due to the limitations of the game's parser, but don't be put off because this adventure is worth persevering with. The music, by Gary Gilbertson, is up to his usual excellent standard.

NIGHT MISSION PINBALL ★ ★ ★
arc Softlogic 1982 (1.1) imp/scarce

A computer pinball machine with some excellent sound effects and, unfortunately, artificial colours. As well as giving you a great game of pinball, this program allows you to control some of the parameters, such as ball speed, scoring etc. It's fairly well done, but not as good as 'Pinball Construction Set'.



NINJA ★ ★ ★ ★
arc Mastertronic 1980 (1) A. bud

A well done martial arts game which could easily have been released at full price without raising any eyebrows. You play the title role, kicking, punching, chopping and using your eye through many nicely drawn screens in search of six stars. Animation is quite good throughout (although not up to the standards of 'Karateka' or 'International Harvester'). Altogether, one of the best budget releases for the West.

NINJA MASTER ★ ★
arc Firebird 1987 (1) bud

Not a martial arts game as such, rather a test of hand-eye co-ordination as you guide your ninja through a series of tests. A couple of these tests involve hitting moving objects. Another has you dragging the joystick as fast as you can. Just the last involves a flopping and bursting balloon. Graphics and sound are on a pretty basic level. The game has an addictive quality, but as an exercise in programming it leaves much to be desired.

NUCLEAR NICK ★ ★ ★
plat Americana U.S. Gold 1986 (1.6) mid

This is another in the long line of platform games from prolific programmer Tim Rosen. It's pretty standard stuff with you jumping and killing baddies etc. There are twenty different screens in all, and the graphics are good enough to fit it above the sun of the rest.

OLLIES POLLIES ★ ★ ★
plat American U.S. Gold 1986 (1.4) bud

A fairly low screen, antipodal platform game with O.K. graphics and a certain amount of addictiveness. It's much in the same vein as 'Nuclear Nick' or 'New Daily Duff', but at the price represents nice value for money.

ON CUE ★ ★ ★
sim Mastertronic 1987 (1) bud

This is remarkably similar to the earlier 'Steve Davis Breaker'. As well as the snazzy program, Mastertronic have included a version of Pool. All the usual features are here (game, tips, choice of opponents and nine difficulty levels). Altogether another average attempt at putting snooker into computer.

180 ★ ★ ★
arc Mastertronic 1987 (1) bud

Another darts simulation, this time requiring 64K of memory to run. You have the option of playing either a friend or the various computer opponents (at 10!). The graphics for the dashboard and moving hand (which you have to guide with the joystick) are very good. If you manage to score a maximum, then you hear a digitized yell of '180' from your TV's speaker.



ONE MAN AND HIS DROID ★ ★
arc Mastertronic 1986 (1) bud

A weird game which takes place in a side-on view of a maze of tunnels and passages. Moving your droid, you must locate all the 'bots' (robotic alien-looking spiders), and guide them to a pre located 'cannibal' in the maze. I suppose it's a sort of fantasy 'One Man and His Dog' (minus the title). Music plays constantly throughout and it can become quite tedious.

ONE ON ONE ★ ★ ★
arc Electronic Arts/AtariSoft 1984 (1.1) mid

'One on one' basketball simulation which is fairly well done. You take the part of either Larry Bird or Dr. J. (real American basketball players), and you can play against a friend or the computer. As well as moving your player around the court you can block, jump, spin, shoot, steal and tackle. The animation of the two players is above average and it turns out to be quite an enjoyable game. Watch out for the slow motion replays, fouls and slam dunks.



OPERA HOUSE/GA ★ ★
adv **Biggame Software** 1985 (d) bud

Two text adventures on one disk. The first casts you as a Prince Domes searching the Pops Opera House for the infamous phantom who is out to wreck your opening night. The second is an Indian Jones type after where you are up to your neck in jungles, natives and quicksand. They're reasonably entertaining, but a bit short on vocabulary and location descriptions.

PACMAN ★ ★ ☆
arc **Delisoft/U.S. Gold** 1984 (Ld/r) mid

Competent conversion of the incredibly popular arcade game of the early 80's. All the features of the original are here, but whether 'Pacman' still holds interest for many modern ladies is open to question.

PANIC EXPRESS ★ ★ ☆
arc **Red Rat** 1986 (Ld) mid

In this horizontally scrolling game, you are a quester who must make his way from the rear of a train to the engine in order to stop it and avert disaster. Many obstacles (helicopters, trucks, clouds) hamper your progress, and these must all be avoided. Notes are on the weak side, but when the gameplay is this good, who's complaining?

PANIK! ★ ☆
plat **Atlantis** 1987 (t) bud

Understanding 'Lois Lerner' derivative which has you running up and down ladders, across platforms, and digging holes to trap monsters. Graphics are a basic fair colour job, and the sound is not very imaginative either. Even at the price, this one is not worth considering.

PANTHER ★ ★ ☆
arc **Mastertronic** 1987 (t) bud

Ticky, diagonally scrolling shoot 'em up in the vein of 'Blaxx Max'. This is almost the game 'Blaxx Max 2001' should have been. You have to rescue stranded pilots as well as cope with the alien craft which swoop on you from all sides. Fairly good graphics and addictive gameplay.

PAWN, THE ★ ★ ★ ☆
gr adv **Rainbird Software** 1987 (d) full

This famous adventure finds you in the mythical land of Katoonia with a mysterious silver band around your arm. You take it from there, and the story unfolds as you play the game. 'The Pawn' comes on too late, has numerous pictures to accompany its means of descriptive text, and probably has the best adventure parser written for 8-bit machines.

PAYOFF, THE ★ ★ ☆
adv **Biggame Software/Atari** 1985 (Ld) mid

A fair adventure which is strong on atmosphere but has a somewhat limited vocabulary. The steady storyline takes place over city streets and inside various buildings. Your objective is to recover a large demand to enable you to pay off all your debts.

PHANTOM ★ ★ ☆
arc **Tynesoft** 1987 (Ld) mid

'Phantom' could be described as a sort of 'Ghostbusters' meets 'Clairville'. The ghost hunting side of things is here, but it all takes place in 'Clairville' like paralyseings. A nice feature is the BPM indicator (your heart rate in beats per minute). If you bump into too many ghosts, the increases until it reaches 100, then it's game over. Generally, a very professional product.

PHARAOH'S CURSE ★ ★ ☆
arc adv **Synapse** 1982 (Ld) imp/science

An interesting little arcade adventure which has you running and jumping through a pharaoh's tomb in search of ancient artifacts. Elements of platform, shoot 'em ups and puzzle solving blend together well here, but the whole thing is let down by some weak graphics.

PHARAOH'S PYRAMID ★ ★ ★
arc **Master Control Software** 1983 (t) imp/science

Probably the best of the numerous 'Q-Bert' clones for the Atari. In case you missed 'Q-Bert', it's the one where you have to jump around a triangle shape of cubes and turn them all the same colour. Each level completed in this variant means another stone has been laid for the Pharaoh's pyramid. There is a good selection of names to be avoided and the screens are teeming with colour.

PINBALL CONSTRUCTION SET ★ ★ ★
arc **Electronic Arts/AtariSoft** 1983/1985 (d) full

A pinball construction set is exactly what this piece of software is. You can create and edit anything from the shape of the table, through to the position of flippers, scoring bumpers, ball catches etc. Trying to mention all of the features of this brilliantly designed game is such a short space is impossible. However, there is one drawback. We unfortunately P.A.L.T.V. set screens can only obtain monochrome graphics due to the programmer's use of American artising to obtain colour.

PITFALL 2 ★ ★ ★
arc **Activision** 1984 (L/r) mid

This is a running, jumping and climbing game set over a multitude of scintillating, colourful screens. Map making may be called for because the area you have to search over is very large. Monkeys, birds, snakes and many other creatures are all out to stop you, so you'll have to time these leaps perfectly. Competent and imaginative programming are quite evident in 'Pitfall 2'.

PIRATES OF THE BARBARY COAST ★ ★ ★
strat **Starsoft/Cascade** 1987 (d) mid

I'll swim against the critical tide and admit that I really like this one. Most critics hated this game because it did not live up to the mega-game status everyone expected when they saw the advance Atari ST screenshots. Let's face it, this turned out to be a good thing; strategical 'em up game, ESPECIALLY on the RUXE.

PITSTOP ★ ★ ☆
arc **Epyx** 1983 (r) science

A motor racing game with an angled bird's eye view of the course and 3-D playing scenes. Your car is simple to control, being just forward and backward movements of the joystick. In the pitstop scene you must change damaged tyres and refuel the car. Overall, nothing particularly special, but it's not a bad racing game by any means.

PITSTOP 2 ★ ★ ★
arc **Epyx** 1984 (d) full

This improved sequel took a long time to be released here in Britain. In this split-screen affair you can either race against a friend or the computer over six different tracks. The view from behind your car is also an improvement over the original. The pitstop scenes are still here, and they are as good as in 'Pitstop 1'.

MORE NEXT ISSUE

THE XE AND THE PORTFOLIO and other interesting stories - by Kit Lethby

I received 40 letters, most a letter concerning transferring information to and from the Atari Portfolio, and I thought other readers might like to share my experiences.

I have been using a Portfolio with my XE for over a year now and have had very successful results when transferring data. Before I go into the details there is one thing that needs to be clarified from the reply to the original letter. Yes, the Portfolio does have a common package built in, BUT it will only work when the Parallel Interface is connected and is communicating with an IBM compatible machine. When communicating with the Atari one must use the Serial Interface, a connector to change the 8 pin output to 25 pin output, a small modem, and a suitable cable to connect the Portfolio to the Atari. I was one that was made in Australia, but the people who made it inform me that the P.E. Converters should also work. Regarding software, I use a Shareware program called MEGASTREAM 2, which is not currently available in the U.S. but which should shortly be available as Shareware through Page 6. I have not tried Atanodon or Renaid, but intend to in the future. I'll keep you informed of the results.

The Portfolio also has to have different software. There are two good PD programs which I gained from Atari, Australia, who I must say have been great in assisting me with software for the Portfolio. The best program is Storm 2, but Acorn will also successfully transfer the files. A filemaker has to be given at both ends or the Copying Mode can be used on one end. Occasionally the Portfolio looks up if you is using other PD programs and therefore it is necessary to Cold Start it and normally, one loses all the files on the built in C: Drive. It is therefore advisable to have a Harddisk Card so that Storm does not get wiped out. Of course, Storm has to be downloaded into the computer and one will have to find a local dealer who is prepared to do this through an IBM machine.

For this you need the Parallel Interface (the software for the IBM comes with it) and necessary cables, which can also be used to protect documents to a Centronics Printer. Alternatively, it could be put straight onto a Harddisk, but again, Atari or a supplier would have to do this. Maybe the Silicon Sheep can help?

Atari have supplied me with numerous PD programs for the Portfolio - Chess, Base, Othello, etc. which I download and store in Atari format onto my 1050 Disk Drive. All files are usually successfully transferred with the exception of very long programs over 45K, which need to be transferred in more than one part. A PD program has also been written which enables the user to connect a small portable battery operated 3.5 inch floppy disk drive produced 5/8 years ago, and which has now been re-released by Tandy called the PDS2. It can be connected to the Portfolio via one of the interfaces and formatted to hold 200k of data per disk. I have not acquired one yet, but do intend to and again will keep you informed about it.

I hope this has been of some help to those interested in acquiring a Portfolio. I've found it to be a great little machine, but had it not been for the backup that Atari, Australia have given me, I could have missed the whole thing very frustrating. All in all, it was quite a costly venture and set me back

approximately \$1,120 - over £200.

Here is a run-down of the costs. Prices have been converted from Australian dollars at the exchange rate of 2 dollars to the pound.

Portfolio	£247.50
Megastream Cable and software	£ 50.00
Parallel Interface	£ 45.00
Serial Interface	£ 50.00
Cable for Parallel Interface	£ 12.50
Null Modem	£ 5.00
8 pin/25 pin Converter	£ 5.00
185k Harddisk Card	£125.00

Total £560.00

CONNECTING UP

On to another subject now for those who have more than one computer. I recently built an interface, which enables me to connect my two XE computers to an 1050 Disk drive, as well as the cassette, printer which has one lead for the XE, one for the Portfolio, the PDS2 connection for the Portfolio, and a spare just for the Hell of it! This enables me to switch the drive between the two computers, working on one while the other is loading. Someone can play on one while another person is working on the other, one can printed while the other is receiving the disk drive etc. It started out as a 'Can I do it?' project and ended up being very successful and I was it far more than I ever expected. It also saves so much cabling and 'mess and fuss' on the sockets. I am prepared to write an article on how it is done, but as it would be quite time-consuming how about readers letting me know if they are interested before I put pen to paper? It was reasonably easy to do and as I've never done a thing with electronics before, I'm sure anyone could have a go.

For those that like to dabble, here are a few tips on how it is done. All one has to do basically is make up a suitable cable and run it from the disk drive to the 2 computers and put a switch between pin 7 & 8. So that the computers don't know that each other are there. Well, that isn't quite all of course as the disk drive and printer will only be available to one computer at a time, hence the need for a proper interface. If you're interested in the article then let me know.

SOME TIPS

Here are a few tips that readers may have forgotten about. ... when using Turbo Basic: If you go to DOS instead of booting or loading AT700B15.SYS, hit M, type 2080 and you'll find yourself straight back in Turbo Basic.

EIGHT BITS OF HISTORY

OR, THE WAY IT MIGHT HAVE BEEN

Part 2

Ed Hall concludes his look at the fortunes of Atari throughout a short history

Tramiel found a way to survive. He withdrew from the American market and concentrated on his native Europe. There he built up a loyal following of customers whose limited recognition would mean carry them from Commodore calculators to Commodore computers.

Meanwhile, back in America, the calculator wars of the 1970's had two key impacts on the future development of personal computers. First of all, it plunged into debt a small businessman named Ed Roberts. In a desperate attempt to turn around his company's fortunes, he decided to offer for sale a computer he called the Altair. It was the first ever commercially available personal computer, and it launched the personal computer revolution.

Another lasting impact of the calculator wars was the lesson it taught Jack Tramiel - the importance of being vertically integrated. Or in other words, don't depend on other companies for essential parts. Tramiel borrowed heavily in order to acquire MOS Technology, thus providing a secure source of chips for Commodore calculators and watches. It was one of Tramiel's most brilliant moves.

As it happened, MOS Technology had just developed a new microprocessor, the 6502, intended for use in a computer, it was significantly cheaper to produce than the other leading chip on the market, Intel's 8080. To exploit this new chip, Commodore decided to enter the personal computer market. But before building their own machine, Tramiel decided to check out a computer already being developed around the 6502. It was Chuck Peddie, the man who designed the 6502, and Andreessen, Commodore's VP of engineering, to see Steve Jobs. Acquiring the Apple II would save Commodore a lot of development time.

TOO MUCH FOR TRAMIEL!

Steve Jobs was ready to sell. He asked for \$100,000, some

Commodore stock, and employment for himself and Wes. But Jack Tramiel figured this was too much for a product being developed in a garage, and sized the deal. Later, both Peddie and Rossen would defect to Apple.

In the meantime, however, Tramiel challenged Peddie to come up with his own design, and in 1977 - the same year that the Apple II and the Radio Shack TRS-80 Model I were introduced - the Commodore PET came out.

Commodore went on to create the low-cost home computer market, a success due to one small part in its "vertical integration." Thanks to Tramiel, Commodore was ready to compete when the devoted Texas Instruments brought out its own personal computer. In the ensuing home computer wars of 1980-85, Tramiel had the sad task of cranking his bid for and driving it out of the personal computer marketplace. In the process Atari was heavily loaded as it tried to keep pace with the savage competition.

Commodore's chief weapon in the home computer wars was the 64, a low-cost computer which matched the Atari 800 in graphics and sound. In 1983 Atari countered with the XL line, whose first model (the 1300) flopped miserably. The 80002, because Atari's main computer, but as the name suggests, it was basically a re-engineered 800. Though a good product, the 80002 offered no technical advancement over the Commodore 64, and even more. Atari could not market it cheaper than the 64, because Atari was not vertically integrated.

Atari had become too overloaded to find the kind of solutions it needed to remain an industry leader. In 1985, for example, Rossen began to work on a new computer with fast static graphics and sound, a machine that many dubbed the 800's able brother, because it incorporated custom graphics chips designed by Jay Miner. Code-named "Lorraine," it had started out as a game machine, but after the market went was converted to a computer. It was being developed by a small company called Amiga, whose greatest achievement up to that point was a device called the joystick - a two-position controller that came packaged with a mailing game, but only was the company set up by former Atari employees, but it also obtained a loan from Atari to assist with the development of the Lorraine. It was precisely the sort of product which Atari itself should have had under development.

Atari however was not the only company making mistakes. Commodore followed up on the basic successes of its VIC-20 and the 64 with a pair of released flops, the Plus II and the 16. This caused disinterest in Commodore, and early in 1984 - at nearly the same time that Steve Jobs was triumphantly launching the Macintosh - Jack Tramiel abruptly resigned. Com-

ensure stock fell and suddenly its future was uncertain, especially when Transal rescheduled 6 months later and brought controlling interest to Atari. A number of key people followed him there—in addition to his three sons, there was Greg Pratt, Ig Hartmann, Eric Sorenson, and others. One of them, Milton Halsey, led the team of engineers who produced the ST computer in a matter of 6 short months.

WHO WANTS THE AMIGA?

When Transal took up residence in Sunnyvale, he was paid a visit by Amiga Corp. They now had a working prototype of the Lorraine, but needed more capital to bring it to market. When Transal interested in acquiring ST Transal was, but the offer to make wasn't to their liking, so all Amiga went to Commodore.

Commodore, however, was preoccupied by the upheavals which followed Transal's departure, and showed no interest. Reluctantly Amiga returned to Atari to accept Transal's offer, but were reluctant to learn that it was now much less than before. With the ST under development, Transal had no need for another 68000-based computer. Besides, Amiga still owed Atari money, and if they defaulted on the loan, Atari would pick up Amiga's assets anyway. Amiga stubbornly refused to eat its losses, and for the second time left Atari without a word.

At the last minute, on the same day the loan was due, Commodore stepped in and snatched the Amiga from under Transal's nose for \$25 million.

Atari and Commodore exchanged lawsuits—Commodore claiming that ex-Commodore employees who followed Transal to Atari had taken with them trade secrets, and Atari disputing ownership of the Amiga.

The ST debuted exactly a year after the Mac, and was dubbed the "Jerkintosh" by the press. The Amiga came out later in 1985 but the ST had stolen much of its thunder. And like the Macintosh, Amiga sales were initially disappointing.

ATARI STILL VIDEOGAME KING!

The appearance of IBM's PC in 1981 may have solidified the personal computer to corporate America, but it also marked the beginning of levels turmoil. The firm which stood to lose the most because of IBM was Apple, for both companies set their sights on the high end market and the business world. It did not take long for IBM to overtake Apple's lead. By the end of 1985 Big Blue commanded about one-third of the market and had displaced Apple as the industry leader.

The year had begun well for Apple with John Sculley coming from Pepsi to replace Mike Scott, who had left in 1983. The Lisa and the Apple IIe were both introduced that year, and for a while Apple stock soared. Then, just as was happening with videogames, the entire market began to sour. There was a recession on, and people were becoming fed up with the glut of busy games cranked out by greedy companies, and confused by the hyperbole spouted by competing computer brands. The industry needed a cooling-off period, and the consensus waited for the marketplace to settle down, for the options to become a bit clearer.

PROFITS DROPPING

Though Apple did \$893 million in sales for 1985, it also suffered its first quarterly drop in profits, and its stock fell from a high of \$60 to a low of \$17. When the Lisa failed to crack the office market, it became clear that Apple's future rested with the Macintosh, even though Apple II sales remained surprisingly strong. But after a glitzy launch in 1984 and strong early sales, the Mac stalled. Many observers credit the leadership of John Sculley with keeping the company from going under. Finally a power struggle developed between Sculley and the increasingly erratic Jobs. It came to a head in 1985, which was to prove the most difficult year of all in Apple's history. New bills the company in August and sold all his stock. Other key people began to leave the company as well, including Sherry Seesh, the principal designer of the Mac, hired out by Apple for less and 180-hour work weeks. Finally things came to a head between Sculley and Jobs, and Jobs was removed from his position as chairman. Stung to the quick, he resigned. Twelve hundred people were laid off. Morale was very low.

