

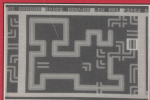
Page 6 Publishing's

# NEW ATARI USER

*The Resource for the ATARI CLASSIC and the ATARI ST*

Issue 64 October/November 1993

£2.50



## **PIPES** - A Turbo Type-In

*It will be quite a challenge to get the water flowing*

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*GET A KICK FROM OUR ROUND UP OF MARTIAL ARTS GAMES*









## ATARI

USER

Issue #4  
October/November 1988

"The Magazine for  
the Dedicated Atari User"

ISSN No. 0888-7768

## THE CREDITS

All of the usual stuff is on page 3 but here are the people who made this issue possible.

**Lee Ellingham** is now beginning to enjoy more thinking up ideas for games as it's getting harder and harder to think of anything new since he says so it looks like he might stop too soon.

**Bandy and Pauline** will carry on as good as ever here a mid-range staff.

**Remember Mandy?** Well, she is now a proud mom with a baby boy (born on the 23rd August who might be called something but that again might not show his name for that some funny idea) and she is happy that many more like him would visit even for only a couple of years ago!

The regular contributors who provide the backbone of the magazine and are gratefully referred to as the usual top notch, good artists and writers, are:

<b>John J. Corbett</b>	<b>Mark Sherry</b>
<b>John Devesey</b>	<b>Paul Dixon</b>
<b>Debbie Howard</b>	<b>Ian Finlayson</b>
<b>Alan J. Palmer</b>	<b>The Impact</b>

All other contributors for this issue are individually mentioned throughout their articles or programs. Thanks to everybody for donating their contributions with other great ones.

I usually get some more CD's this time - and it was my birthday last in August! The new release was... (well, you can see it as it's happening in before it's finally become a good one but there is still a chance as more games aren't yet recorded. The other birthday birthday event that I'm going to (I suppose to read from the book which is available and about how great the new reality is, plus a couple from the new edition (being placed) either of course that will inevitably be made. I have to admit to being a little surprised at how long these have been updating this time round as I really only had them for completeness. Will give the CD's that have made me impression afterwards have found I remember all the words for tonight and this album which I especially bought to CD's).

The next issue of **NEW ATARI USER** could feature **FOUR** articles or programs, on **8888-77 68091**

**NOTE:** I always get some more CD's this time - and it was my birthday last in August! The new release was... (well, you can see it as it's happening in before it's finally become a good one but there is still a chance as more games aren't yet recorded. The other birthday birthday event that I'm going to (I suppose to read from the book which is available and about how great the new reality is, plus a couple from the new edition (being placed) either of course that will inevitably be made. I have to admit to being a little surprised at how long these have been updating this time round as I really only had them for completeness. Will give the CD's that have made me impression afterwards have found I remember all the words for tonight and this album which I especially bought to CD's).

## Editorial

DID YOU  
MAKE THE COMMITMENT?

Well, many of you did and we are most grateful to you for your support but don't let it tell off we want to keep this magazine going for many more years yet. If you don't commit yourself last issue (and we certainly don't mean that target of two PC disks per issue) there is still time to make the commitment and, this issue, there is a further choice of software - check out the Necessary (Stop) pages right away.

If you are one of those people afraid of commitment, don't worry, because there really is no commitment as such, this is just our way of letting you know that we need your support in as many ways as possible to keep the Atari Classic alive. Remember what happened to **AT&T** and **ANALOG** magazines when the going got tough? And that was before the recession! Now Atari User is already the longest established Atari magazine, let's go for the Guinness Book of Records!

## ONE READER'S SUPPORT

For some time I have been meaning to mention the support that Mark Simon has been giving us pro-bono in his recent months but there has not been room to squeeze it in. Now we are able to publish a letter from Mark which sets out quite eloquently why he believes that a little effort will reap rewards. Read his letter in **Mailing Lists** on page 18.

## LATE AGAIN!

One in two of you have complained about the last two issues being late and it looks like this one might not make the intended publication date either. Sorry about that but we got a bit off schedule a few issues ago and can't seem to catch-up! In the days when we were on sale through the newspapers we had to meet deadlines and there were many, many occasions when I set up right through the night to meet the deadline. Quite frankly, that pressure is off now and the fear of the heart attack in the wee small hours has diminished! Remember too, that in the good old days, we had a couple of full time staff to do some of the other jobs that just have to be done. So, apologies for the delay but as they say "better late than never".

Lee Ellingham

REMEMBER TO MAKE THAT COMMITMENT

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# Mailbag

I'm just back from holiday and the deadline for the columns is approaching, so without further ado ...

**Allan J Palmer**  
sits in the hot seat  
at the sorting office  
awaiting your  
letters on all things  
Atari - get writing!

Write to MAILBAG at  
Page 6 Publishing,  
P.O. Box 54, Stafford,  
ST16 1DR

## NETWORKING AND CD

In a previous issue, Arthur Morris asked about networking his Atari Classic; he has written in to thank me for publishing his letter. "... I have most issue 62's Mailbag and am at present digesting the answers so kindly supplied by your readers. My thanks to them are well."