Atari meanwhile had begun to unravel a year earlier than Apple. At the time it was at the peak of its fortunes, with over 18,000 employees worldwide and some 70 buildings in Silicon Valley. Revenue in 1983 was its highest ever—\$2 billion—but just before the year ended, Warner announced its earnings for the last quarter would not be as high as originally predicted, due to a slump in the videogame market. Immediately Warner stock lost a third of its value.

YOU LOST HOW MUCH?

In 1983 Atari suffered staggering losses—\$450 million. It laid off 1700 people and accepted the resignation of Kassar, who was under investigation by the Securities and Exchange Commission for insider trading. Warner replaced him with James Morgan, a VP from Philip Morris, a tobacco company. Morgan continued trimming operations but he couldn't stomach the bleeding quickly enough. Warner's board members had already become the second biggest corporate loser after Chrysler, and it had to get rid of Atari fast. That's when Jack Tramiel arrived in 1984. At last Atari was back in the hands of someone who knew the business.

Tramiel slashed Atari's bloated corporate structure until only a single building remained, and concentrated the company's resources on developing the ST computers. This meant abandoning the videogame market, at which Atari still controlled 70% in 1984. Tramiel shelved the 7800 game system, which had been canceled just two months before he took over the company. Though its CPU was the aging 6502, the machine employed a new graphics chip dubbed Hantz, which was Atari's first departure from the venerable player-missile system. The result was state-of-the-art graphics. Had the 7800 been released as planned in 1984, Atari might have maintained its market lead. If the time is realized that videogames were still a viable product, it was too late.

In 1986 Atari re-introduced the 7800, and brought out the 8000 (XCS) in a new case. In 1987 it released the ME game system, which was the 68002, in a new case, and offered its customers recycled software that was as much as 5 years old. These are not the moves that a company makes when trying to corner a market. They are what a company does when trying to pick up crumbs at someone else's dinner table. However, part of Tramiel's business philosophy is that it's often better not to

be first into a market, because then you can capitalize on the mistakes of others. And in 1980 Atari made a strong move in the videogame market by acquiring the Lynx, a handheld game machine which had been developed by a software company named Epyx. But by then the head of Nintendo and Sega seemed almost insurmountable. Astonishingly, Atari was no longer videogame king. Ironically, its computers continued to suffer from the image of "game machines."

In other words Atari was the sole surviving company, so was Apple, so was Commodore and IBM. If you were free to choose the world which would it be? Or is the one in which you are reading this article more interesting?

A POSTSCRIPT: MORE SCIENCE FICTION

Steve Jobs, after being ousted from Apple, is now heading up a new company called Next, which is producing work stations. One of the first business deals he struck was with one of the IBM.

William Henderson is now working for Commodore. Warner Henderson still owns a sizeable chunk of Atari. Apple and IBM recently announced an "alliance" in a bid to counter declining sales.

ANNOTATED BIBLIOGRAPHY

I. GENERAL

FIRE IN THE VALLEY: THE MAKING OF THE PERSONAL COMPUTER by Paul Freston and Michael Swaine (Oxford/McGraw-Hill, 1984)

This book is a good history of the chaotic early years of the microcomputer industry. Apple, Atari and Commodore are only part of this story. Find out about the other guys, such as IBM, Cray, and MIT.

HACKERS: HEROES OF THE COMPUTER REVOLUTION by Steven Levy (Doubleday, 1984)

Engagingly written, this book brings to life the excellent achievements of the microcomputing industry, and has enough oddball characters in it to populate several *Star Trek* like worlds. You'll read about some of the crony gangsters in the early days of Steve Jobs, the company built by programmer Ken Williams and his wife Barbara (author of all those Ringo Starr adventures). There is an interesting section too where Alan brought out against Sierra for copyright infringements on Pac-Man. This book is a must read.

SILICON VALLEY FEVER: GROWTH OF HIGH TECHNOLOGY CULTURE by Everett M. Rogers and Judith K. Larsen (Basic Books, 1984)

Of the flurry of books about computers which suddenly appeared in 1984, this one is the most dated. It gives a broad picture of life in Silicon Valley, and deals briefly with just about everything - venture capital, espionage, housing, the divorce rate, incest, women in the industry, how a microprocessor is manufactured, etc. It also gives brief sketches of Apple, Hewlett-Packard, Intel, and assorted personalities.

THE SOUL OF A NEW MACHINE by Tracy Kidder (Dutton, 1981)

This book describes the making of a new model of mini-computer by a group of engineers at Data General. Despite its title, the book's focus is on the people rather than the machine. Although it has nothing to do with Atari or personal

computers, it's worth reading for the insight it gives into the continuous personal cost required to produce a computer. Steve Jobs will look like Lenin all over after you read this book (which, incidentally, was a Pulitzer Prize). You'll love the prologue.

2. APPLE COMPUTER

Steve Jobs is, according to Jean Louis Gassner, who eventually replaced him as head of the Macintosh division, "the hardest-core and fragile character out of some novel, that visionary eccentric, ardently, deliriously and fascinatingly creative." No wonder so many books have been written about him and Apple Computer. The ones of this type are:

THE LITTLE KINGDOM: THE PRIVATE STORY OF APPLE COMPUTER by Michael Moritz (William Morrow and Co., 1984)

STEVE JOBS: THE JOURNEY IS THE REWARD by Jeffrey S. Young (Doubt Doubt and Co., 1985)

WEST OF EDEN: THE END OF INNOCENCE AT APPLE COMPUTER by Frank Rose (Holt, 1985)

"The Little Kingdom" focuses on Apple's early years, and has little on the development of the Lisa and the Mac. "West of Eden," the most engagingly written of the big three, picks up where "The Little Kingdom" leaves off. "The Journey" is encyclopedic in its detail, and covers the entire period that Steve Jobs was at Apple.

ACCIDENTAL MILLIONAIRE: THE RISE AND FALL OF STEVE JOBS AT APPLE COMPUTER by Joe Bower (Doubt/Doubt Publishing Co., 1982)

The slightest of the books about Apple, it offers little that is new. Read it only if you want a quick, partial history of Steve Jobs and the Apple story.

ODYSSEY: PEPSI TO APPLE ... A JOURNEY OF ADVENTURE, IDEAS AND THE FUTURE by John Sculley with John Byrne (Doubt/Doubt, 1985)

Who is John Sculley? He's the man who got rid of Steve Jobs, and this book was written to explain that fall. Is he a skilled corporate fixer? Or a decent, hardworking person who saved Apple from itself? In support of the latter, he offers a picture of himself making a poster for a movie watch.

3. ATARI AND COMMODORE

HOME COMPUTER WARS by Michael Tompaz (Computer Publications, 1984)

This book begins with the author talking from a pre-production Atari computer and playing Star Trek on a video screen for three nights in a row. A week later he quit his job, started learning BASIC, and began working on the computer field. Though he subsequently received job offers from both Apple and Atari, he ended up with Commodore. The book is remarkable for its portrayal of Jack Tramiel.

ZAP! THE RISE AND FALL OF ATARI by Stuart Cohen (Dutton, 1984)

This book reads like a hurried attempt to catch up on Atari's misadventures. A major shortcoming is that it concentrates almost exclusively on Atari as videogame manufacturer and scarcely mentions its computers. The author tries to lend a sense of immediacy to his story by occasionally slipping into the present tense. In better hands the technique can work. Of all the books listed here, this is unfortunately the worst.

Ed Hall is one of our more far-flung readers living in Vancouver in the South West Division in Canada where there seems to be a thriving little Atari community. Well, you know of at least one other member. Get out an atlas and check out where Vancouver is - you'll find it just north of Greek Shore Lake just a couple of hundred miles from the Arctic Circle!

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2	NOTHING	I CAN COPE LAVE!
3	EXT TYRE	YOU DRINK NIBBL!
4	FLUCTUATE EXT	MOUNTAIN SPIES!
5	EXT TYRE, OIL CAN	WATER WAY IS GO!
6	ICE BRAIN, FAT TYRE	ICE AND EASY!
7	ICE BRAIN, FAT TYRE, FLUCTUATE EXT	A BILLY BOON!
8	ICE BRAIN, FAT TYRE	TINKS LEVEL!
9	ICE BRAIN, FAT TYRE, FLUCTUATE EXT, OIL CAN	A BIK DANGER!

For levels 10 to 18 use the same articles and you can't go wrong. When starting at a brick ramp, go up in the fastest speed. When coming down speed up.

When starting at a hill, go up in the fastest speed then slow down to half speed, just under the letters 'E' at the bottom.



So time has slipped away once again. Christmas is looming on us once more, sleep are showing the "3 was spirit" down our throats (is there is no tomorrow and there are 20 million worried families nervously hatching no age plans before it is too late).

More importantly the nights are drawing in and the holidays are fading (astonishingly quickly) towards us, which means that there are many hours of games for night gaming ahead of us.

What better early Christmas present from your friend and mine (what modesty!) than a bumper (and I mean a very bumper!) collection of your side sips and dinks that should take you over until the new year when we meet again.

This issue has tips for *Mountain Bike Simulator*, *Lode Runner* and *Shogun Adventure*. All your amateur cartographers have been busy, resulting in lots of different maps for all the best games. This month's map is from the adventurous *Lepus Philosopherum*. Get those rewards and services too.

LODE RUNNER

has become much easier now that Jason Kendall at Peterborough has given you this comprehensive list of control features. To use these you must hold down the CONTROL key and then press the appropriate key.

CONTROL +	EFFECT
F	Increases lives (max. 255)
A	Kill mine
U	Up 1 level
R	Find go
=	Slower
=	Faster
0	Toggle digging direction
K	Keyboard controls (L-Up: M-Down: J-Left: N-Right)
J	Joystick mode

Also from Jan are a couple of tips for some classic adventure games. **RETURN TO EDEN** from the SILICON DREAMS group is the first for the Commodore treatment. If you can't get out of the Leviathan in the river then offer it fish. Long as you plant the black mignon next with stone and enter the house plant to find the fungus.

In **MYSTERY FUN HOUSE** from Scott Adams (what ever happened to the master?) if you know things like a fire and no fire (advertising) if you want to know what to do in the house then read on. Move OUT OF CONTROL sign from future being machine to ghosting gallery (return through maze to room with statue pages, fix it new safe to pass through. Steady in a hidden room with some plans which, when taken proud and the admittance.

Sorry that had bit wasn't backwards for I can't type it all in strokeback.

QUICK E'S ... QUICK E'S ... QUICK E'S

Leigh-on-Sea is a very busy place and Matthew Graham needs a quibble for **CAPT. STICKY'S GOLD**. If you press 1 to 5 and then start the game then you are taken to the appropriate level.

REAL SPORTS TENNIS shouldn't be a problem any more as Robert Moseley (sorry lost your address drop Page 6 a line and you'll get your badge) says that when playing the computer at singles, once ball has been played to the net and play a short rally, the computer will then try to hit you. So back and smash the ball away from the computer and you will then win 5-0 6-0.

At the high jump in **TRACK AND FIELD** when the bar is set to 2.40m you can go underneath it.

SPINDOZZY is broken in time if you type PAZ on the high score table. You've got Katrina Gattell of Newport Queens to thank for the last bit.

A nicely complementing couple of tips from Andy Sherman of Barbury Dean. First up are a few hints for **KICK OFF**. When you have the centre keep chopping the ball down the pitch. While you are doing that the opposition will not move. When you get to the goal, chip the ball into the net and press fire and you are given a goal. (Make sure you chip the ball from the centre.)

If the ball gets too fast for you in **ARKANOID** then get someone to put something heavy on the space bar and the ball should then slow down!

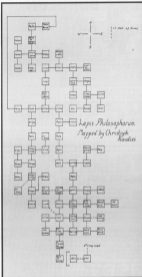
Lapis Philosophorum

All the way from Germany comes the complete solution to LAPIS PHILOSOPHORUM, kindly donated by Christoph Haudeck of Bochum's Trick.

As to the way, FREE GUN + BRIF NUG

U, NEPO TSEHE, EKAT KOOSHETEL, WROD, DAER KOOR, PORD KOOR, TUD, N, W, N, EMEL REDDAL, TAD, E, E, S, S, S, S, E, HETAG ESDOM, W, N, N, E, PU, TOARITA TAD, W, W, N, N, N, N, EYD REDDAL, TUD, S, S, W, S, NLP ETAL, TUD, W, S, EYD TAC, N, E, E, TUD LEYCHS-EPHIL, N, N, EZ-TOPHIN BOPAKU, N, DAER NODS (TON YRASSICEN), N, W, N, TAC DARP, N, OD RETAV, E, N, EKAT KOTTS, W, N, W, W, ENMAGE BACE, PORD DAER EPK, EKAT TRIP HYD LEYOH, E, E, S, S, S, S, E, E, S, S, S, W, S, S, ENMAGE HYMERICAL, N, N, S, S, W, N, N, N, W, N, N, N, N, W, EKAT BGAALOF, W, S, E, EKAT SOWT, N, N, W, PORD SOWT BGAALOF, S, EKAT KOTTS, W, EKAM BRP, N, W, S, DAER HOSITON YRASSICEN, NEPO ETAG, S, S, ENMAGE BACAG, EKAT TERN LATER, W, W, KEPPW PU ROOD, W, S, PORD LEYOH, EKAT GAN, HOLF TSEH, LATER, N, E, N, N, E, E, S, S, S, W, WROD, ESH BOPHM, PU, E, N, N, N, N, W, W, W, S, S, W, N, NEPO HSAC KOB, (TERCED REDDUM, NEPO HSAC KOB, PORD BOPHM GAN, EKAT BEPPELITUD, DAER BEPAP, S, E, N, PROD YER, N, S, E, S, S, S, W, LLOH BNOTS, SEUS, PU, EKAT BEPOLF, WROD, N, N, S, E, EKAT BEHTAP, W, N, N, N, E, S, S, S, S, S, S, S, W, PORD BEWOLFELTTON BEPAP, TUD, S, YUS EXAPMAL, E, N, YUS EPYD, PORD YEMOM, TUD, N, N, W, N, N, N, W, N, N, N, N, LLEP BERT, PORD EKA, EKAT BERT, W, N, OLEH TPAP, PETS NO TPAP, ELDSP RWL, EYAL TPAP, E, S, SEY, NOTPOLDS, S, KOD, N, TSEHC, EKAT BEEMHALLER, E, E, S, EKAT YROOLAR, N, W, S, PORD LEMMET, W, EKAT EPK, E, N, N, ELICT BODARD, EKAT BROMAD, W, EYD DROMAD, N, W, PETS NO TPAP, W, W, S, S, EXAL, TPAP, S, S, S, S, S, E, S, S, PORD KOTSPMAL, E, E, EKAT TOP, W, W, S, S, S, EKAT RETAV, N, N, N, EKAT RETAV, N, N, N, EKAT BEWOLFELTTON, EKAM BRP, TUD, N, N, E, N, E.

— THE END —



E'S QUICK E'S ... QUICK E'S ... QUICK

Three nice and easy tips from Pascal Choudry of Belgium have below and find up is GALAXIAN. For infinite lives start the game when your missile is ready and press SELECT quickly. Although the game prompts "game over" you can still play.

Next up is an easy way for Spectrum to get 4 or 5 gems quickly in QUESTIONS II. Go to the elevator and enter the shaft and type in "XXXXXXXX TOCS, WCHER". Repeat this procedure until there are no more gems left.

Finally is a "got you home" method of navigation for TOMAHAWK. If your navigation aids fail don't panic, just land and take the helicopter up to 10 feet and bring your speed to around 10-15 knots and you should find a helipad, then land in the normal procedure.

Press the space bar during STAR RAIDERS and a sign saying "What's Wrong?" comes up. Thank Robert Jenker of Wellington.

This issue's last Quick E comes from Janice Phoenix or more precisely her 8 year old son Christopher of Brynmor, Glam (a few more points and 10 lives to reach the ship). Once you have typed in the numbers, from issue 31 to access the cheat mode in MINER 2049 'or, find a safe place on the 1st screen and press ESCAPE twice enter to pause the game and once to unpaue, then press shift and the level number required, 1 to 10 (8). Well done Chris!

ST FREAKS!

From the same stable as the last issue's ST items tips comes a couple more.

SYNTAX TERROR When the door tells you what it is out of, the beginning type in GDSCHTIBNDKDM and you should see a hidden screen of the codes as you're given each code's below.

SKID ROW Face opposite the door with ACT3 and then go into it the hidden screen number 1 (SEE ANTI AMBA SONG) and then face the door with TR71 on it and then turn right and go forwards one bypass and then turn right and you should see a door at the end of a corridor, this is the second hidden screen.



DUNGEON ADVENTURE

From Stephen Scahmeron comes the next eighth in a fantastic line of incredible tips for Level 8's **DUNGEON ADVENTURE**. Disappointing about 1 hour you cry and get out with 87 (high love) gold.

1. When you enter you should take the small and go into the parking area and take the characters to meet the man. Go to the machine and push the button to make a copy of yourself and then eat the coin and then take it.
2. Go to the East/West road you should go and get the purple seed put the following things:
 - i) Drop it in the clearing to scare the ghosts away, do this three times in the line.
 - ii) Examine the pot on the stopping stone to the island so that you can get past the stone.
 - iii) Drop the pot outside the tent's tent so that it flies away and you can get the jade ring.
3. Once on the island take the stone mirror and go on the East/West road to where you normally get hit by the deep split and it will bounce off the mirror then take what the thief has left.
4. Once you have six possessions go back to the island to the rear side and there there six possessions. The first three are not yours till you get under it. When you get under it there a small amount will appear and after you can take it to return for its life.
5. Go up the string ball and wait at the top. When the people there appear, play the game and they use your dice, therefore you win.
6. At the fire junction light the cloth wood so that you have light for the cavern.
7. In the room with eight exits you must do the following:
 - i) Get the weapons from the first dead real man in the North/West.
 - ii) Go into the second dead real man and get what is there.
 - iii) Go to the West and get all that you find in these rooms.

Remember to search the corpse.

8) In East room try to murder.

The last two can be done together also.
8. You can use the coin as a large store room for when you run out of coins in your area.
9. In the cavern room use the corpse as food for the piggy.
10. To go up the chimney you must wear the gold crown from the cupboard.
11. Use the poison to scare away the rat at the junction.
12. Use the nails and the hammer to close the coffin in the tent on the air's room.
13. Use the wooden pot in the well to get some stone to stop up the pit so you can get the stone.
14. Use the hammer to open the doors to the first above the sea's level.
15. The password that the guard is looking for is "FAMOUSNESS".
16. The collars that are around you for the bridge system. The only one that is really important is the little one because it can be used to transport to any of the other passwords. Little will also get you into the three rooms.
17. When the fox takes you to his nest square the catapult to get the rope to escape. Keep the catapult in it to be valuable.
18. The dead is important as the birds you to the sea that is very valuable.
19. Use the bats to scare away the advancing air army when it arrives.
20. When you see out of the nest you can find a trap that can be triggered in the mirror behind and used instead of the wood.
21. If the wood starts to go out get back to the junction and re-light it.
22. On the table bridge near the stone you can get the mushrooms to make a deadly bridge.
23. The golden gun near the ghostly area can be broken using the hammer, removing the ghostly area.
24. In the U shaped passage push the three rocks away to reveal an entrance. Once to push the boulder to break the stone. Then go further to and take the sword.
25. Use the sword to kill the dragon above the stone with six coins.
26. The first that passes your area will not be there if you get rid of the dragon. (This is in the air control room)

BEATING BOUNTY BOB

BOUNTY BOB STRIKES BACK has a nice map feature in it that has been exploited to the max by A. B. Card of Memphis. You can miss out those tedious levels that get in the way of reaching those elusive final levels. To get to those levels read the guide below and then get busy.

- Level 8 Immediately after picking up the map. Hold down 1 and START together to warp to level 8.
- Level 9 Pick up the map. Hold down 8 and START together to warp to level 8.
- Level 10 Pick up the map. Hold down 5 and START together to warp to level 10.
- Level 11 Pick up the map. Hold down 4 and START together to warp to level 11.
- Level 12 Point across 1 & 2 to the left. Pick up the pink disk. Hold down 7 and START together to warp to level 12.
- Level 13 Destroy all monsters. Pick up the pink roller. Hold down 3 and START together to warp to level 13.

On completion of level 20 you can select any level you wish by using the special ride-on the options board.

HELP!!!

The wanted section this issue kicks off by Peter Panagiotou looking for help with **INFILTRATOR** because he doesn't know where to find it. He also needs help with **THE FAT OFF** but if you look to one of the previous editions of the Tipster you will find the complete solution to it.

Besides that we have some really good help for all of the following adventures: **SPIDERMAN CIRCUS**, **RETURN TO EDEN** and **TIME MACHINE**. Part of the answer to **SPIDERMAN** can be found elsewhere in this issue if it's made it to the final copy!

Next issue we will be having a full solution of **THE GOODNIE**, comprehensive help with the bonus game **STAR TREK**, an issue 51's issue disk and much more besides.

The Staffbot Controller too that's not you Harvey, your time will come! Although don't stop writing the hints and tips, they're built! It hasn't replied to my last communication so the Mayday message goes out again. If it reaches Fourmearth then please respond as you said you had lots of nice maps (remember the 16 bit ones!).

Well that has just about wrapped it up for another time, my power packs in almost on melt down, the stereo is starting to keep up with the DJ and J.M. Jamz and besides my eyes are now a rather nasty shade shape. I must now bid thee "fare thee well" and I hope to see you the next time, same time, same channel.

So its goodbye from here, goodbye from Dem, and to go from me your favourite poly metric ally T1000 terminator.

Send your bits 'n' bobs and maps 'n' things to:

**THE TIPSTER
NEW STAFF LINK
P.O. BOX 84
STAFFORD
ST16 1DR**



This isn't a correction to a tip that appeared in issue 81 (most have been sleeping, eating, drinking or generally doing stuff that any normal man of the mill could do) done in the little red square (pointed to this last issue!). The tip concerned **DESMOND ADRIAN**, what you must do is please help if you can not of money.

Remember I'll be back!!!





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GO TO WAR



CARRIER FORCE

Congratulations to Gary Drighly for designing the Strategic Simulations such an exciting, rewarding and stimulating game.

There is a game that has everything the advanced wargamer could wish for - good, well-printed instructions, simple graphics and a map on which one can photograph positions as the game progresses.

Aid to the above, historical accuracy of the battles depicted and the choice of playing not only a carrier to surface scenario but also sending out bombing missions, fighter to fighter action and ship to base tactics and you have all the ingredients of a first class game!

The sixteen pages which make up the instruction manual are clearly printed and are well laid out - the player should have no difficulty in referring to the instructions and quickly finding the information required.

The choice of game this package gives you is quite exciting. Firstly you have the choice of four scenarios: Coral Sea, Midway, Eastern Solomons and finally Santa Cruz. At the start of each game the computer will position ships according to their historical locations, prior to the last changes. You can if you wish, choose to make this your game at this point, except for the scenario depicting the Coral Sea.

Next comes the sequence of play, in which you adjust your

fleet requirements and decide your battle tactics. Each game turn represents one hour - at the commencement of each turn the clock, calendar and weather are adjusted to reflect the passage of time and the changing battle conditions. Daylight hours are 0600 to 1800 hours inclusive. You may abort your task force if you wish and scruble crippled ships using the Task Force adjustment phase of the game. Transferring ships from one base to another is also permitted.

The map display is excellent in this game, not only showing clearly the positions of the islands but also showing fleet positions (Americans in blue, Japanese in orange). Task Force movement screens at the end of each game turn and loss of points can occur under certain conditions, for example, changing headings, landing and take-off of aircraft from carriers and if your heading course is different from the wind direction!

Searching air missions may be facilitated from land bases as well as carriers. Bomber missions may also be launched for the purpose of searching for enemy bases, they have an endurance of sixteen turns.

The type of mission that may be flown by combat aircraft is determined by the type of aircraft and by the type of ordinance carried by the aircraft. The types of missions are listed in the manual under four method headings: F for fighter patrols, AS for anti-ship patrols, HE for high explosive and M for jet stream (that is aerial refueling from carrier). To launch AS or HE missions aircraft must have been loaded at a previous turn.

There are operational limits imposed on both carriers and land bases, the player can control a table in the manual expressing these limits. The carrier limits are flexible according to wind direction but land base limits are fixed. Air missions may consist of available weapons or loaded aircraft. It is permitted to form a new mission from a carrier base and transfer it from another carrier base within the same base position. Destroyers on air missions loaded with anti-ship ordinance cannot be mixed with missions carrying high explosives.

As Mission Status Display lists the data giving location, number, time in the air, quantity of each type of aircraft, ordinance and air time for each type of aircraft. For bomber missions ordinance can be processed before moving the mission.

After solving the status display the map will appear on the screen with the cursor indicating the location of the air mission. Player options will appear at the bottom of the screen, three instead of two options. (1) to 80 are directional (move north etc.), option (2) is for heading, (3) matches current base, (4) identifies Task Force numbers and (5) matches current base using only one movement point. The various tables in the instruction manual include the points allocated to the aircraft and ships used throughout the game.

The Combat Resolution section of the manual includes the various combat options available to the player, from air to air combat through air to surface combat, bomber accuracy,

WAR!

boarding bases, surface combat, submarine combat, coastal bombardment, unloading transports, capturing Mickey to handle Reports. This is the first mention of submarines and gives an added dimension to the battle!

The General Operations section gives you the endurance capabilities of the aircraft used in the game, the Ship Damage points system, Damage Effects percentages and How Damaged and the effects of weather on the battle area. Included also are New Combats Lessons, Scenario Duration, Aircraft Class Ratings, Air Base Restrictions, Radar and Pilot Ability Ratings.

New comes the Scoring Section, Victory Conditions, Strategy Notes and finally Scenario Data which consists of tables that relate to all the ships and their locations used in the four Battles in the Pacific, Coral Sea, Midway, Eastern Solomons, and Santa Cruz.

This is indeed a game to study and enjoy. I am sure reviews of this period will find very little to criticize in this game especially with regard to its historical accuracy; experienced players will no doubt have great difficulty in pressing the "Save the Game" button - it gets just too absorbing to leave!

WARSHIP

It says on the box that this is a game for the Advanced Player but, with the option to design your own scenarios and choose your own battles I certainly think this game can be played and enjoyed by less experienced players. Having said that, the potential player should not be lulled into the idea that this is a simple game to play - a glance at the 21 pages of instructions, neatly divided into 16 sections plus what amounts almost to a Jane's Directory of warships of the period - will soon dispel any illusions!

An hour or more studying the instruction manual is an essential start to this game. The instructions are clear and succinct and take you from section 1 - the basic step for starting the game to section 16 - which tells you how to modify your ship's data to create your own design of ships. Not only can you design and create your own fleet but, you can build your own scenario or, if you wish, choose one of the scenarios generated by the software - these consist of four great battles which were fought in 1942/3 at Guadalcanal, Empire Augusta Bay and San Bernardino.

Building your own tactics theories 15-16 is easy to do and with 14 different design options to use it gives plenty of scope for the imagination. The ships can be saved to a scenario disk for future battles or, of course, can partly played games!

The player has a vast choice of ships both Allied US ships



conducted by Norman Davies

and Japanese DT ships) plus of course, making up your own fleet. Having chosen your fleet, designed your scenario or chosen one from the software and given your fleet its orders, a flip of the disk takes you to the game side of the game. How I must admit I was disappointed - the graphics are indeed basic and the sound effects are more annoying than effective but then this is a game for the "thinking" player so the above criticisms are but minor irritations and certainly do not detract from the quality of the game which is excellent.

As this is a game involving not only a time scale but also movement and speed, let the player be warned - ships can collide with varying speeds and a collision to large fleet to command the player needs to have his wits about him!

The multiple facets of this game, its potential for a realistic tactical warlike game, its built in danger from the creep to the scenario involvement (you can run aground!) means this is a game that requires a whole lot of playing. I'm sure the player will stop only with reluctance and will return with enthusiastic anticipation.

WARSHIP and CARRIER FORCE, along with several other software titles are available from Miles Better Software who kindly supplied the review copies.

CARRIER FORCE £16.95

WARSHIP £19.95

Both by SSI

Available from Miles Better Software

MORE APX

reviewed by Paul Rixon

Last issue we discussed the background of the Atari Program Exchange and examined a few of the best entertainment titles they released during the early 1980s. This time we explore the more "serious" category of user-oriented software.

FAMILY CASH FLOW is characteristic of much APX software in that it was originally conceived, written and tested for the exclusive use and enjoyment of its author. The program helps to keep track of personal finances by enabling storage of monthly income and expenses as details. It's fully menu-driven and the options enable you to input information, list an overview of your financial situation and send an annual report to the printer. The transactions are divided into thirteen categories such as food, taxes and leisure. You can keep a general cash total for each section or enter dates and descriptions for items grouped within the main heading. In common with many APX programs, Family Cash Flow is written in Basic - this isn't as much of a drawback as you may think, since it means you can modify the code to meet your exact requirements.

UTILITIES

Programmers should find **BLIS** a welcome assistant. It is an acronym for Basic LINES and its purpose is to print program listings in a format that's more understandable than usual. It achieves this by indenting logical units such as For...Next loops and If...Then statements, splitting multiple statement lines into separate rows and highlighting remarks to bold type. It also converts non-printable control characters into readable representations, adds page headers and titles and automatically numbers the pages. Although designed for the ancient Atari 805 printer, this worked successfully with my Panasonic and should therefore also agree with other Epson compatibles.

There are four programs contained within **THE BASIC UTILITY DISK**. Master compresses basic code into a small amount of memory by eliminating K&M's, converting constants into variables and packing together short lines into longer ones. All you do is specify the input/output filenames and estimate the number of variables in the source file. The converter is extremely long-winded but it works! XREF analyses basic code on disk and displays the number of variables used, their names and the line numbers in which they occur - this could be helpful when debugging complex programs. Variable Changer allows you to modify a program's internal coded table to improve the readability of listings or conversely to prevent them from unauthorised loading. Lastly, the Ultimate Remamber utility claims to add an extra command to Basic - a facility to modify line numbers between any two points in a program. Unfortunately, it appears this isn't compatible with the XL/XE so unless you own a very old machine, you're

unlikely to be impressed! We assure that a few programs in the APX share this problem, which may or may not be overcome with a few 'N' translations.

EDUCATION

The APX released a number of educational products for young children. **TIPO ATTACK** is one such program that proved so popular it was later adopted by Atari for inclusion in their full-priced range. Tipo attack presents the user with a screen comprising eight boxes which must be defended from a team of ten of animated 'tipo' invaders. Although it's rather like an arcade game, the educational value is derived from the fact that to destroy the invaders you must type in a character appearing beneath the appropriate box. As you become more proficient the invaders speed up and the characters change more frequently, eventually forcing you to rely on your touch-typing skills instead of searching for the corresponding keys.

Aimed at children aged three to eight years, **COUNTER** is an introduction to numbers in four languages. First of all the program displays differing numbers of disks (balls are, of course, five-legged creatures from Atlantis!) on the screen and gives a visual and aural reminder of the correct value. Once introduced to the basics, it's time for the player to have a go. A series of objects - such as cherries or sailing boats - are displayed, one at a time. When they've all appeared, the player is requested to count the objects and enter the number - success is rewarded by a short melody. There are six skill levels corresponding to the time limits imposed, and a choice of English, Spanish, German or French prompts.

Ending on a musical note, **INSONSIA** provides an easy method of generating complex sounds for basic games and applications. Instead of having to experiment with numerous loops and delays, you can model sounds by plotting points in three screen windows - for volume, frequency and duration. Almost everything is joystick for position controlled and there are options to isolate individual voices, change the clock frequency for special effects and save work to-disk for future revisits. Planned sounds may easily be integrated with other basic programs, by incorporating the short code supplied which sets up a machine code routine to play them during the vertical blank intervals. Whether or not you understand how it works, with a few FORKs it's simple to create some impressive output!

LUCKY DIP

To conclude, the APX is best regarded as a lucky dip of computer software. It's not all great stuff, but there are certainly some useful programs and intriguing ideas just waiting to be discovered.

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FAMILY CASH FLOW - one of the few home accounts programs available for the Atari

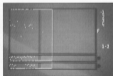


Atari **ATTACK** - originally from APX

Right **SHYLOCK** - a simple way to add music and sound effects to your programs

APX

The Atari Program eXchange



HOW TO OBTAIN APX SOFTWARE

The APX software featured above was supplied by Grain International, 11 Shillito Road, Parkstone, Poole, Dorset BH12 2BN. The exact composition of cassette and disk collections is subject to change and full details of current availability and prices should be sought from Grain.

Ann O'Driscoll
discusses several
ways to interact
with your Atari

KEYBOARD INPUT

Your Atari has several different ways to deal with user input from the keyboard from the most commonly known commands, GET and INPUT to checking specific memory locations, which change when keys are pressed. These include the special console keys START, SELECT, OPTION and HELP as well as the main keyboard. Small details of the various keyboard control methods are given in the attached listing which is divided up into sections to fit in with the topics covered in the article.

TESTING FOR KEYPRESSES WITH PEEK

Memory location 704 holds a number corresponding to the last, i.e., most recent key pressed on the keyboard. Therefore, you can PEEK location 704 and go off on different routines depending on the value found there. The command usually takes the form IF PEEK(704)=N THEN ...do something where "N" is a specific number. Examples of values found in 704, along with their associated keys, are given in Table 1.

Location 704 will hold its "last key pressed" value until you push another key. You can clear the memory location with a PEEK 704,255. This is usually done before the PEEK is used to get rid of any old values.

Memory location 50775 also detects keypresses. This holds a 255 if no key is pressed, 251 if a key is being held down and 243 or 247 if shift is pressed too. The value in 50775 goes back to 255 as soon as you stop pushing, so this location might be used in a routine which needed continuous keypresses.

SECTION 1 of the listing (LINES 100-500) moves an asterisk across a GRAPHICS 0 screen when a key is held down. The

opening lines give the instructions, disable the cursor (PUSH 702,0) and set the initial column and row co-ordinates for the star (C and R respectively). LINES 130-200 clear location 704 and then branch the program when a key is pressed. LINE 180 updates the column and row positions when a key is down (detected using location 50775) and loops back to LINE 140 to print the asterisk at the new co-ordinates. You see stars a play again option when the star hits the end of row 10. LINE 180 passes the program until "Y" or "N" are pressed. Pressing "Y" repeats the stars (LINE 190); otherwise the program continues to the next section.

USING CONSOLE KEYS

Memory location 50270 holds different values when the START, SELECT or OPTION console keys are held down. Because of this it can be used in the same way as locations 704 and 50775 outlined above, i.e. IF PEEK(50270)=X THEN ...do something. The values associated with the various keys are shown in Table 2. You will see that you can hold down more than one key at a time and also that a value of 7 means that nothing is being pressed. The number in the memory location events to its default value of 7 when you stop pressing a key.

We read the "HELP" console key using memory location 732. While this location normally holds the number 0, PEEK(732) returns a value of 17 when HELP is pressed. Unlike the other console keys, location 732 does not go back to its default value when you stop pressing.

SECTION 2 of the listing makes a mock GRAPHICS 2 on a screen. First the screen is set up and then LINE 230 branches the program until START, SELECT, OPTION or HELP are pressed. The program does different things depending on the various PEEKs and then goes back to LINE 230 to wait for another keypress. While in a real program pressing HELP might send you off on a detailed sub-routine, here the "instructions" just consist of a message in the text window. It is very often it's important to read the help location first (PUSH 732,0) to avoid the routine being repeated on every round of the loop. SELECT and OPTION are used to change difficulty levels (variable L) and player numbers (variable P). LINE 260 (together with the routines at 281-3) and LINE 280 take care of the screen printing for these. LINE 240 sends the program on to the next section (LINE 300) when START is pressed.

THE GET COMMAND

To use the command you must first open a BASIC channel for input from the keyboard. This takes the form OPEN #1, 4, 0, "K" where "K" is a channel number. The command GET

TABLE 1

VALUES IN LOCATION 704 WHEN PARTICULAR KEYS ARE PRESSED

KEYPRESS	PEEK(704)	KEYPRESS	PEEK(704)
Y	42	1	20
N	20	2	30
- (up)	14	3	26
= (down)	10	4	28
. (left)	6	5	28
* (right)	7	6	27
space	22	7	31
return	12	8	32
Atari	25	9	48
		0	50

```

00 1 000 *****
01 1 000 * KEYBOARD INPUT ROUTINES *
02 1 000 *          key          *
03 4 000 *          key          *
04 0 000 *          key          *
05 0 000 *          key          *
06 0 000 *          key          *
07 0 000 *          key          *
08 0 000 *          key          *
09 0 000 *          key          *
10 0 000 *          key          *
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97 0 000 *          key          *
98 0 000 *          key          *
99 0 000 *          key          *
100 0 000 *          key          *

```

```

00 1 000 *****
01 1 000 * KEYBOARD INPUT ROUTINES *
02 1 000 *          key          *
03 4 000 *          key          *
04 0 000 *          key          *
05 0 000 *          key          *
06 0 000 *          key          *
07 0 000 *          key          *
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97 0 000 *          key          *
98 0 000 *          key          *
99 0 000 *          key          *
100 0 000 *          key          *

```

ASCII then tells the computer to retrieve one byte of information (called E) from this character.

The value for E will be the ASCII number of the character printed. You can convert this to an actual letter or number by using the function CHR\$. For example, if you press 'K' then PRINT K will return 'K' while PRINT CHR\$(K) will return 'K'.

When you use the GET statement, the computer will wait for a keypress before continuing. As the keyboard handler (K) gets its information from memory location 764 (see above), you should clear this location with a POKE (764,0) before GET is used. Just like the PRINT commands, you can ensure that keys pressed are within a desired range (e.g. capital letters only; numbers only) by using IF...THEN statements.

SECTION 3 uses GET to move a "gas" along the rest of the screen and make it float at a row of asterisks. The opening lines turn off the cursor, clear location 764, give the instructions and set initial values for the row (R) and column (C) co-ordinates of the gas and the number of shots (S) used. Channel 1 is opened for keyboard input - the CLOSE statement is put in first to ease the channel was already open. LINE 100 waits the program until left, right or space are

TABLE 2

VALUES IN LOCATION 53279 WHEN CONSOLE KEYS ARE PRESSED

KEY PRESSED	PEEK(53279)
START	0
SELECT	1
START-SELECT	4
OPTION	2
START-OPTION	3
OPTION-SELECT	1
OPTION-START-SELECT	0
No key pressed	7

continued on page 33

FONTVIEW

A useful utility by John Young to help select fonts for your programs

If you are a programmer it is quite likely that you have collected together a number of retinalised fonts that you may wish to use in future programs. These fonts will have descriptive filenames but the chances of you remembering exactly what they look like are pretty slim. Most likely, you'll do what most of us do, just pick a font and use it, hoping that it will look alright.

With this problem in mind I set down and wrote FONTVIEW, a short utility that will enable you to compare various fonts on screen to help choose the most suitable for your application. The program is simple to use, just type it in, save it and run it. Of course you will need some fonts to display and these should be collected together on one disk with the extension .FNT added to each font. The program only works with standard retinalised fonts of the sort that take up 8 sectors on a disk and you can find plenty of these in the public domain and on old PAGE 0 issue disks.

Once run the program will go through a disk and read in up to six fonts at a time and display these on one screen in Graphics II. It is then quite easy to compare different fonts. There is no facility to select individual fonts to display, although this could be added to the program quite easily.