I'm satisfied with trying to network his Classic, Arthur asks a P.S. ...  
"This enquiry ever transmitted data from one Atari 540 to another using CD cables? I have a friend living about 1400 miles away with whom I regularly chat over the air. Everything was set up via of course he faced by other CD's, but if I could disconnect my computer so as to be received by his standard equipment, configuration would be assumed - but can it be done? Perhaps someone out there has the answer?"

Is it legal to transmit one-to-one messages over CD? Do we have any CD experts in the Page 6 readership? I don't know if this is of any use, but TRAVIS's Newsletter issue 4 includes a contact ad from Graham Kaylor PO-BOX 1, 46 Brookhouse Road, Chesham, Bucks HP5 3JE regarding an Atari Radio User Group. I don't know if this is only applicable to Radio Users, and doesn't apply to CD as I'm not experienced in this area (let's face it, I'm old enough to remember the Home Service and the Light Programme) ...

## CASSETTE SOFTWARE

Several letters have mentioned that "Tiger II" doesn't produce PD software on cassette. Steven Murray of Software (TS) Walker Road, Terry, Warwick AV19 3DA has asked me to advise cassette users that a number of items in the Software PD library and all copies of PUTLOS magazine are available on cassette in the well as disk. Drop Stuart a SAC for more details!

## REPAIRS, SPOOLERS and HARD DRIVES

Bob Berry 117 Old Ford Road, Ashford, Kent TN23 7LR also thanks me for including him in the column when the offered to repair another reader's disk drive. "... just in being you up-to-date, Mr Spence's disk drive is now being repaired, and the Post Office has to deal in one with all the en-

quiries for repairs, so I am very busy at present." However, did I not, too busy to contribute more suggestions to the Mailbag column ...

"Among the letters I received was from Mr P Woodgate of Surrey explaining how he sees the parallel part of a P.D. connection into a crossover switch box and then to a 44k parallel to serial print spooler - it seems like a good idea and I have written to him direct, but (all other users might like this info.) did I mention to put this article on expanding the Atari and advice of any device. Not content with this, did I also have been looking in to obtaining information on a Hard Drive for the Atari Classic. So far, he's had a good response from Database Software, Data Electronics, Micro Document, and Orion International, however, "... I have not to call to the list and 4 items from the document received in May 1989 Robert Allan K Products purchased the rights from Supra Corp to the Atari II bit SOURCE / USER based disk interface. This interface will now be known as the R.A.K. Hard Drive Interface with support for former Supra interface and hard drive owners". They have offered me an interface for \$150.00 plus shipping and I am awaiting more info from them. They can be contacted at R-PROCESSES P.O. BOX 22122, 4400 RALF LANE CITY STAM 94122 U.S.A. They also supply custom modules and many other items. If anyone wants a full list, just drop me a line!"

## HFM PROBLEMS AGAIN

Bob Berry also comments on Nigel Ludlow's Home Filing Manager problem (see issue 62) in trying to make a back-up copy. "I experienced this problem years ago when first using this software and could not make back-up copies that worked. In the end, I discontinued using it in favour of a home written program." What's not clear from your letter, Bob, or from Nigel, is were you having problems with the HFM Copy Database utility? I successfully made back-up copies of data files by employing a PD service copying utility. Is there a bug in HFM's own utility? I know that at least one upgraded version of HFM was produced by Database Software to overcome errors in one of the modules. Does anyone know the history of HFM?

Jim DUNNIE, Aikman, Wetherlands also has a comment on another of Nigel's problems. "In issue 62 Nigel Ludlow reported to be unable to print from Print Shop. It is

familiar with setting the printer in the so-called "transparencies" mode? On my General Electric ESP5000 it works as follows:

1. Drive off, computer on, printer on, screen on.
2. Type in direct mode: `PRINT DIRECTLY`, `CHOOSE MENU-PAGE 280 J` (forced)
3. Drive on, insert Print Shop disk, Press `RESET` and `OPTION`, release only `RESET`, Print Shop program loads.
4. The print Shop program which will print without problems.

This trick also helps me to get the printer going when using other programs'. Thanks for that interesting 18-04-Jan. It's not a printer-related note listed in my Epson EX280 manual - any comments or explanations anyone?

## TRANSDISK IV

In addition to Raphael Engle's note on TransDisk IV last issue, Chris Herbert of Cheshire, Great Britain:

- I have successfully copied TRANSDISK game files using the following procedure:
1. Format destination disk with TransDisk
  2. Use MYCOPY2 (Photos issue) to copy the individual game files across to the destination disk file set format with MYCOPY2

I have only just started using this method but I have noticed that for some reason the number of free sectors on the destination disk gets reduced. However, I have had three games on one disk that work with no problems and will run from the TransDisk menu.