FONTVIEW is a basic utility that I have found saves a great deal of time and ensures that my programs use a suitable font. I hope that you find it as useful as I have.



```

00 10 000 *****
00 20 000 *
00 30 000 *
00 40 000 *
00 50 000 *
00 60 000 *
00 70 000 *
00 80 000 *
00 90 000 *
01 00 000 Font I's was selected, 2540
01 10 000 Name, but I'm gonna be there and
01 20 000 you'll like sight!
02 00 000
03 00 000 *****
04 00 000
05 00 000
06 100 000 DEM CONTROL,PROPERTY,PRG1000
06 200 000 DEM,PROP,PROP1000004
07 100 00000 *****
08 100 00000 1000
09 100 00000 1000
10 100 0000
11 100 00 0000,00***** FROM 0000 000
12 170 000 00000, 0000-00-00000,100 000
13
14 100 0000 01,000
15 170 000 000
16 000 0000 01
17 000 0000 01
18 000 0000
19 100 000 000 10 00-1
20 200 000 100 10 0100 00000000,00000
21 ***** FROM 0000 000
22 000 0000 0
23 100 000 010-00000000,00000-10
24 100 000 010-0100 0000
25 170 000 000000,0,0,000 ***** FROM
26
27 000 0000 01,0,0,00
28 170 0,000-0000000,1,1,0,00000000,100
29
30 000 0000 01
31 100 00,000,0100 000 000 000-0,000 0
32 000 000-0000 0000 0000
33 100 0000 01
34 100 0000 0000
35 100 0000 0000
36 000 0000 000
37 000 000 *****
38 000 0000
39 1000 010 010000 000000 0000
40 1000 010 010 00 000000 010,000,0100
0000 0000 1
41 1000 010 0000000001,0001 010000 00,01
1-000001
42 1000 0000 010,1,0,0000 010,00
43 1000 010000
44 1000 0000 00,000,00,100,0,00,0,1,00,
101,00,010,010,0,010,000,0,00,000,00,1
00,000,0,00,100
45 1000 0000 0,00,000,0,100,0,00,0,010,0
,00,000,000,00
46 1000 0000
47 1000 000 *****
48 1000 0000
49 1000 000 *****
50 1000 000 *****
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100 1000 000 *****

```


KEYBOARD INPUT

continued

printed. Pressing space LINE 040 calls up the 'showing' routine at LINE 040-045. Pressing the arrow moves the gun's column position LINE 040. Now get a play again prompt after 3 shots. LINE 040 ends the program until 'Y' or 'N' is pressed. An usual 'Y' repeats the program and 'N' brings you to the next section.

THE INPUT COMMAND

INPUT is different to the GET and READ keyboard commands because you have to press RETURN to get the key(s) registered or accepted. String inputs have to be differentiated first and take the form INPUT #N where #N is the name of your string. Numeric inputs take the form INPUT #NUMBER. You can also enter more than one item using a single input command in a INPUT #N, #N, #N and you can mix strings and numbers. E.g. INPUT #N, #N, #N. In the former case you can press RETURN or return after each entry. You must, however, press RETURN after string entries because the computer looks on a return as part of the string.

Normally the input prompt shows up as a question mark on the screen. You can get rid of this by using #N, via INPUT #N, #N, or by opening the screen editor to input format, via OPEN #N, #N, #N. INPUT #N (where #NUMBER is omitted) SECTION 4 of the listing draws a line on a GRAPHICS 3 screen when you input the length and the value. The TRAP statement returns the program to LINE 400 if you don't input numbers; the IF ... THEN statement ensures that the numbers are within the right range. While you can press return or RETURN after the first entry, wrong numbers don't get printed up until you hit RETURN. This doesn't matter much here, but it might be important if you had a long list of inputs on one instruction entry would mean you have to repeat the list three or four times. LINE 440 does the 'go again' routine. As usual, only Y or N are accepted but this time you must press RETURN after the key too. Because input string #N is measured in LINE 450 has a length of 1, additional characters typed in will be lost. For instance, inputting "XXXX" would be acceptable as "X" because only the first character is wanted.

While the INPUT command accepts leading spaces as part of a string, it ignores spaces entered at the end or inputs consisting of spaces only. For instance, if you input "dog" length 3 it is taken to be "dog" length 3. You can get over this problem by building up your string character by character with the GET command. SECTION 5 shows how this works. LINE 500 sets up a 5 character string called #N. The next lines get a key and put its letter equivalent into the string. We don't have to open a keyboard channel this time because channel 1 was already opened in SECTION 5. Pressing return (0x10B) puts you out of the loop, otherwise it covers 5 rounds (i.e. the length of the string). LINE 520 ensures that only certain characters are acceptable and each keypress is checked before its allowed into the string.

FINALLY

That about covers the Atari's keyboard input options. The game a key routine at the end of the program is included to show how you can make messages 'flash' on the screen in this or other useful keyboard input routines. FORE 750.0 makes any numeric characters printed on the screen come up in normal. FORE 750.5 (the value three ordinarily) turns them back to inverse again. LINES 850-860 wrap them over to the other truth a short delay until you press a key. LINE 870 puts everything back to normal and ends the program.

```

00 1077 REM
01 1078 REM *****
02 1079 REM
03 1080 GRAPHICS 0
04 1081 POKE 200,0
05 1082 REM*****17040
06 1083 POKE 750,FORE750
07 1084 GET:POKE 1000,ASC(CHAR)
08 1085 CL:POKE 2000,ASC(CHAR)*10
09 1086 POKE 2010,100
10 1087 FOR N=0 TO 24 STEP 4:POKE 2010,N
11 1088 NEXT N
12 1089 POKE 750,1
13 1090 FOR N=0 TO 5
14 1091 POSITION 9,100
15 1092 FOR M=0 TO 127:PRINT "*****";NEXT
M
16 1093 NEXT I
17 1094 RETURN
18 1095 REM *****
19 1096 REM
20 1097 REM
21 1098 GRAPHICS 0
22 1099 POSITION 9,100:POKE 750,1
23 1400 CL:POKE 2000,ASC(CHAR)*1000+
1000,0
24 1401 POSITION 9,100:PRINT "*****"
25 1402 IF N=0 THEN GOTO 1000:GOTO 510
:GOTO 10
26 1403 IF " *****" THEN GOTO 1000:
PRINT "*****"
27 1404 IF N=0 THEN GOTO 1000:PRINT "*****"
28 1405 IF N=0 THEN GOTO 1000:PRINT "*****"
29 1406 IF N=0 THEN GOTO 1000:PRINT "*****"
30 1407 INPUT #N,0,0
31 1408 IF N=0 THEN GOTO 1000:PRINT "*****"
32 1409 RETURN
33 1410 REM *****
34 1411 REM *****
35 1412 REM *****
36 1413 REM *****
37 1414 POSITION 20,750:PRINT "*****"
:PRINT "*****"
38 1415 IF N=0 THEN GOTO 1000:PRINT "*****"
39 1416 POSITION 20,750:PRINT "*****"
40 1417 REM *****
41 1418 REM *****
42 1419 REM *****
43 1420 REM *****
44 1421 REM *****
45 1422 REM *****
46 1423 REM *****
47 1424 REM *****
48 1425 REM *****
49 1426 REM *****
50 1427 REM *****
51 1428 REM *****
52 1429 REM *****
53 1430 FOR N=0 TO 5
54 1431 POKE 2000,ASC(CHAR)*1000
55 1432 POKE 2010,100
56 1433 NEXT N
57 1434 POSITION 20,750:PRINT "*****"
:PRINT "*****"
58 1435 IF N=0 THEN GOTO 1000:PRINT "*****"
59 1436 POSITION 20,750:PRINT "*****"
60 1437 RETURN
```

OLD-COMMAND

by David Manlove

Old Command is a free-to-use utility offering program protection and the setting up of a function key by adding new commands to Start Basic. The utility is so-called because it brings to you the long-overdue command, OLD, which enables the programmer to recover a listing accidentally wiped. Also it allows the user to build up the COMMAND statement, a header of commands that are commonly used which may be executed with one keypress.

THE OLD STATEMENT

This command will enable programs to be recovered that have been 'lost' by typing NEW, by loading a new tape program or by overwriting from disk.

When the computer performs a NEW statement it does not wipe the current BASIC program from memory, it merely resets the program pointers from the top of the program to the bottom, making the user think that all work has been lost. It would, therefore, seem a simple task to reset the pointers back to the top, but what if a new program has since been typed in? This is where the most powerful use of OLD-COMMAND comes in as it offers almost maximum protection by changing the first 228 of your program into the space labelled Basic, the Floating Point package and the Operating System (high memory from now on). Even if you program is larger than 228 you may still be able to recover it as explained later. Even if the original program is overwritten, it could still be recoverable in the following situations explain.

Situation 1: I have typed in a small program and entered NEW by mistake. Solution: Enter OLD and the program is back. The program will protect against NEW if NEW is typed on the end of the beginning of a line.

Situation 2: After NEWing a small program by mistake I proceeded to type a second program in on top. I recovered my original program by typing OLD but then found I wanted the second program back after all. Solution: Enter OLD again. When OLD is typed the program in high memory is exchanged with the current program so 2 programs can be swapped around to minimize loss.

Situation 3: I have typed in a program and entered LOAD by mistake. When the new program came up I confused the error. Solution: Type OLD to the former program, and OLD again if desired for the second. Note that OLD-COMMAND will dump your program on most on disk or cassette if successful into commands such as @LOAD, @DISK, @ENTER, @RUN "C:" or @RUN "D:" etc. I do mention how far the load has progressed, the program can be recovered.

The condition on all of this is that if the program that is lost is more than 228 long, and the overwriting program is more than 228 long, the system WILL crash when attempting to OLD. If it is lost in SAVE the overwriting program and then give it a try - you may well recover 228 of your old program. Having said all this, it is VERY unlikely that you would ever be in this situation. The majority of the time this utility will happily recover 'lost' work.

THE COMMAND STATEMENT

This is a useful timesaver. If, during programming, you notice that you mean to be using the same direct mode commands repeatedly, you can now store them up in a buffer and then press one key (HELP) to run them as if you had just typed them in. The way to store them in the buffer is to type COMMAND. The prompt comes up and the series of commands must be entered just as if you were entering a direct-mode line. This is an example of what could be typed after the prompt, "Enter New Command":

```
GRAPHICS 2:POKE 71,0:POKE 71,2:POKE
70,0:POKE 70,1:POKE 80,255:POKE 80,0:POKE 70,0
```

Every time Help is pressed, the above will be executed.

You are limited to 128 characters and Return must be pressed to store the statements. Note that the Help key utility switches off whilst running programs to prevent unwanted access. The Command buffer is cleared on typing NEW or OLD.

DISK OPERATING SYSTEM

OLD-COMMAND becomes a very effective 'MIGRATION' file because any current programs are automatically changed to high memory on typing OLD. Therefore you have 255 of protection without having to create a 'MIG.SAV' on disk. Simply recover the utility after writing, disk by pressing direct. Typing OLD will recover your former listing. The condition of this feature is that only the ORIGINAL DOS 2.0 or 2.5 must be used.

TYPING IT IN

There are two cassettes: cassette users type in Listing 1, SAVE it and create their own software cassette following on-screen instructions. This is then loaded by switching off the computer, removing all cartridges and then switching on with power Start. Press any key to commence load. Disk users create an AUTOREUN.SYS file on a fresh disk by typing in Listing 2 and SAVING. Load by switching on the computer with the disk in drive 1. Just after typing NEW or OLD appear any screen flashes - this is the utility accessing the register A000-FFFF - and a double READY sign - this is simply the utility checking to see if a program is in memory.

NOTE: This utility can only work with XLc 80000, and 80000 or 80c 80000 and 100000 due to bank-switching techniques.

THE ACCESSORY SHOP

ISSUE 53

BARGAIN SOFTWARE

We are still managing to uncover a few new items of software for your ZX2X to check off the new items this issue. Check the inside front cover and the following pages. Some items previously advertised are now sold out but there are still many processors for you to choose, from the most simple to the most complex, plenty of games and much serious software - the choice is yours. As always we are able to offer these items at considerably less than the recommended price as check through the Accessory Shop pages.

NEW!



ROM
CARTRIDGE

BLUE MAX

One of the classics of Atari history! Blue Max is set in 1943 during World War II and has you flying a mission in a bi-plane fighter bomber along a river attacking enemy planes and bombing bridges and the enemy's airfield. Super's dynamic scrolling similar to Pacman makes this an exciting strategy game.

Normally £14.95
OUR PRICE £7.95

ROBOTRON 2084

It's the year 2084, and you're the only being left who can defeat humankind against the Robotron army! You're got to move quickly to avoid the robotrons. Bombs and their fast wide your own-side team get to clear the remaining waves of Tanks, Tanks, Tanks, Super-tanks, Electrons and various Peps. They can see you but not the other way round!

Normally £12.95
OUR PRICE £6.95

NEW!



ROM
CARTRIDGE

NEW!



CASSETTE
ONLY

KICK OFF

One of the finest football simulations of all, Kick Off gives you a full size multi-directional scrolling pitch. We still have one or two players options, longer comparisons for up to eight players plus all the tactics of the real game including corners, penalties, offside and red cards etc. Players may view in the game programme, get injured or even die. Trade version!

Originally £7.95
OUR PRICE £2.95

MISSILE COMMAND

Another of the all-time classic arcade games that has you defending cities from missile attack. Command the defence guns as enemy missiles rain down from space to attack your cities. Later smart missiles and bombers will appear making the action more and more frantic. For one or two players.

Normally £14.95
OUR PRICE £5.95

BACK AGAIN!



ROM
CARTRIDGE

LAST FEW!



CASSETTE
ONLY

DECISION IN THE DESERT

It's 1942, the Battle of El Alamein begins, but will the outcome be different with you in command? You make the decision to deploy tanks, artillery, air cover and combat divisions. Choose to lead the armies of either side or challenge an opponent to compare your tactical prowess and control the scenario. Various scenarios, one or two players and solo. An excellent simulation from the creator of F-101 Strike Eagle and Star Wars.

Recommended price £14.95
OUR PRICE £4.95

MOON PATROL

Your best bet for the best of the toughest, toughest things in the galaxy. You have the finest patrol car on the block, complete with automatic jump buttons and laser bullets. But you'll need more than a few cars to do a complete sweep of Sector Three. Start 2000, Long over headsets. Download into and jump huge crates and more make a good to receive. Great 20 graphics and good music add to the experience of this addictive arcade experience.

Normally £12.95
OUR PRICE £6.95

BACK AGAIN!



ROM
CARTRIDGE

MasterType



ROM
CARTRIDGE

MASTERTYPE

Your typewriter can learn to type while playing a challenging game. MasterType, one of the original "game based" typing tutors which requires you to type every word on their sign-out from the base version of the program. It is so really a game for letters you master it, you will become quite proficient in the keyboard as you progress through 20 levels of increasing complexity.

Recommended price £14.95
OUR PRICE £2.95

LETTER WIZARD

For those who need a little more sophistication in a word processor, Letter Wizard gives you all of the basic features you would expect plus mail merge, print of selected pages, headers and footers, automatic page numbering and a whole host more to get the most from your system. Available on up for 80000 compatible printers or the 1024 80000 character code set for use direct to the printer. Comes with an easy to learn and use manual plus a handy Quick Reference card.

Original Price £19.95
OUR PRICE NOW £5.95

LOWEST PRICE!



DISK
ONLY

99p CASSETTE SPECIALS

NEW!

HANGMAN

The original computer education game suitable for ages from 6 to adult. Three levels of play with 40 words in each. You play against the computer by guessing the word the computer has chosen. Use keyboard or joystick.



CASSETTE ONLY

OUR PRICE JUST 99p!

TAIL OF BETA LYRAE

The A.Z. of star folklore writes says "The ultimate 'horror' story with superb graphics and music." This knowledge of a fantastically screeching alien was up was written by Philip Frith, and the story was by Gary Colburn. They have went on to write the "Alternate Reality" game." This is one of the best original "classics" right up there with the top words games of all time. Take your own, own and measure an unforgettable story!

NEW PRICE!



CASSETTE ONLY

OUR PRICE JUST 99p!

LAST COPY!

STATES AND CAPITALS

Learn the geography of the United States with this program which shows outline maps of each of the States and asks you to identify it and its capital. Useful for school geography and for anyone interested in the U.S.A.



CASSETTE ONLY

OUR PRICE JUST 99p!

BLACKJACK

Play one of the most popular casino games at home on your Atari. The computer is the dealer and he plays by the rules. Yes, on the other hand, he always and decides whether to stand, draw another card or double down in efforts to hit 21.



CASSETTE ONLY

SOLD OUT

INVITATION TO PROGRAMMING 2

Cassette series, suitable for home, basic programming can be used from the tape based format. The Invitation To Programming 2 can assist starting from this program, complete 1982 contents and 1983 worksheets and does not require Invitation To Programming 1. Each three part, an answer, complete your programming book with extra work and will be making your own programs as you learn. How to program with an own program on an Atari. How to program with an own program on an Atari.



CASSETTE ONLY

Original Price £12.95

OUR PRICE £2.95

AVAILABLE AGAIN!

EASY PROGRAMMING FOR YOUR ATARI MICRO

This book, last sold at just 1 year ago and so have been working for a experienced year now. We are extremely delighted to have found such a large number of the best of the best, a programmer's book is not only a good source of information but also a good source of inspiration to have all that that is in it, and that is what this book is all about. It was one of the most popular, because even if the cost of this book is not the best, you can program, including those who had program and more.

NEW REDUCED PRICE £4.95

130XE HANDBOOK

A programming book which covers not only the machine mentioned in its title but also the 6502, 6504 and 6505 variants. The book will take you from the first steps in programming up to more sophisticated programs. The chapter is divided in the second chapter into the 130XE with details of the second chip that allows you to create more complex than in any other, possible with Atari. This chapter cover graphics using the High Level programming. Plus Atari 130XE topics such covering other users. There are several chapters about covering other computers. Atari 130XE, Atari 130XE and other computers and more users. For more information see the book and see more programming.



Published price £7.99
OUR PRICE £3.00

LAST FEW LEFT

ATARI ADVENTURES

An excellent series of adventures covers from the classic Atari adventures to present and showing how you can create your own adventures on the Atari. This book has in fact covered the basic for some of the adventures that have been published in Part 4. It was one of the most popular, because even if the cost of this book is not the best, you can program, including those who had program and more.



Published price £7.99
OUR PRICE £1.50

MICRO ENQUIRER

A large format book that covers the world of micro in general with more specific Atari sections. The book contains a lot of useful background information on how computing and in fact the three other are great sources of who want to expand their general knowledge of computers in every all sorts of topics including hardware, software, networks, video, data processing, printers, a detailed background and much more. There is a list of about 1000 programs in 130XE and more users. For more information see the book and see more programming.



Published price £8.99
OUR PRICE £3.00

WRITING STRATEGY GAMES

If you are fed up with simple arcade style games that are not even of the quality required to bring "writing" games like Chess there is a book that will help you. In order games of strategy requires not only a knowledge of programming but also of certain mathematical and writing techniques. A book is needed to be able to create a game, including that you already know some Atari games. Whether you are programming on the Atari or on the Atari, you can program, including those who had program and more.



Published price £7.99
OUR PRICE £1.50



MICROSOFT BASIC

Microsoft Basic II is now sold out but you can still practice programming in the standard Basic II you have in disk drive. Microsoft Basic II is ideal if you want to convert programs from other machines or if you want many of the commands that are missing from most disks. You'll be able to store the results of programs with other computer saving disks and write tape in and stage programs in files on other computers.

DISK ONLY

Recommended price £9.95
OUR PRICE £5.95



JUGGLES RAINBOW

A first computer learning experience for children aged 4 to 6 that teaches the concepts of colors, letters, left and right plus letter recognition allowing the child to enjoy learning with confidence and make up games they can create and play themselves.

DISK OR CASSETTE

OUR PRICE £5.95
NOW ALSO ON DISK!

SKYWRITER

Help your children learn how to write complex words with a few games that will keep them busy while they learn. A fun, reliable word in game that the child has to remember that word from its parts which then across the screen as a whole. A simple concept but one which teaches in an interesting way. Suitable for ages 8 upwards.

Original Price £12.99
OUR PRICE £4.95



ROM CARTRIDGE

JUGGLES HOUSE

Another for 4 to 6 year olds teaching the concepts of letters, words, upper and lower with Juggles' House and Top-down, each game also includes a 'placement' where children can try out their own ideas for their own.

OUR PRICE £5.95

SPECIAL OFFER - PURCHASE BOTH JUGGLES PROGRAMS FOR JUST £9.95



CASSETTE ONLY

LAST PRINT



TEXT WIZARD

If you don't need a very powerful word processor but still want to use your Atari II help with producing or editing documents Text Wizard is just the answer. It's simple to use and easy to learn word processor that has the basic features such as search and replace, save and multiple text and straightforward file handling for loading, saving, editing and print. The price is unbeatable for the Atari compatible processor. Use it instead of your printing related printing you wanted.

DISK ONLY

Original Price £29.95
OUR PRICE £7.95

TOUCH TYPING

Everyone who uses a computer needs to brush up on their typing and now you can learn to type like a professional typist with this complete system. Touch Typing presents a well planned method of learning to bring you practice to gain letters, numbers and punctuation. The complete education course for minimum number of errors and over 1000 words. Random numbers are generated to drill you in those areas. Contains two cassettes and lessons that manual.

Previously £19.95
OUR PRICE £4.95



CASSETTE ONLY

LAST PRINT



PRINT SHOP GRAPHICS

The official PRINT SHOP Graphics Library consists of three separate disks each with 128 graphics and a printed and reference guide of the new icons. Disk 1 covers Holidays, Special Occasions, Sports and more. Disk 2 covers Business, Animals, Identifying and others. Disk 3 New 1 and 2 1988. All 128. The two are all top quality graphics in the original 128-bit Print Shop packaging.

DISK ONLY

Original Price £72.99 each
OUR PRICE £4.95 each
SPECIAL - BUY BOTH FOR JUST £9.95

TYPO ATTACK

A typing feature based on the Space Invaders concept in which you have 10000 points to play with by clearing letters letters. An enjoyable way to learn that will quickly enable you to recognize the keys without having to look at the keyboard.

Normally £12.95
OUR PRICE £6.95



ROM CARTRIDGE



SILENT BUTLER

The all round personal finance planner that keeps track of every bank account, automatic debits or credits, reminds you of birthdays, anniversaries and important dates and definitely keeps you up to date on your financial status.

DISK ONLY

OUR PRICE £6.95

MUSIC PAINTER

An exciting educational program that helps to teach music by using colours instead of notes. Change the colors supplied using or having different combinations, make the notes longer or shorter or increase the note size or tempo. No musical knowledge required to make your own great music. Children or adults alike will get great satisfaction from being able to create their very own music.

OUR PRICE £7.95



DISK ONLY

A Further Selection

More software for your added enjoyment ranging from adventures to arcade games and serious software. Something for everyone in this selection with several new titles this issue.

CAVERNS OF MARS

LAST FEW!
DISK ONLY

Winner of one of the first Atari programming competitions, this was one of the first vertical shooters and remains a much sought after original game. Driven through the caverns avoiding enemies and picking up fuel. Slightly playable and addictive, only one or two have made it in the history of the genre to discover the secret that awaits there.

LAST FEW WITHOUT BOX BUT WITH FULL ORIGINAL MANUAL -
LOWER PRICE £4.95

KABOOM

Challenge the Mad Bomber as he tries to blow you out of orbit. Can you catch his bombs and deliver them in time? Or would you like to be the Mad Bomber and try to flatten one of your friends? Lots of excitement for one or two players in this addictive arcade game that was awarded Best Audio and Visual Effects when it was first released. Simple yet addictive.

ROM
CARTRIDGE **OUR PRICE £2.95**

SCREEN DUMP 1020

Owners of the 1020 printer (please will be delighted with this utility which has been available for a long time. Now Macintosh printers can be changed to your 1020 or 1011. £12.000. Just hook up the tape, adjust your favourite printer and let the software do the rest.

CASSETTE ONLY

Originally £14.95 **OUR PRICE JUST £2.95**

HOME FILING MANAGER/PAY OFF

DISK ONLY

The Home Filing Manager record keeping system that automates tasks such as your bills, keeps track of almost anything together with The Pay Off calculator - your choice to compile an all-in-one in check state. This one disk set also includes some top class graphics demos.

SPECIAL PRICE - ONLY £1

MACRO ASSEMBLER

The Macro Assembler will allow you to create your own machine language games and applications for those better than with the Assembler Editor cartridge and it can assemble in many or 68000 symbol definitions with so that no program size. You can integrate code, optionally assemble code and make better your programs. A Program Test Editor is included.

Normally £19.95

DISK
ONLY **OUR PRICE £7.95**

TIMWISE

REDUCED PRICE

Why not use your diary as an electronic diary? Timewise allows you to keep track of all your appointments and important dates on a daily, monthly or yearly basis. You can also compare with your diary and let your diary do the work. If you have a printer Timewise allows you to print out the information in a variety of ways.

DISK
ONLY

Originally £22.99
OUR PRICE £3.95

ZAXXON

One of the all time classics for the Atari, Zaxxon set new standards when first launched and was enjoyed many times. Plus your walk across the unique 2 dimensional battlefield shooting enemy fuel tanks, anti-aircraft units and various feature functioning all through space for the ultimate challenge with a unique robot - the boss god killer for Zaxxon, often copied, never bettered and NEVER at this incredibly low price!

DISK
OR CASSETTE

RMP £7.95 ~~now £9.95 disk~~
OUR PRICE £2.99

PLANETARIUM

BACK IN STOCK!

Fun or education? Both really in this fascinating look at the heavens. Over 1200 stars, 66 constellations, the solar system and more than 500 deep-sky objects are depicted in this program that allows you to view the universe. You can make custom and planetary maps, study eclipses, learn about satellites and longitude and much more.

1080 DRIVE ONLY

Normally £16.95

Please state when ordering if
you have a 10 Double Disk **OUR PRICE £ 6.95**

PROOFREADER

Users of the writer will be delighted with this, the long fast spelling checker for the Macintosh cartridge! Proofreader was the fastest adequate alternative to give you instant access to a dictionary of 36,000 words. If that is not enough you can add your own words on the go. Errors are highlighted on screen for correction, unusual words can be saved and you can look up spellings.

DISK
ONLY

OUR PRICE £5.95

BASIC CARTRIDGE

Why would you want a Basic Cartridge when Basic is already built in to your machine? Well some programs, especially more early public domain programs won't run on the 11.00 but they will if you plug in the old version of Basic. Much more convenient than having to hunt in the old Basic files and, at this price, worth having just as a backup.

ROM
CARTRIDGE

OUR PRICE £3.95

PIRATE ADVENTURE

It's too hot and a little off pace...? Don't worry up with the pirate and his ship! Head along with every voyage to you through your home your London that is the pirate island. Can you make it Long John Silver's hand treasure? Please sailing status, South Atlantic Graphic, Sub-system 60 through you a superb computer's level adventure complete with graphics and that for all ages.

ROM
ONLY

Original price £19.95
OUR PRICE £7.95

HARDBALL

American League baseball is it's very best, it highly regarded game...about use the system to face 67 TBH best sports simulation on the Atari! Look out the pitcher shoulder or to throw the ball in the waiting line of batter, catcher and umpire, in Hardball you can hit, run, shoot, steal and win, but the feature and the everything you can do in the real game. The view is low price.

ROM
CARTRIDGE

Normally £14.95
OUR PRICE £7.95

JOUST

Now your helmet and lance your lance and think about an acrobat in this ancient acrobat game! The battle with the evil wizard Riders to deep action. Phosphoric in the right of you, after you to the left, you must learn to fly to that you won't be so very far from home. All the acrobat skills for you or you player.

ROM
CARTRIDGE

Normally £12.95
OUR PRICE £6.95

BALLBLAZER

Another from Lucasfilm, this top quality soft science game takes place in a space station of the future. You are dropped into a battlefield through the rocket that carries you to the center of the planetoid as the enemies are around. The object is simple, just release your Phoenix's through your opponent's goal. Two player simultaneous play with first person perspective for both players.

ROM
CARTRIDGE

Normally £14.95
OUR PRICE £6.95

STAR RAIDERS 2.

The original Star Raiders is updated with the best graphics and sound. Your job is to clear each sector while avoiding enemy ships, the enemy do not receive players in another part of the galaxy. It will take skill in shooting which sector is more to, can you afford to clear a sector or will you have to learn to defend a planet and return home? A great follow up to an old time classic.

ROM
CARTRIDGE

Normally £14.95
OUR PRICE £6.95

TENNIS

Great game for either single or computer or another player, single or double, overhead and ball-and, driving against it, slow, rapid, slow, overhead, overhead and a ball-and, this one all time. You control your position on the court and where you want to hit the ball. The electronic scoreboard, the player records, all the action without the wait!

ROM
CARTRIDGE

Normally £12.95
OUR PRICE £6.95

FIGHT NIGHT

BACK IN STOCK!

Fight Night brings you all the life of the boxing ring as you face five of the most feared boxers ever. In this realistic battle you fight your way with realistic action. The boxing's head and feet allows you and your opponent to circle each other and face forward, when they attack, block and strike. Step into the ring to get your first fight against the computer or another opponent. 13 play on.

ROM
CARTRIDGE

Normally £14.95
OUR PRICE £7.95

STRANGE ODYSSEY

In the galaxy's vast, there are thousands of planets to be found from a ring that orbit via the galaxy's pulsar... advanced technology for better better fun... All this and more awaits the brave galactic Adventurer. But will you be able to reveal the wealth and return home? Prepare yourself for a Strange Odyssey! South Atlantic Graphic, Sub-system 60 is a Moderate level adventure.

ROM
ONLY

Original price £19.95
OUR PRICE £7.95

GALAXIAN

Another classic adventure that retains all the attractiveness of the original and still stands as one of the all time classics. The galaxies in this adventure is fantastic and just full of action. With over 1000 planets and 1000 levels you'll be entertained for a long time. Refresh on your update for details.

ROM
CARTRIDGE

Normally £12.95
OUR PRICE £6.95

RESCUE ON FRACTALUS

As all hands what was one of the best games ever for the Atari and a great proportion of them will see Rescue on Fractalus. This game from Lucasfilm is not standard in computer games containing a space flight simulator with a rescue mission. Space, run, changing, 140 enemies in your fly through the mountains to land on the planet and return to the planet.

ROM
CARTRIDGE

Normally £14.95
OUR PRICE £6.95

SUPER BREAKOUT

Breakout was the original simple yet totally addictive game and this advanced version will provide even more satisfaction. This version contains all the basic themes you are available for use in this game up to 8 on the 100,000, 10,000, 10,000 and the game requires public-control.

ROM
CARTRIDGE

Normally £9.95
OUR PRICE £3.95

LODE RUNNER

Another classic, perhaps the best of all platform games. You are a highly trained detective who's mission is to dig for gold. Your mission is to dig for all 70 of the world's goldmines to dig for gold every 1000 feet of gold. You are equipped with a laser drill that you'll need to dig, spray and seal. Each level includes a unique extra that allows you to create your own levels.

ROM
CARTRIDGE

Normally £14.95
OUR PRICE £7.95

ONE ON ONE

This basketball with one of America's top players in this great sport simulation, with 1000 realistic plays and 1000 different situations. The game is fun and exciting, it's a great game. You can play on the court, you can play on the court, you can play on the court. The game of basketball ball, this one is the greatest you've played with ever! It's as well as your friends.

ROM
CARTRIDGE

Normally £14.95
OUR PRICE £6.95

DESERT FALCON

A version of the classic Blue Man that finds you firing across the desert between desert and attacking for through flying birds in the desert world. You need to use the things you know to destroy the flying targets. The target you see and you can fire your gun, the more you fire, the more you fire. It's a great game. You can play on the court, you can play on the court, you can play on the court. The game of basketball ball, this one is the greatest you've played with ever! It's as well as your friends.

ROM
CARTRIDGE

Normally £14.95
OUR PRICE £7.95

ORDER FORM

ALL ITEMS FOR XL/XE

SERIOUS SOFTWARE

Qty	Title	Price	Total
	BASIC CARTRIDGE	£ 3.95	
	HOW TO BASIC 141 SP	£ 3.95	
	HOW TO PROGRAMMING I	£ 2.95	
	JUGGLES HOUSE	£ 3.95	
	JUGGLES RAINBOW	£ 3.95	
	JUGGLES MONDO HOUSE	£ 3.95	
	JUGGLES PARADISE - DISK	£ 3.95	
	LETTERS REFUSED	£ 3.95	
	MACHO ASSEMBLER	£ 3.95	
	MASTERTYPE	£ 3.95	
	MICROSOFT BASIC	£ 3.95	
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	PROOFREADER	£ 3.95	
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	SHYWRITER	£ 4.95	
	SECRET BUTLER	£ 3.95	
	TEXT INSAUR	£ 3.95	
	TIMEWISE	£ 3.95	
	TOUCH TYPING	£ 3.95	
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	THE TALKER HANDBOOK	£ 3.95	
	WORD ENQUIRY	£ 1.50	
	STAR ADVENTURES	£ 1.50	
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GAMES SOFTWARE

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	BALLBLAZER	£ 3.95	
	BLUE MAGE	£ 3.95	
	GAFFERS OF MARS	£ 4.95	
	DECISION IN THE DESERT	£ 4.95	
	DESERT FALCON	£ 3.95	
	SALADAN	£ 4.95	
	HARDBALL	£ 3.95	
	FORT NIGHT	£ 3.95	
	JUST	£ 3.95	
	KARDOOM	£ 3.95	
	KICK OUT	£ 3.95	
	LOSE BURNER	£ 3.95	
	MAXWELLS CORON	£ 3.95	
	MISSILE COMMAND	£ 3.95	
	MOON PATROL	£ 3.95	
	MR ROBOT - CLASS	£ 3.95	
	MR ROBOT - DISK	£ 3.95	
	ONE OR ONE	£ 3.95	
	PRIVATE ADVENTURE	£ 3.95	
	RESOLVE IN FRACTAL	£ 3.95	
	ROBOTRON 2000	£ 3.95	
	STAR RANGER I	£ 3.95	
	STRANGE DOYSDAY	£ 3.95	
	SUPER BREAKOUT	£ 3.95	
	THING	£ 3.95	
	ZAXXON - CLASS	£ 3.95	
	ZAXXON - DISK	£ 3.95	
	ZORK	£ 3.95	
	Total		

99p CASSETTES

Qty	Title	Price	Total
	HANDMAN	£ 0.99	
	STATES & CAPITALS	£ 0.99	
	TAIL OF BETA LYRAE	£ 0.99	
	Total		

PUBLIC DOMAIN ETC.

Qty	Title	Price	Total
	ISSUE 53 DESK	£ 2.95	
	LET REFERENCE GUIDE	£ 3.95	
	TURBO BASIC	£ 3.95	
	Total		

PAGE 6 SOFTWARE

Member prices shown

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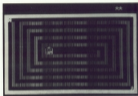
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RUNAROUND II

J. Goodwin's game using the artifacting character set editor in the last issue - check the colours in Graphics 0!



This game uses British artifacting to give a much more colourful display in Graphics 0. Many multicoloured characters are used on screen at the same time, making it look as if machine code has been used when in fact it is all done with Basic. Excellent sound effects and visual tricks enhance the overall effect, making it fun to play.

When you run the program, you will see the title screen with 'PLEASE WAIT' then a set-up screen will ask you to turn your TV colour up so that the artifacted colours are visible and then press a key from 1-8 to adjust the screen so the correct colours are displayed.

The object of the game is to travel around the maze (using a joystick in part II) to reach the door at the centre while avoiding the wrath who will chase you relentlessly. Being a wrath, he can, of course, walk through walls.

There are three levels, each with an easy or hard option. You can select any level to start with, and if you complete level 3 you will see a sound and graphics explosion.

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SUNSTAR



At the dawn of the twenty-first century a powerful organization known as the Sunstar Solar Corporation commissioned sixteen orbital solar grids to utilize the sun's energy. These grids created special energy crystals that enabled travel through space at the speed of light. Now, over a century later, a band-up of chem-gone energy pulses is preventing the normal supply ships from collecting the vital crystals. In an effort to recover as many as possible before the entire system disintegrates, the Corpor-

ation has designed an extraordinary craft called the Sun Star which is equipped with the immense speed and fire power that's essential for this challenging mission. All they need now is a suitably fearless pilot—er, any volunteer?

SUNSTAR is a shoot 'em up quite unlike any other. The screen is designed around several components—the top half occupies a "through-the-rocket" 3-D perspective of the energy grid, while the bottom half is divided into three parts. The lightest section provides

a first-eye view of the entire playfield, the central portion is where you'll find all the necessary status info and on the left there's a shoot range scanner to help you keep track of nearby targets. The object of the game is to locate, chase and fire at "disruptor pulses" which appear as white squares on the grid. If you hit a pulse enough times, it will disappear and leave behind a crystal which you must quickly pass-over—otherwise it will explode on any alien you may have collected. Once you have ten crystals you should head for a revolving "way gate" and fire laser bolts at a "typerunner" orb, which transports you to a subsequent level.

Because energy is in very short supply, it's important not to be too "biggie happy". You should first use the grid map to pinpoint your position, then search to the shoot range

scanner to locate the nearby targets, and use the 3-D display when in hot pursuit. Unfortunately, the disruptors seem being around for more than a second or two, and there are lots of other entities that will sap your reserves should you fail to avoid contact.

Sunstar is a novel variation on the shoot 'em up theme and has been competently packaged, but I must admit that I've had this game for a long while and have never become particularly addicted. Try and have a go before you part with any money.

The	SUNSTAR
Developer	CDS
Price	£19.95/\$29.95
Players	1
Available	1988
Reviewed by	Paul Dixon

RUNAROUND II

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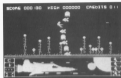
MISSION ZIRCON

Tiger Developments, one of Atari software publishers, have a number of programs lined up. With Mission Zircon they are making their reputation in a traditional "shoot the alien" style horizontal shooter.

Apparently, Princess Grouse is about to be married but the grand ceremonial Zircon cruise has been stolen. Using the single faithful servant you've jumped at the chance to head off into a remote corner of the Universe, with orders not to return unless you find the missing cruise. Equipped with a jet-pack and a ZOWIE gun, you embark on a

journey into the dangerous corners of the evil empire.

Well, as you've probably guessed it's one of those games where the principal objective is simply to survive. There are eight levels in all, with plenty of determined opposition from kamikaze fighters, killer submarines, the sea of tentacles and many other surprises. As well as firing at the enemies you must carefully negotiate the exceptionally rugged landscapes. Destroying alien ships increases your score and initiates you to a bonus credit. A sufficient number of credits can eventually be exchanged for goodies such as a limited shield and improved weaponry. Contact with the enemy results in both a reduction of lives and of extra weapons, though you can always provided with a basic gun. The background scenery is very impressive and obviously



a huge amount of time has been spent perfecting the design of all eight stages. With the benefit of cheat mode I can tell you that the higher levels are really worth seeing - each completely different in its progression. The title page is excellent too. Unfortunately the direction and control of the King's assistant isn't up to the same standard, and although there are two settings of responsiveness it's far too difficult to maneuver him through the unforgiving course. This is a great pity, since in every other respect

Mission Zircon shows nearly professionalism.

None of the criticisms I frequently make of arcade games - such as unworkable controls and non-existent game modes - do not apply here. If the non-automated assistant was replaced by the likes of Captain Courageous or Uninvited Fire, Mission Zircon would be the perfect shoot 'em up. As it stands it's a challenging game with superb back-dropping graphics and several interesting features. Be sure to give Tiger Developments a great deal of support.

Title: MISSION ZIRCON
Publisher: Tiger Developments
Price: \$4.99
Format: Cassette/Disk
Pages: 1
Reviewed by: Paul Dixon



TAIPEI

Here's another computerized board game featuring the "Mah-Jongg" symbols like - they seem to be extremely popular in Cerequest! Although it shares a similar appearance with Zender (reviewed last issue), the game itself has a lot more in common with Activision's excellent Shanghai. If you are familiar with either or both of these titles, you'll know what to expect.

The screen depicts a multi-layered pile of the oriental tiles, viewed from an overhead

perspective. At its highest point the pile is initially five layers high and it's composed from a total of thirty six tiles each from one of nine symbolic groups. The task is hard to describe the board by repeatedly taking tiles away from the pile. The catch is that you can only remove matching pairs of tiles and these must be "free" in the sense that they can slide sideways without being hindered by the surrounding pieces. Most tiles will only match with others bearing an identical symbol -

the exceptions being flowers and seasons which can be paired with any symbol within their respective group.

The board is displayed in high-resolution black and white graphics and is bordered by a number of pull-down menus on the top row of the screen and status information below. The latter informs you of the number of tiles remaining and the number of legal possibilities for the current move. If you get stuck you can instruct the computer to highlight the various alternatives. You can also look up several moves to get out of awkward situations. The advice given is to think carefully before you act, or you will lose before you even know it! Once you've mastered the basic game you can make things a little more tricky by setting a limit on the time

allowed for completion. But if you want to be really lazy, you can sit back and watch the computer play by itself all the options are available in its RT style pointer that's controlled entirely by the joystick.

Taipei is an addictive game with a great deal of testing appeal. You don't have to adopt with a joystick, or even great as pointers to master the game. You can play it by yourself or invite a group of friends to yell out the moves! The important thing is that it's a stress-free challenge, and therefore an invaluable respite from mega-fast traversal!

Title: TAIPEI
Publisher: BCI Software, Page 4
Price: \$4.95
Format: Disk
Pages: 1
Reviewed by: Paul Dixon

GLAGGS IT!

I suspect the title of this game is more meaningful to German readers than to the rest of us and **GLAGGS IT!** is basically a clone of Donkey's Run which was one of last year's big hits on the SE. The only major difference is that the graphics consist of simple two-dimensional walls rather than the elaborate 3-D coin-rear left systems of the SE version. With this exception, gameplay is virtually identical.

Your job on each level is to collect differently coloured coins as they emerge from

chutes descending from the top of the screen. The coins must then be deposited in one of five bins below. The objective is to finish 'Glaggs' by placing the tiles in three-high stacks of the same colour - the respective tiles then disappear and earn you an all-important points bonus. For each screen there is a specified quota of Glaggs to achieve and as you progress onto the higher stages, the number of different colours increases and the harder it becomes to organise them all. You can hold up to five pieces before dropping them into the bins, but as the task gets harder you have less and less time to think before you make your move. You're only granted a few minutes, one too many and the game is abruptly over. For added variety you may be required to



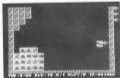
form diagonal lines of matching colours. A status line below the main playfield displays all the relevant details prior to commencing each stage.

The graphics are fairly basic (though adequate) and the sound effects sparse but the main quality of **GLAGGS IT!** - like *Run* - is its addictive nature. You can start the game at level zero, five, ten or fifteen so players of all abilities should have fun without finding it too hard or too easy. An added

incentive is a chance to risk your name in the high-score hi-score table at the top of **GLAGGS IT!**. One small niggle is the apparent lack of a pause facility - once you start the game, you're forced to see it through to the end!

Puzzle games have proved to be equally as popular as the traditional arcade shoot 'em ups. It's not difficult to suppose why. **GLAGGS IT!** is a game that will keep you coming back for more, even if you don't like it as the first place!

Title: **GLAGGS IT!**
 Publisher: **Hyperion Soft/Page 4**
 Price: **£8.95**
 Format: **Disk**
 Players: **1**
 Reviewed by **Paul Dixon**



Two games on one disk. That is an additive arcade puzzle game similar to *Pac-Man* on the SE and *Sailing* is a tricky vertical shooter all about, ever ... what? **A Player's Dream?** *Player* is a sort of 'bonus' level which lies in the right hand portion of your screen. By guiding *Player* up and down and pressing the fire-down, you can make him shoot a block (or 'stone') at a pile of stones located on the opposite side of the playfield.

You can fire directly or rebound off the walls to hit the pile from above. Each stone bears a symbol and when two similarly marked ones collide an explosion occurs, destroying the target stone and crushing the others to drop into the vacant space. The process continues until the missile meets a differently marked obstacle - whose symbol is then transferred onto the stone used by *Player* for his next attempt. Every level has a corresponding quota of

PLAYER'S DREAM 1

stones that must be removed to qualify for subsequent rounds. Because of the possibility that you'll end up in a no-win situation, the space for activities is 'bonus-stone' that will match any symbol in the pile. Of course, this facility is severely limited so you have got to think very carefully before you hit that button. Don't think for too long though, or the clock will work you out. The continuous music based on 'an on a G string' like the *Cigar* adds is well composed and the sound effects are good quality too. The graphics are necessarily simple but perfectly adequate for the purpose. If you should eventually tire of the bit's inability to be the same then you can re-load the disk and load in *Sailing* - or *Stalwart* as the German name of this is a straightforward shooter in which you

attempt to manoeuvre your ship from the start position to the finishing flag in the time limit specified. Naturally there are lots of obstacles designed to trip you up and if they succeed you will have valuable time. Triumph is rewarded by transportation to the next level - failure is punished by leaving you back to the begining!

The graphics aren't stunning (like) I once type in something similar from a CBWD mag) but the game is surprisingly addictive and it's a worthwhile bonus to a generally good value package.

Title: **PLAYER'S DREAM 1**
 Publisher: **En Soft/Page 4**
 Price: **£6.95**
 Format: **Disk**
 Players: **1**
 Reviewed by **Paul Dixon**

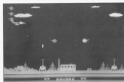
INVASION

Not to be confused with a very old and unmarketable budget war-game from Mastertronic, this **INVASION** is actually an exciting horizontal shoot 'em up recently imported from Germany.

As the pilot of a military helicopter, your mission is to construct a temporary bridge over a river as readiness for the invasion of your tank division into hostile territory. First you should locate your HQ and activate a switch concealed in the trees. This informs your commander that you're ready for the next bridge section, which duly appears next to the

building. You must carefully lower your section and hook it up with a rope from your chopper. It can now be transported to the river and dropped into a position. Simple eh? Unfortunately not! For every chopper constantly hound your activities, firing missiles to blast you out of the sky. You can retaliate with bombs and rockets but there is an endless supply of enemies to replace those you manage to annihilate. There are also several ground-to-air missile launchers situated throughout the landscape, which of course you must endeavour to avoid.

Occasionally an enemy plane will fly across and release a parachute over the partially-completed bridge. This is a bomb and an appropriate warning sound informs you that you must find and eliminate it quickly, otherwise a section of the bridge will be destroyed.



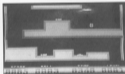
enemy. The first level isn't too demanding but later on you have really got to be a slick technician to get that bridge in place! Personally I found the best strategy was to knock out the launchers first and attack the choppers by dropping bombs on top of them. Oh, and don't forget to keep those rate limiters away from the touch!

Mastertronic's graphics are commendable - the landscapes are attractively drawn and shading is used to excellent effect. There are some nice touches in the Laszlo-style intro

graphics and title page. There's plenty of good animation too. I can't complain about the sound, since the music doesn't seem to be too annoying and the other noises are impressively effective.

If you want a shoot 'em up that isn't just a shoot 'em up - one that offers a more meaningful reason for its existence - then take a look at **Invasion**. Addictive and challenging are words I could use to describe it, but most importantly it looks good, feels good and by golly ...

Title: INVASION
Publisher: B&B Software/Page 4
Price: \$4.95
Format: Disk
Pages: 1
Reviewed by: Paul Dixon



Fancy a game of Rubber Ball? What, you mean you haven't? Instead of this intriguing game from German publisher Kainuland? Well, see ball! I and it turns out to be one of the few game concepts that you probably won't have encountered before!

Imagine you're a rubber ball bouncing through the angled corridors of a vast air conditioning system. Obvious hazards are rolls and chewing gum lodged in the pipes, but air vent doors can help you back on track and air pumps

serve to be quite useful too. Got the idea? In fact, there's no need to imagine - in this game you have an opportunity to actually become a rubber ball!

After loading you're first treated to a short digitized soundtrack - proof that given the programming expertise, anything is possible in 8-bit! Hit the trigger and you land with a bounce in the first of twelve challenging levels, each consisting of several screens demarcated by rainbow-coloured platforms. A joystick controls

RUBBER BALL

the horizontal movements of the rubber ball while vertical actions are influenced purely by simulated gravitational forces. Once you've rolled off the top platform, the ball begins bouncing more dramatically - or to be precise, the ball stays roughly in the same position while the whole screen scrolls smoothly up and down to create a believable bouncing effect. Previous gradually slows up the ball so you must plan your moves to avoid getting stuck in a hopeless situation. If you do, you will be forced to forfeit one of the six available lives.

Having completed a level by collecting a specified number of air pumps, you're awarded bonus points relating to the time remaining on the counter. If it should run down before you've finished the task you again lose a life, but there are retries on offer after every

life level. Balls are a certain danger while the chewing gum can sometimes be a help, as well as a hindrance. The ventilators are important too.

Apart from an occasional hiccup in the bouncing algorithm, **Rubber Ball** is beyond criticism in every respect. The graphics are clear and colourful and the game will have you bouncing into the early hours to try and master the higher levels! German authors have created some top notch 8-bit games and I'm delighted these have at last found their way into the UK. Give your Atari a treat this Christmas!

Title: RUBBER BALL
Publisher: Kainuland Software
Price: \$9.95
Format: Disk
Pages: 1
Reviewed by: Paul Dixon

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DICE!



by John Young

One of the most popular computer games is Yahtzee with many different versions available. Dice! is a similar game that will hold your attention for a good while.

The game is for two to four players (although it can still be enjoyed by one player) and is controlled by the keyboard. Little instruction is necessary as the objectives are self-explanatory with the scores available for each combination shown on screen. Dice are rolled by using the space bar and the keys 1 to 5 toggle a 'hold' on and off for each die. Once you have decided to keep a throw, or when you have thrown three times in a turn, the Return key will end the go enabling you to place the throw in the best position.

Dice! uses a very nicely coloured screen obtained by the use of Display List interrupts and should prove a popular diversion for all ages.

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ST FILE



FUN SCHOOL 4

Kiddies everywhere (and, let's face it, a few mums and dads) will be eagerly awaiting the next instalment in the Fun School series which should be in the shops round about now (scheduled for late October release).

Old favourites Teddy and Freddy the Frog are back in the Under Fives and 5 to 7s but there has been major rustles in the 8 to 11s with Robbie the Robot ousted in favour of Sammy the Sp. Apparently Sammy has more 'street cred'! Sammy will be found slipping around the world for geography and history lessons as well as staying at home for maths, general knowledge and timetables.

Teddy is getting right up to date (cool, my man!) with Freeboks and baseball cap as he cavorts around with art, maths, words, karaoke (can you stand it?) and more. Just imagine... hundreds of toddlers crooning 'My Way'!

Freddy the Frog will entertain the 5 to 7s with his skateboard covering sequences, maths, word sorting and others including a typing tutor to help with computer literacy. Freddy comes fully animated including belly flops into a pool from a high diving board!

Look out for Fun School 4. Seems to be another winner.



All pictures from FUN SCHOOL 4 for 5 to 7s

JUNIOR TYPIST

As computers become more widespread in everyday life the ability to use a computer keyboard is becoming more important. Most people get by with the old "hunt and peck" system of typing, and while this may be OK for occasional keyboard use, it's totally inadequate if you need to key in large quantities of data or text. The answer is to learn to touch type, or at least, to use the right fingers to press the keys.

I suspect that, as with a piano keyboard, the earlier you start learning the easier it is. School software must think along the same lines, as they've now added Junior Typist to their fast-expanding range of educational programs for the ST. It's designed to teach the basic elements of touch typing to children in the 4 to 10 years age group, but there's no reason why adults shouldn't use it too. It doesn't aim to produce expert touch typists overnight, but rather to ensure users start off in the right way. Those interested in fully developing their skills can then go on to more advanced forms of tuition elsewhere.

The program has five major functional areas. These consist of basic on-screen program operating instructions; a short tutorial on basic keyboard skills; a typing game; several typing/spelling games; and a typewriter mode. Programs created like opposed to typing practice is mainly by function keys or mouse, making it extremely easy to use. No manual was supplied with the review copy, and wasn't really needed.

The tutorial shows you the main body of the ST keyboard, i.e. the typewriter's part only, without function keys, cursor



block, or mouse pad. Using some neat graphics with good use of colour it then explains the use of basic keys, and which keys to operate with which finger on each hand. It would have been useful if the package included a review of this reference card items.

At each stage the program provides appropriate examples for you to type: first single letters, then small phrases and sentences. As you type it checks your accuracy, telling you the number of correct and incorrect keystrokes made. When typing complete sentences it also tells you your typing speed in words per minute.

Speed and accuracy can be developed by playing the arcade game, 'Words Fall from the top of the screen and you have to correctly type them to stop them before they hit the bottom - just as in some of the 10-dot typing games of old. Points are awarded depending on how quickly you stop each word. A life is lost for each word touching the bottom, and three lost loses ends the game. To encourage improved typing performance a record of the session's high score is kept. You can set eight levels of difficulty, with higher levels using longer words and faster action. Each level usually begins with one moving single words, and as play continues the letters get faster and multiple words appear onscreen.

The program also includes three simple typing and spelling games, called Words, Sentences, and Typing respectively. Initially levels of each may be worked by

writing, Beginner or Advanced modes; increasing the number of questions in a game; and changing the time limit where appropriate.

'Words' flashes a word on the screen for a predefined time period, when the player must memorise it, and then type it in after it disappears. Points are awarded for accuracy, and bonus points may be earned for solving the anagrams occasionally presented along the way.

'Sentences' is a review of the sentences from the tutorial, displaying sentences on the screen which then have to be typed in. Mistakes are tracked and typing speed shown.

Finally, 'Typing' displays individual words on the screen and invites you to type them in. It also shows you a diagram of the keyboard indicating the key you need to press next. It won't let you press an incorrect key, so it's ideal for the new beginner, especially young children. Typing speed is shown at the end of a game.

It's nice to see the results of your typing on paper. In Junior Typist you make your computer and printer produce a simple electronic typewriter! This permits you to key in a line of text and have it printed as soon as you hit the return key. The advantage of this is it allows users to actually point out what they type without the need to get involved with word processing programs - another thoughtful touch with young children in mind.

Overall, I think Junior Typist is excellent, and properly used really could give youngsters a good start in acquiring touch typing skills. Adult supervisors will probably be necessary though, as the kids may succumb to the temptation of playing the games purely for high scores, disregarding everything they've learned about basic keys and correct key fingerings! But even if they do, they'll still be gaining in general experience and familiarity with the keyboard, which is a good thing to teach.

Title: JUNIOR TYPIST
Publisher: School Software
Price: \$16.95
Reviewer: John J. Devlin

PD Paul Rixon's WORLD

Businessmen rely on it. Lawyers can depend on it. Computers are designed to store, retrieve, display, calculate, print, save and reproduce it in whatever format you require. Now, information is a valuable resource! Developments in information technology have meant that a huge amount of information is now instantly available in whatever requires it, whenever and wherever it is needed. However, quality information is often only obtainable at a price. Communicating with one information system is an expensive hobby, and even buying a few books or magazines each month can become a considerable cost in your wallet. So what does the public domain have to offer?

STARTING OUT

Inevitably most of the information found in public domain libraries is aimed specifically at computer users. Several disks contain articles reproduced from US computing publications, such as 'Current Notes'. For example, **STARTING BLAKE** (so titled because many of the articles were originally printed in a regular volume of the same name) is a huge collection of text files to help you get the most out of your PC. A neat utility called **Master 2.2** is provided so you can flick backwards and forwards through the sections, quickly and easily. By pressing a range of keys you can have the output directed to a printer. The range of topics covered is vast so whatever application you have for your computer, there is bound to be something of interest. The subjects are as diverse as 'XL/XT file transfers', 'What to do if your computer gets a virus' and 'Computer Shopping'. There's a stack of information on hard disks plus articles about modems, spreadsheets, word processors, languages ... the list goes on and on!

FOR THE PROS

To meet the requirements of serious programmers, **Current Notes** have gathered together a series of articles printed by Apple under Computerworld heading

with the internal secrets of the PC's GEM interface. **PROFESSIONAL GEM 1** and 2 are packed full of text and 12 source code examples written by a professional programmer who obviously knows what he's talking about. The two disks form a complete reference collection that will teach you everything about GEM from creating windows, building resource files and dealing with VDI graphics to insider's hints and tricks, user interfaces and coping with GEMOS. The same information in printed form would cost you a great deal of money, so these disks are a genuine bargain!

Apple UK have released a quick reference guide for 51 programmers. The **MS-DOS REFERENCE VLS** contains over 20000 of info on all areas of 51 programming, files, files, GEMOS, ADS, VDI and Mac-A routines are all described - if you haven't a clue what these mean then grab a copy of the guide and find out! Other aspects of the 51's internals, such as the 68000 microprocessor and the Yamaha sound chip, are also discussed. A fairly basic - though not hardware - program is provided to allow rapid interrogation of the data. By double-clicking on major subject headings you can locate the information you need without having to wade through pages of unrelated text. If you are at all interested in 51 programming, this is a disk you do not want to be without!

ARE YOU NUTS?

Anyway, that's quite enough of the serious stuff. A couple of disks worth checking out if your sense of humour is up to the challenge, are **STUTTERERS 1** and its companion **STUTTERERS 2** (also available in cassette). These disks contain a varied collection of one-line imagines which apparently originate from a booklet found in the United States. The text files are a mixture of jokes, stories, strange anecdotes, poems, alternative lyrics and probably just about

anything else that was submitted to the editor! You can ponder over the philosophical gettings together: 'time exists so that everything doesn't happen at once!' and 'chuckle at the 'real life' humour lyrics from genuine teenage chicks.

The guy was all over the road, I had to browse several times before I hit limit! Some of the humour is definitely 'alternative' but you are sure to have a laugh somewhere along the line.

If the **MS-DOS REFERENCE VLS** is a quick guide to the operating system, **MS-DOS REFERENCE VLS 2** is a more in-depth manual for the experienced user. It contains 11,000 words of text covering every aspect of the system. It is a disk of 100K of data in 51's format so the format for the user is in 51's format and has to be read in 51's format.

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MS-DOS REFERENCE VLS 1 MS-DOS REFERENCE VLS 2

A POLICE BOX?

If you needed to consult a detailed listing of Dr. Who spacodex, where's the first place you would look? If it isn't the public domain you'd be missing out on an amazing array of useless information!

THE COMPLETE DR. WHO AND OTHERS features an incredible amount of data about the series - scripts, notices, films and other facts, but to mention a listing pattern for Tim Baker's one only REAL Dr. Who? stuff! Elsewhere on this disk you'll find another batch of computer-inspired humour, a story about a fictitious land and a mixture of unusual pictures culminated using ASCII characters - obviously from the wonderful world of College mathematics!

Computer games can be frustrating at the best of times, especially so when you haven't got a clue what to do next! Fortunately the public domain can come to the rescue. If you're an adventure addict who doesn't have't the time or inclination

Don't wish them all out, you'll appreciate the wealth of information contained in **ADVENTURE SOLUTIONS 1 and 2** (but I storage from all the info disks seems to come in pairs). The files on these two disks reveal the secrets of over fifty popular adventures, and they can be used to provide hints as needed or to obtain the entire solutions. If you are stuck on Dungeon Master, **DUNGEON MASTER HELP** will give you the break-through you need. This one presents detailed maps of all fourteen Dungeon Master levels as a continuous slide show. There are also charts of the spells and many other tips to guide you through the trickiest parts of this ST classic.



DUNGEON MASTER
HELP disk with maps
and text files

Previous page:
STARTERS disk

PAPERLESS MAGAZINES

Disk magazines are always a useful source of information, and they are usually entertaining too. One of the most popular mags - **ST News** - vanished some time ago and everyone thought it was gone for good but now it seems to be back! **ST NEWS 6.2**, dated August 1991, was recently added to the library. As always **ST News** is packed with dozens of articles, facts, hints and reviews. In particular there are sections on Leisure Suit Larry II and Wonderland, plus reviews of Coda, Lemmings, Llamasoft, Superbase Pro and AT Speed. There are also some bonus files on the disk including the quick boot utility Picked, an impressive version of the compressor program Paks for use as a PD offering from Gibsoft (grandchildren of Newbold) to replace and enhance those normally floppy-GEM disk-based!

The Lost Boys, meanwhile, continue to tease their 'Maggie' disks - believe it or not, they've already made it up to issue 1.0! There's not a lot I can say about Maggie that hasn't been said before - once you're familiar with the format, you'll know precisely what to expect! As well as plenty of excellent graphics and music (as per usual) there are some very worthwhile extras on **MAGGIE 1.0**, such as a demo version of the 'Professional Virus Killer' which can recognize almost five hundred bootsectors. Another program claims to modify certain classes so they'll run on the STE. I wonder if it works? Not to be out-done, 'The Untouchables' have been busy producing disk maps of their own and their second release - **THE UNTOUCHABLES DISK MAG 2** - is definitely worth investigating. There is a LOT of help here on ST games, a number of software reviews and some articles for programmers. He warned that if you intend to read everything in these maps you are going to be up for a LONG time!



Tips from Analytic

Above - **THE UNTOUCHABLES DISK MAG**

Left - **ST-600 REFERENCE GUIDE**



THE CATALOG

Since we're on the subject of lists, a brief reminder that if you want to view the exact contents of all the latest additions to the Page 6 library (and the easy-to-use disks too), you can do one of two things. You can buy them all, or alternatively you can read for a copy of the Page 6 Catalog Disk. As well as all the necessary data this includes a utility that will en-

able you to do search for specific indexes (like using wild cards), so the details you require are instantly at your fingertips. If you return your Catalog Disk when buying other software, you can also have an update for free!

That's it for another issue. If you're an article type fan (and if you're not) tune in to PG World in a couple of months, when the topic for discussion will be computer graphics. I hope you have a fun Christmas - see you next year!

HOW TO GET THEM

All of the disks featured in PG World are available from the Page 6 ST Store. Just take a couple minutes each when you order your other software to make enquiries. Please contact PAGE 6 if you don't have a copy of our directory (the name and what the system requirements for each are). We'll send it to you (with a complimentary 1.44 for all disk names and contents) available from the Store, priced at £1. The disks themselves in this edition.

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Telephone 01258 313333 or FAX 01258 313333 with credit card orders

MUGSHOT

This is a strange piece of software. My initial impression was that it looked like a great deal of fun, indeed the manual says "let's come to Mug Shot! More fun than a barrel of dynamite!" Unfortunately, this sort of overly clever second-hand car salesman attitude pervaded throughout the manual. Unlabeled it unlabelled and registered the disk, which means an install page has to be run first. I was required to type my name in so that the disk could save it and display this as my name. A novel way to deter pirates, although this does not affect any looking up or saving, which is good and seems to use much of the PC world of features. I was then allowed to create my look up or working copies and then to try the program.

Mug Shot could be described as an art program, and my initial enthusiasm grew as the program of making faces that I could print on a printer. The idea seemed good and sure I developed the control system I was provided with a whole window in which I could place the outlines of eyes, chin, hair, nose and wrinkles by clicking with the mouse. It was in fact just like the thing that looks as behind of American police offices.

The software comes with two sets of outlines: "Female" and "Male". It seemed that "Female" was confined from various real personalities and "Male" was nothing consisted at all but a state way of spelling names or various face outlines. The package comes with its own art editor, a fairly basic line drawing and filling package which will allow the user to add to existing pictures or draw entirely new ones. The outcome can be saved in several ways with various extensions. MUG for internal program filing, MGC which allows for positional cross screens made saving, or DIC for text and PDI or PDI for Degas compatibility. These latter options



allow images to be loaded into other programs. Just why this should be desirable escaped me for some time and during the review period I found my initial enthusiasm waning. Indeed on starting the program and output to a cynical Mrs. Mapp the question "Yes but what do you do with it now?" was left unanswered.

One of my more art skilled friends explained she could do the same better and quicker with a pencil and I began to wonder about the use of this package beyond idle fun. It fell in between (see above) not a drawing package of any note since the tools are far more rudimentary than creative and not really clever enough to contain long term interest as a "fun" program.

I had at this stage just decided the software was for consigning to the nearest binoculars-addictive hobby store, owing to a play by mail commitment. I had to produce a small document showing the faces of a couple of groups of notorious characters. I thought the only quick way out of this was to DTP a sheet in Times-ten on the RT emulator (yes I am aware that there are RT emulators that this is an old PC version I picked up cheap and several hand). I had no art tools for this sort of facial clip art. Though, no self need the emulator, to meet Muggshot and

within five minutes I had created and saved two IMG files that did indeed just into Times-ten. The two pictures were absorbed with no problems at all. I then discovered that the software could create other small pictures and thus I had found a simple clip-art creator to personalise documents et al.

This revelation sent me scurrying away to try the other modes and I made the discovery that, despite my total lack of artistic skills, it was possible to use the polygon line and spray options to produce acceptable simple shapes. I was disappointed to find that the editor would not allow me to load IMG files so that MUGSHOT itself would not allow the re-introduction of IMG files but, despite this, I found Mug shot to be quite a useful piece of cross-hobbyist art software.

In conclusion I have to say that, unless there is a specific purpose for this package in the mind of the purchaser, then thought will be needed before purchase but it does offer a cheaply way into a drawing package and it is fun, at least for a while.

■ **VERDICT** - Really quite fun for a short period although its longevity will be dependent on the use it can be put to, good value-drawing art though.

This software is available in its UK form Creative International



Title: **MUGSHOT**
 Publisher: **Wiz Works**
 Price: **£19.99p**
 Reviewer: **Damon Rowboth**

THE SECRET OF MONKEY ISLAND

GRABBIT? Go out and buy it immediately! (As long as you have a magazine of money and a double-sided diskette drive!)

This is what graphics adventures should always have been like - great graphics, superb animation, easy to use interfaces, puzzles and feature games, resource, adventure, humor, everything!

As *Graphica's* Thoroughbred goes, I know the name stinks - but it is the only bad thing about the game! (You still wonder to how with the beautiful governor of Monkey Island while trying to become a pirate. Really your love is kidnapped by a ghostly pirate and you must find a way to reach the mysterious Monkey Island in order to rescue her from her supernatural captor.)

The mouse interface is excellent. A verb list on the lower left allows you to interact with items in the picture or with your scrolling inventory list in the lower right. The verb list is a little limited concerning occasional innovations - but *USE* tends to cover most of the missing verbs so it works quite well really. This is complemented by the fact that the system remembers the last verb you used (as the left button) and offers the most likely verb you might wish to use with an object (as the right button) so that many commands can be issued just with one point and click. Alternatively you can see the first letter of the verb on the

keyboard then click on the target object with the mouse. I wish other games put as much thought into their ergonomics as this!

Another delight is the fact that it is practically impossible to die! At one point you may think you have died as you fall off a crumbling cliff top and a Sierra style *blowout/blowout* box appears on the screen - but this takes you a few seconds as you soar back onto the screen, apparently saved from death by an amazing stroke of luck and a strategically placed rubber tree! You may still need to restart occasionally if you witness a critical item, but it is a much more requirement than in most games - you may not find the solutions immediately, but you will be hand pushed to get yourself into a situation from which you cannot quit. This is user-friendliness at its best.

Once you have located certain places on the overview map you can travel to them immediately by a single point and click, so you don't need many maps or notes. You don't need to remember things to say to people as each time you start a conversation you are offered a list of suitable phrases to use. I only made about two pages of notes for the whole game.

Many of the puzzles are fairly straightforward and typical of this sort of animated adventure, but the graphics and text are packed full of humor and it is great fun to play. There are also a few very clever puzzles (and a couple of slightly obscure ones!) to keep you on your toes. The method they have implemented for sword-fighting, for example, is brilliant, but I must spoil your fun by saying any more.

As with any graphics adventure you will have games of less to fifteen seconds for diskette loads, but they crash a lot into each load so it is worth the wait. Even better if you have a hard disk! Although there are four diskettes you don't have to



“ user-friendliness at its best ”

change diskettes too often as the game is broken into chapters. Chapter One takes place on Merloc Island as you follow up three quests given to you by the pirate leaders in order to prove yourself good enough to be a pirate yourself. Even though you eventually succeed in your quests you soon get side-tracked into trying to buy a ship and recruit a crew so that you can sail off to Monkey Island to find your true love.

Chapter Two is quite short - the voyage to Monkey Island, complicated by the fact that you haven't the slightest idea where it is! Certain hints soon lead you to believe that there must be some magic involved somewhere!

Chapter Three finally takes place on Monkey Island as you search for its secrets, aided and abetted by the local ruffians, a marooned sailor, and, of course, the wild monkey!

Chapter Four is, hopefully, a happy ending - as long as you can work out how to defeat the ghostly pirate despite the fact that you have managed to lose the only weapons which will work against him!

- **NIGHT & SOUND** - Lots of happy tunes, plus a few sound effects
- **GAMEPLAY** - Fun and easy to play, excellently designed
- **VERDICT** - Thoroughly recommended!



Eng. **THE SECRET OF MONKEY ISLAND**
 Publisher: **LucasArts**
 Price: **\$29.99**
 Reviewer: **John Sweeney**

SAMPLE THIS!

*In the fourth part of this series
John S Davison turns his eye, and
keyboard, to the more professional
end of the home market*

As promised in the last issue we'll be looking mainly at Microvax's top-of-the-range Replay Professional sampling package this time. I also wanted to cover their exciting new Stereo Replay package, but the review copy arrived too late for inclusion here. However, from the spin-off, I've had to say it's a real winner, and at £249.95 well worth the £119.95 extra over the old Replay R package price. Full details next time, meanwhile back to Replay Professional.

At £199.95 Replay Professional costs a lot more than other samplers we've examined, but there it does offer more. It contains the sampling cartridge, three disks of software including the Replay Professional sample editing program, the Drumbeat Professional drum machine program, and the MIDIPlay Professional keyboard emulator. There are manuals as supplied, which although rather chaotically presented seem adequate for their purpose. All the software runs in real-time at high resolution on 386SX/STCs and up, but larger memory allows you to better exploit its facilities - via higher sampling rates, longer samples, or more samples in memory at once.

The cartridge looks externally identical to the Replay R cartridge discussed last time, it still uses 8 bit resolution for recording, but now replays samples using 12 bit resolution, which does seem to improve the subjective sound quality a little. It has three sockets for sample signal input and direct sample playback via a separate amplifier (e.g. your hi-fi).

The sample editor program is virtually identical to that in Replay R. The only difference I could find was in the area of

digital filtering, which now has 'Fast' and 'Slow' filtering algorithms and a variable bandwidth facility. Other features are as described last time, but I'll briefly summarise them anyway.

Firstly, it records and replays samples at rates from 5.5kHz to 44kHz. You can then selectively cut, paste, copy, insert, or delete parts of a sample or reverse it, insert other samples into it, and superimpose other samples over it. You can also fade samples in/out, add special effects such as reverb, echo, tremolo, or flange, or digitally filter them in many different ways. Real-time oscilloscope and spectrum analyser displays help you make good quality recordings, and 30-Fast Fourier Transforms and fil-

ters require displays scroll with any digital filtering requirements you want to perform. Facilities are also provided for 'looping' samples - repeated replay of a chosen interval section of the sample to give a long sustained effect from a short sample. Up to ten samples can be assigned to the ST's function keys, allowing you to quickly switch from one to another. Samples can be played nonsequentially (i.e. single voice only) from an attached MIDI keyboard, but for serious MIDI use you need the polyphonic MIDIPlay program, which I'll describe shortly.

As expected, Replay R's Drumbeat program has also been upgraded to 'Professional' status. Again, it's not immediately obvious what's changed, as it's very similar to the Replay R version. It can load a drum kit of up to 15 different samples, define up to 50 different rhythm patterns each of up to 32 steps which play this kit; these sequences then pattern together into a song of up to 100 pattern entries. Up to 16-voice can be held in memory at once. It synchronises with incoming MIDI clock signals or sends out MIDI clock signals to drive other MIDI equipment, and can also transmit MIDI note/velocity information and hence drive other external MIDI musical sources. The big difference is that it can now play four samples simultaneously instead of two! And most importantly, it's capable of impressive sound quality, as shown by the demo sequence provided. It works ONLY via an



external amplifier - no TV/monitor output option is provided.

MIDIPLAY PROFESSIONAL

The major software extra you get with this package is the MIDIPlay Professional program. Basically, it turns your ST into a polyphonic sample player module, which can be driven either by an attached MIDI keyboard or from an external

COMPILATIONS

MY NAME IS BOUGH, FRANK BOUGH!



Once more Denmark are setting off on the collection trail. It is a sure sign that Christmas is in the air when collections of past favorites are being sealed, boxed at relatively discount prices. The two-compacdisc reader/scraper here are very different animals and probably between them will have some appeal to all the ST using populace.

The **JAMES BOND COLLECTION** is probably the wisest of the pair and then it will run through this bit of offerings first. The three games included are *The Spy Who Loved Me*, *Live and Let Die* and *Licence to Kill*. The first readable thing about this compilation is that it is really onto the rare 70000 disk, which is unfortunate for those few single sided disk drive owners but could be a boon for those with forwarding exchanges and possibly others.

The games show the up and downs of Denmark's licensing life. *Live and Let Die* is a very disappointing shoot from race game. There is a sufficiency of colour and the joystick control is good but there is little variety. The objective is to simply aim at an area of the world map and chase your verbally scolding secretary to the end of your fuel. The scenery is bland and labor and this is the compilation's compulsory underweight.

The *Spy Who Loved me* offers a little more challenge and variety. It'll keep much a vertical scrolling chase. But then there is the option to obtain disks that will allow additions to the car and the chance to dodge hazards such as pedestrians, thereby maximizing points. The sound and colour here is better and the

third theme is somewhat more acceptable. There is also a wider variety of task games to play that follow the film plot in a recognizable way and offer a great deal of challenge. It appears this is Denmark's third best since it appears on both this third collection and on their Super Hitcom compilation.

Licence to Kill offers the most modern interlocking and the best music and script efforts. It builds on the linked multiple model of *Spy* and allows the player to attempt to recreate the train scene in the film. *Spy* it does not allow any of the Bond Girls to be arrested at any time but it does allow for all the trapping out of helicopters maintaining on your head and general demolitions for which Fleming's hero is justly famous. This game has good effects and smooth controls. Fortunately all the actions are performed using the same joystick or key combination thereby allowing for fast active reactions.

On the whole this particular collection, though good, may not be too popular. *Spy* is available on a more attractive set and *Licence to Kill* excites your desire it is also available on Hitcom, the mainline Denmark collection. *Live and Let Die* doesn't seem worth the money at all.

The sports compilation **GRANDSLAND** does offer value for money with four games of acceptable and better standards. The scene of the quarter is **Goalie's Super Soccer**. This is a slow league based game that Denmark have been so embarrassed by the fog to include instructions in the book. Fortunately the slow gameplay and peculiar actions of the teams are easy to work out and the controls are similar to better offerings. The game does not even allow teams army stripes when both play in the same colour.

Confidential Circus has been with us for some time and offers a no nonsense racing game. While it in no way is stimulating it offers a progressive challenge with an

arcade feel to it. The backgrounds are strong and there is some additive feeling to it, although the game still seems an antiquated in comparison to later day offerings.

The two best games are **World Class Leaderboard** and **Pro Tennis Tour**. Or, to be more honest, **Leaderboard** and **Pro Tennis Tour** because the upgraded 'single year golf course' version was not implemented for the ST and thus you have only the one course to play. **Leaderboard** is probably one of the ST's better golf games. Although somewhat generic and available at budget prices, it offers all the facilities of the state of the art games and is well worth playing. Control is by mouse and little else needs to be said about this classic. **Pro Tennis** is a pleasantly challenging game that I enjoyed. Good sized spins and smoothly angled effects allow for a fast challenging game. It is pleasant to watch your ranking increase as you lose your way through a tennis season! Plenty of practice needed here for an absorbing game.

On the whole the **Grandstand** collection is a good buy so long as you do not own either the golf or tennis parts. **Goalie's Soccer** is more than disappointing but the racing will entertain participants after the Christmas turkey has been passed. This would be a better present than **Lead** although I find the £20 rather steep for such antique software.

■ **GAMEPLAY** - Generally acceptable in both sets, although the underweights of each are entirely excusable.

■ **SOUND & GRAPHICS** - Tennis and Licence both show good efforts in sound with reasonable graphics, the others are acceptable with sound mixed and colour.

■ **VERDICT** - Each set has at least one strong component thus saving them from the state of rip-off!

**GRANDSLAND and
THE JAMES BOND COLLECTION**
Publisher: DANMARK

Price: James Bond £24.99/

Grandstand £29.99

Reviewed: Damon Howarth

HERO QUEST

and

RETURN OF THE WITCH LORD

Hero Quest is an arena-driven, three-dimensional graphics adventure game of mazes and traps based on the popular board game of the same name (and not to be confused with Sierra's 'Hero's Quest'). You can have up-to-four people playing at once who can be either characters, Druid, Elf, or Wizard. The characters stay in their powers, number of body points from many hits before you die and number of vital points (before of a spell affecting you).

There are linear quests that you can take up, each with a different scenario. Each dungeon contains random treasures, monsters and occasionally magic of equipment such as deadly weapons, wands and talismans. If you find any potions you should use them before you leave because you can't take them from one quest to another.

The dragons live in marked out in squares, so each person turns the computer screen movement direction for you and then you use the mouse to move your character, check the map, manipulate your belongings, and perform ONE action each turn: fight, search for traps/secret doors, or search for treasure.

Make sure you search every location for treasure the more gold you get the more you can buy at the shop. But beware of searching when you have only one body point because you can fall into traps or be attacked by wandering monsters.

Search for traps first! Also be careful with your spells as the spell will be wasted if your character can't see the target.

There are some nice touches in the game such as a spinning gold coin for a dice roll. The background is well made and looks as you would expect a dungeon to be.

It would be nice if the players could interact with each other more, such as trading, fighting etc., because if you don't want to work together then the most you can do is try and block doors, unless you're the wizard or elf in which case you can cast spells on the other characters but they can't harm you back.

Because of 'breath' (breathing of your body and vital points) as between quests because although it heals you, you will lose all your equipment and money!

The computer game is roughly the same as the board game (except for the graphics), but you can only play the board game if you have quite a few people, whereas you can play the computer game by yourself and control as many characters as you want really, as the computer keeps track of everything. Hero Quest also has a map feature which can come in handy while exploring or going back somewhere, looking for monsters, and of course trying to find the way out!

Return of the Witch Lord

is an extension set for Hero Quest and works in exactly the same way, but has new, native monsters, different scenery and is overall much harder. You need to play Hero Quest first to collect special items that you need to use to defeat the Witch Lord, then load your saved character into Return of the Witch Lord.

My main criticism about this extension set is that the shop doesn't sell any more weapons than before. The throwing of spears and hand-axes doesn't seem to work so once you've got one of everything, you can't do anything with your surplus money. Also it would be nice something that they can't use - for instance if the dwarf finds the wizard's



which only the wizard can use - then he can't give them to the wizard and he can't sell them in the shop for the wizard to buy. It would also be nice if you could buy potions, especially healing potions, at the shop.

HINTS

To make a powerful character you can choose one person to play with and have the other three as bodyguards. Use the bodyguards to do all the fighting and searching for traps while your main character just grabs all the treasure! You can 'break' all the bodyguards at the end of each level as they won't have anything to lose. Cast all the cure healing spells at the end of the level.

The best thing you should save up for is a reststone as it is the only magical weapons and the monsters you are fighting can't hit you back if you stand in a different 'zone'.

To get gold enter a quest that has the exit in the room where you start, then search for treasure and leave. Come in again search and leave. This can get tedious but it allows you to get good weapons and armour!

- **QUIET & SOUND** - The graphics are quite good although there is not much animation. Fairly good sound effects for things such as walking and light up your mouse track.
- **GAMEPLAY** - Very like the board game - easy to play and highly addictive.
- **VERSATILE** - Good fun for both solo and group play.



The **HERO QUEST** and **RETURN OF THE WITCH LORD**
 Publisher **Sierra**
 Price: **\$26.99 & \$14.99**
 Developer **Axis Strategy**

MATHS DRAGONS

Maths Dragons is a new educational package designed to help 8-13 year olds practice their arithmetic. This wide target audience is made possible by a simple but unusual method of lowering the difficulty of the problems presented, namely by using the maximum numeric value an answer can take. The program uses a completely different approach to that normally found in maths programs too - it's based on a graphical adventure game! This gives additional educational benefits, such as using the concepts of direction, mapping, use of simple logic, and even basic keyboard skills.

The game's scenario places you in the caves of the Maths Dragons. You are invited there to play with the young dragons, but they're lazier rather naughtier. They've stolen all the pieces of the train set you took with you and scattered them around the caves. As you search the caves to retrieve them you encounter what Maths Dragons, who have this nasty habit of setting you arithmetic problems whenever you need! If you answer incorrectly they confiscate a piece of your train set and take it again! You also meet baby dragons occasionally, and this usually spells trouble as they're fond of hindering your progress to various traps.

The game has 21 different locations, neatly mapped in the instruction booklet in case you can't manage it yourself. It also lists the train set components you have to find. The program has a continuous vocabulary of about 100 words, but you can complete the adventure using just a few of them. There's also a fairly fancy which reveals a eagle new for use if you get stuck, and you may also discover others during your quest.



Even though it has an easy, funny mood, Maths Dragons is not a toy. It's a real challenge, and you'll be glad to see it on your screen.

The playing screen is split in typical graphical adventure style, the top displaying the pictures and the bottom used for text messages and command input. The graphics are not very good, consisting mostly of line drawings filled in with the 80's pixelated fill patterns. Many of the locations are visually very similar too. The graphics are completely static - no animation and no updating, not even to show the presence of pieces of train set. Information of this type is communicated via the text display. In fact the graphics add little to the game itself, but do provide additional interest for younger players.

The text display uses the 80's 80 column mode, so the characters are quite small. Some children would probably have difficulty reading it, particularly if using a TV display rather than a monitor. A little alternative screen is here but made for the limited reading abilities of very young players, so they'll need help from a parent or older child to successfully play the game.

Use of sound is rather sparse - there are no sound effects, and the program uses only a single soundchip channel for music. This means to play fairly randomly during a game, and stops as soon as you type something on the keyboard. Thankfully it's not overdone, so remains fairly inaudible.

It's possible to play the game through fairly quickly, so there's no need for game save and load features. There's no facility for tracking a player's maths performance either, but the fact that a game has been completed indicates right answers more given at least some of the time! An end-of-game summary would have been

nice though. All you get is the number of points scored and number of commands entered, but at least this can be used as a target to beat next time you play.

"FIRST ADVENTURE"?

The gameplay itself is fairly basic as far as adventure games go. Reasoned young adventurers would complete it in a few minutes (unless they're totally hopeless at math!), but it's not aimed at such people. It does make a possible "first adventure" though, and could trigger an ongoing interest in the genre. Incidentally, each game played is different as the pieces of train set get scattered in different locations each time through. You're also at the program's mercy in terms of when it reveals the pieces to you. They're not necessarily hidden in obscure places - they just seem to appear in a location at the program's discretion, and this seems linked in some way to the difficulty level set at the start of a game.

I'll bet you're thinking I don't like this package. If so, you're quite wrong! True, it's not much of an adventure game and its presentation could be much improved, but the merit of the original idea comes shining through. The fact that you have to solve maths problems to progress doesn't seem out of place at all - they're just an integral part of the game! Even Peter, my ten year old son (who normally hates practising arithmetic) was extremely impressed and enjoyed playing. That's praise indeed from someone who's had dozens of different educational programs installed on him over the years in support of Page 6 review! So, if you want a program with a different approach to maths practice, try Maths Dragons. I'm sure your kids will enjoy it.

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Even though it has an easy, funny mood, Maths Dragons is not a toy. It's a real challenge, and you'll be glad to see it on your screen.

Title: MATHS DRAGONS
Publisher: Coombe Valley Software
Price: \$14.99
Reviewer: John S Davison

ELVIRA

In the October 1988 issue of *New Adventure* I reviewed the excellent "Promised Nightmares" as the end of that article I wrote: "Watch out for Elvira, Mistress of the Dark" later this year". Well, it took a little longer than that to get hold of a review copy - but finally Elvira has arrived. Was it worth the wait? Yes, I think so - although it will not appeal to everyone! In another brilliant graphics adventure with all input via the mouse, but there are numerous fights in an arcade style which may put off some people. Some encounters need to be resolved with ranged weapons - crossbows and spells - which are also often useful as a preliminary to hand-to-hand combat, but you need to be careful as you need some of your ranged weapons for specific purposes.

Most encounters are hand-to-hand fights where you have to defend YOUR quickly to attack or defend either to the right or the left. The fights start off quite slowly, but as the game progresses the enemy gets much tougher and faster. Apart from ensuring that you have the best weapons and armour you will need to practice hand and eye COORDINATION. THINK quite hard! Fortunately your character's skill increases as he wins his fights and you should have some pretty powerful offensive spells by the time you need to take out the real baddies.

Death is common frequently and very gory - accompanied by very detailed pictures of

your remains! This is all very good as it sets the tone of the game very well, but it does get a little tedious having to constantly restore the game and retrieve your last saved position. Generally the response times (5 to 30 seconds to load a set of rooms or an animation sequence) are very good considering the quality of the graphics - the constant switching between the two methods is rather more frustrating if played from a hard disk and thought it was great!

For those who are into plots, Elvira needs your help to save the world she has just inherited from the grasp of her evil Great-Great-Grandma Ezerella and will get horrible friends. You need to find six gold keys to unlock a chest containing certain artefacts capable of destroying Ezerella. You'll reveal a few spells along the way and Elvira will mix these for you providing you can find her spellbook, get rid of the cleverest-wielding monk from the kitchen and find the necessary spell components.

There are about fifty ingredients being brought from muggles to devil right-handers with which you can make over five dozen spells such as Mountain Flip (single arrow) and Cat & Dog (two highly destructive double-headed). I cannot did find all the components - it is a slight weakness of the game that you only need to use a few of the spells to finish the game.

The castle is enormous covering over 300 locations (plus another 150 in the forest) although many of these are parts of the maze which you will find in the garden and the crypts. The graphics are excellent and you must be careful to click all over the pictures carefully to see what you can discover. Once you find something which reacts to the mouse you can try picking it up or examining it. Once it is in your possession you may get offered a range of other possibilities through the text box down the right side of the screen. This is a little limited, mainly



“ Death comes frequently and very gory ”

allowing you to manipulate locked doors, walls and use weapons, and cast spells. It should be noted however that, despite what the manual says, Double Click and EXAMINE are NOT the same and you will get crucial extra information by EXAMINE (EG items). Many other problems are solved by placing an item at the appropriate place on the screen rather than by USING it.

There are some nice animation sequences - it is amusing how much of Elvira moves when she is talking to you or scolding up and down barrels for you! RASTY BEZEL if you reach the end of a rope then when you try to climb back up the game may crash - apparently this is a known bug and the game is not guaranteed to work on either STDS or STDSs (which seems to cover most machines) - they are not planning to fix the bug - just don't use that route - there is another way down to the maze!

- **GRAPHICS & SOUND** - Great graphics and animation, sounds are merely music and generic fighting lights
- **GAMEPLAY** - Nice to have a slightly different approach to a graphics adventure - enjoyable but brilliant, but the game is good fun if you get into it
- **VERDICT** - If you accept the fights and the slow switching then Elvira is an excellent game, well worth the money



The **ELVIRA, MISTRESS OF THE DARK**
 Publisher **Accolade**
 Price **\$29.99**
 Developer **John Dowdney**

RAINBOW

EDUCATIONAL GAMES

Rainbow Educational Software have launched two educational packages aimed at the under-5's age group, namely Shapes and Colours, and First Letters. They're the first of a planned wide-ranging series aimed at three different age groups - Rainbow's 'available soon' list shows a further twelve products to come. Each is presented in high-quality colourful packaging containing one double-sided disk and a simple instruction sheet.

SHAPES AND COLOURS

This package is a collection of six programs designed to help young children learn the concepts of shape, size, colour, and sets. It also teaches lightly on letters and numbers, a subject taken up again by later Rainbow offerings. Each game is totally mouse controlled using colourful graphical screens and icons, and visual prompting. The programs are unified by the use of a funny character, an idea pioneered in Database Software's superb Fun-based educational programs. In this case it's Bobby the Clown, whose happy smiling face lends an air of friendliness and familiarity to each new topic presented. The individual programs are as follows:

SNAP - displays a group of items and you have to indicate whether they match or not by clicking on a tick or cross. Level 1 uses simple geometric shapes, Level 2 uses familiar everyday objects, and Level 3 uses complex objects. A correct answer earns a cheery 'thumbs up' from Bobby, an incorrect one elicits a grumpy sound. Five correct answers leads to a virtual pie into the clown's face!

PAINTING - a simple relaxing program. Choose from any of twelve colours then use the mouse to paint any area of the displayed picture with it. There's a choice of six different pictures, and you can switch between them at will, even if they're only partly completed.

ODD ONE OUT - click on the 'odd item out' from the displayed group of items to move a red car icon towards the race finishing line. Wrong answers earn a grumpy sound and the blue car moves forward instead. Make the red car win and you receive a musical and animated reward. If the blue one wins you hear a snub noise! At the highest level the program uses LOGICALLY connected items - all the items may be different shapes and colours, but three of them will have a common characteristic. For example, they could be different items of clothing, with the odd one out something completely different.

BIG AND SMALL - presents three of different sizes. Bobby points at an item indicating whether you should find the larger or smaller of them. Clicking on the correct item causes a coin to drop into Bobby's piggy bank, and six coins buys him an ice cream. Level 1 uses simple shapes in two sizes. Level 2 moves on to simple objects in three sizes. Level 3 uses three different but logically connected items, e.g. animals, vehicles, etc.

SETS - displays eight different items, of which two sets of four have common characteristics. You have to form the sets by moving each item to the appropriate area of the screen. Again there are three levels, with Levels 2 and 3 using logically connected items. Level 3 can get quite difficult, as all eight items may in fact serve to form the same characteristics. For example they all could depict different foods, but closer inspection reveals they may be subdivided into 'fruits' and



"other" finalists. An incorrect selection means that gambit sound again and the chance to move the offending item to the other set. Correct solutions earn sections of an amusingly animated reward screen, which build up into a complicated mechanism rather like that in the old 'Moonstray' board game. Here, its eventual purpose is to tip a bucket of water over Bobby!

SHAPE GAME - none of a light-hearted bonus game than an educational program. Up to four players can choose a token from the six displayed. Then, each player has to collect four of his chosen tokens by spinning a wheel with a pointer on it. If the pointer comes to rest on his token, he wins another one. The first player with four tokens wins the game. There's no skill involved - it's a really a game of chance. This is the weakest of the six programs, but it would probably bring light relief at the end of a heavy session with the other five!

Overall, Shapes and Colours is a superb package, which in style and quality reminds me very much of the legendary Plan School series. Its graphics are well drawn and very colourful, and it exploits the ST's sound chip to just the right degree. It uses multi-channel sound, but with restraint so the music and effects never become obnoxious. No need for a "mute off" feature in this package! The content is well thought out, too, with a well judged degree of difficulty between the levels within each program. I also liked the way it gently introduces the concept of letters and numbers - they're occasionally used instead of pictorial items in some of the programs. Finally, it's extremely easy to use - a very important consideration for programs aimed at young children. It's the best educational package I've seen for some time - the kids will love it!

FIRST LETTERS

This program is designed to assist youngsters to learn the letters of the alphabet. Unlike some educational programs recently launched it uses lower case letters, which is what the children learn first at school. It uses Bobby the Clown as the theme character again, but this time Bobby has invited you to look around his new house, and to play a game to the proceeds. There are twelve rooms, each with ten items in it. There aren't 120 different items though, as some appear in more than one room. If you match exactly one of the items the



player will move in an appropriate way, for example a jump for teddy, or a ball bounce. You have to first identify what the item is then tell Bobby its initial letter, and this may be achieved in three different ways.

Firstly, you can click on the appropriate letter in a table on the right of the screen. Secondly, you can repeatedly press the ST's speaker to sequentially step through the letters of the alphabet to the required one. Finally, you can press the appropriate letter key on the ST's keyboard, but this relies on the use of upper case letters on the keyboard - not a good idea as it could be confusing to a young child.

Select the letter correctly and Bobby awards you a tick. Get the ticks and Bobby asks you if you want to see another room of the house. Complete five rooms and you earn a box as reward screen - an amusing animated sequence involving Bobby. Inside plays too, but I'm sorry to say it uses single channel sound only, which to my ears always sounds crude and unobscure.

A wrong answer means you a cross and that gambit sound again. The correct letter is then displayed at the bottom of the screen and the program then goes to select a letter proceeding to the next item.

If you have problems finding and recognizing the item, just press the ST's help key. This displays a list of all the items in the room. It's in text form and unlikely to be of much help to young children though. Pressing it again will show you the answer, complete with its initial letter highlighted. The child may then use this to find a similar letter in the table and select it using his preferred method. When running on my STE a

small bug appeared here. The word list didn't get cleared from the screen, so the next message displayed got mixed up with it and couldn't be read easily. The problem soon corrected itself though.

First Letters just isn't in the same class as Shapes and Colours. It wins hand, but isn't nearly as polished as its companion. This shows up in things like the single channel sound and that message area bug. It has some nice touches though, such as the animated bonus screens. Some of the animations of the items in the rooms is nicely handled too, and the overall standard of the graphics is quite good. There's nothing really wrong with the program - it's just that it falls to competitors with Shapes and Colours. The kids will probably enjoy using it as it has enough variety to hold their attention for a reasonable time-span. In summary I'd class it as fairly average, but it could be a useful buy if you need a program of this type.

Reviewed by John S Davison

SHAPES AND COLOURS

Rainbow Educational Software
Price £7.99

FIRST LETTERS

Rainbow Educational Software
Price £7.99

THE

STOS

COLUMN

**Peter Hickman
says farewell
and we
welcome a
new STOS
columnist
Dion Guy
who this issue
brings you
two type-in
listings to
enjoy**

GOODBYE! ...

I hate STOSers everywhere. This is your integral programmer speaking to you directly from the Himalayas. I have finally decided to settle down and get a rest of my own away from the hectic and hectic of modern life. Actually after the PFA heads with the tax man in the last issue I thought I had better take a long holiday. Yes I'm probably not!!! Only joking, but as I am sure you have gathered by now this is a short paragraph that I have put together to say goodbye to you all, but don't worry STOS expert Dion Guy has kindly offered to take over the STOS column and will be fixing his word processor as you for many moons to come. Before I pop off back into fantasy land I would just like to say thank you to all those people who have made this STOS column work over the past two years, thank you to Les Ellingham for the big break (and the rest of the Page 4 Publishing team for putting up with me) and finally thanks to all of Mandrake (now Emspress) Software including Frances Linnell, Richard Viner and Chris Payne.

My last duty before departing is to conclude the saga of the unpublished game. Nick Hague's "COSMIC" should now be available from all good Public Domain stockists...as check it out!

... and HELLO!

Hi My name is Dion Guy, welcome to my first STOS column! After that strange intro by Peter there seems to be very little left for me to say! But - the column must go on!

I'm afraid there's no STOS news this issue, it seems very quiet on the STOS front at the moment, but hopefully things will pick up soon. If you have found any news or have written a small listing program in STOS that you want reviewing, then get in touch! Our small snippet

is that PFA Defend 4, the latest addition to the highly acclaimed educational series, should be released by now. Again the ST versions were written with STOS, I'll have a bit more info for you in the next issue. Actually, something I've always wondered is 'what ever happened to PFA Defend 1?' The first group of packages was called PFA School 2! Answers on the back of a used five pence note, please.

TWO GREAT LISTINGS

In this issue we have two programs for your deliriation. First up, we have a IFF picture displayer by that all round talented person - Tony Mason. Secondly, we have an excellent program by Brian Adams which allows you to configure the way your computer works (monitoring) - and issue a STOS configurer and this issue a compiler configurator. Due to go in this issue also was an accessory written by little ol' me which lets you generally experiment with your ST's colour palette. We'll bring you that one next time. An space in a little light this issue there will be no headlines of the programs, just some brief instructions.

IFF PICTURE DISPLAYER

This handy program allows you to display IFF pictures from STOS with ease. Type it in, select the file to load and you're away!


```

10 run *****
12 run *** OFF uncompressed picture displayer - Programmed by Terry Ranney ***
14 run *****
16 *
18 key off : flash off : curs off : click off : mode 0 : scroll off
20 *
21 run ***** EXAMPLE
22 show on : F00file select("*.OFF", " Select uncompressed OFF
picture file?") : hide on : if F00** then default : and
24 *
26 erase 10 : reserve as data 10,0000 : load P0,10 : GO0=start(10) :
GO0=physic : PAL=trues : goweb 34 : wait key : default : and
32 *
34 run *** Display OFF (uncompressed) picture
36 run * entry0 GO0=source address
38 run *      GO0=destination address
40 run *      PAL=palette flag
42 *
44 run ***** GETLP PALETTE
46 if not (PAL,0) then goto A2
48 *
50 PTR=word GetLP(GO0) to start(GO0)+length(GO0),"DWP")+0
52 for I=0 to 10
54 * @peek PTR=(I*3)+0/32 : @peek PTR=(I*3)+1/32 : @peek PTR=(I*3)+2/32
56 * colour I,@R100=@R10+@R1
58 next I
60 *
62 run ***** DISPLAY PICTURE
64 PTR=word GetLP(GO0) to start(GO0)+length(GO0),"BODY")+0
66 for Y=0 to 200-1
68 * for P=0 to 4-1
70 * * for Z=0 to 120-1+0 step 0
72 * * * doke D001=(Y+100)+(P*2)+Z,deek (PTR) : PTR=PTR+2
74 * * next Z
76 * next P
78 next Y
80 return

```

Listing 1 - OFF PICTURE DISPLAYER

COMPILER CONFIGURER

Don't just type in this program and run it, to get it to work takes a little more effort! Firstly you must load the compiler into STOS as a basic file, 900 as an accessory. Then type in the lines of Prog: run it (carefully). This will merge the compiler and the configure program together. Now save the modified compiler onto a disk for future use. Finally, run the modified compiler and go into the options screen. On page 8 you will see the word 'Extensions'. Click on this and a sub-menu will appear. This allows you to choose which extensions and libraries files to compile. Important - make compiling make sure the disk is write enabled to allow the configurer to work.

SO ENDS THE FIRST

That's all for this column. If you want to contact me, I can be found at the address below. Don't forget to include an S.A.E if you want a reply!

On a final note, if anyone out there has any STOS programs that they want to share with the world then send them in! Your listing could soon be featured in this very column itself!

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NEXT ISSUE ...

A COLOUR DEFINER ACCESSORY

with which you can experiment with the various colours available from your ST...Join us for the next instalment of THE STOS COLUMN

Listing 2

overleaf 

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