And the man who originally raised the problem, David Horrocks (England, East Sussex) has written:

"Thanks for the help on TransDisk. It is ironic that after sending the letter to Mailbag I found that all I had to do is transfer the XL-XT files to XE/XT files via the SuperDisk X copier. This is what some recommended when transferring files from a SPHD drive disk. All my disks work fine now. Thank Raphael Engle for the help, I really appreciate it."

## ATARIWRITER IN DUTCH?

Also from Jan Dijkstra, a request for help: "Some time ago I bought 'Translator' from Page 6 to use with AtariWriters. They worked fine together as long as I use English. I introduced a list of Dutch words as my private dictionary, which was possible according to the manual but when I hit a 'not' box in Dutch, I get all the words back on 'junk'. Only English words are recognized. Is there a way to replace the list of English by my own list of Dutch words? I thought of copying the dictionary in a blank

disk, deleting the English and replacing with Dutch. However, there is no listing of files, so that it is not possible to pick out the appropriate file to replace. Do you know of a way to get around this problem?"

I don't own AtariWriter, but looking through my Atari reference manuals, I came across a number of issues of *PARADE'S* & *IT* magazine which reprinted excerpts from "AtariWriter Plus" for those who don't want to read the book\* by Jimmy Joyce (CCEI) reprinted from *Atari Interface Magazine*. As I understand it, to supplement the in-built *AW's* Personal Dictionary you can create one or more Personal Dictionaries. A Personal Dictionary can be created after spell checking a document - just follow the prompts, or you can build a Personal Dictionary by creating an *AW's* document containing your extra words (either type words after each word or leave a space between each word). However, Jimmy states that there is a limit to each Personal Dictionary file. They can only contain 254 words (252 words on a 120K), but you can have more than one Personal Dictionary in use. When you wish to use *Profounder*, use option (R) to Add a Personal Dictionary and specify the filename - this step can be repeated. Jimmy's article indicates that you may not up load more words than there is allocated memory space for - unfortunately the limit isn't stated. Also Jimmy notes that each time you correct the spelling of a word that is not on the regular dictionary disk, that word is saved in memory and can be added to your Personal Dictionary when you have completed your spell checking - however, if you save your Personal Dictionary file with the same filename as before, you end up with a double list of words in that file. So save it as a different file. Finally, Jimmy advises to save the file while in *Profounder* - as some 120Ks do not respond when returning to *AW's* and your corrected file is lost upon re-loading. Hopefully, Jan, the above may explain your problems - possibly the word limit in a Personal Dictionary file or the double save to the same filename may be the problem. I must extend my thanks to Jimmy Joyce for a fine issue of *AW's* to relate which provided this information.

## MORE ATARIWRITER+ PROBLEMS

While we're talking about AtariWriters, Richard Preston of Wrexham, Buckinghamshire writes: "I recently bought a Panasonic KP-F1323 24-pin printer and as you can see is the printing is superb. However, I'm plagued by a problem when I use AtariWriters. When I print using single A4 sheets I have on the page with signed to allow me to insert a fresh sheet of paper after each

page. In Win Office if this works fine, but when I use AtariWriters, after the first sheet I don't find the first page until, when I print the next sheet I find that the line spacing has been increased by 1/2 line space but single line spacing becomes one-and-a-half line spacing. Consequently all the subsequent pages aren't printed as the print position moves, which obviously throws out all my page numbering. I have tried various things to try and eliminate the problem but with no success, perhaps someone else has encountered the same problem on their printer and someone it, I would be grateful for any help as I find that *AW's* is able to cope with much larger files on my 120K than *Win Office* or *Lotus*."

"Well I thought I was going to have to dig through Jimmy Joyce's tutorials again, which include a section on creating a different printer driver, but this time the Type 6 'Word Atari User Group' came to the rescue. Issue 4 of their Newsletter contains a REP-1323 24-pin Printer Driver for use with AtariWriters - it's a PD program by Richard Goss - the article describes the use of the driver and the program is on the TRADISK issue disk. Drop the TRADISK in a box at P.O. Box 6, Walsford, York & Wear NE26 0AQ for more details.

## WHERE ARE THEY NOW?

David Horrocks also asks: "Where has Robert Stone's EXCEL disk magazine gone?"

To do say, David, Robert has decided to call it a day for EXCEL, which finished with the triple issue 24/25/26. As Robert writes in his issue 23 editorial, "...sales of PD disks kept me going for a while. However, PD stuff is not selling either - and it is getting more and more difficult to find good new programs. What is the point of sending for dozens of PD disks from all corners of the globe only to find that nobody wants it? Disk magazines seem to be getting more popular now on the Atari files more unpopular. Even with the decline of Kent, there is still Photos, TRADISK, the Chris Berger diskmag, plus regular disks from Page 6 and Atari Classics. There is still a lot happening in the small world of the Atari, with great new software from Cheshire, Germany and Finland still coming regularly. But, the sad part is that the Atari user base is now far too small but least in the UK to support more than one or two main software distributions, so I'm going to have to call it a day! I'll still be contributing to Page 6, helping Neil Gibbons at Tiger Developments with new projects and maybe one or two other things which I have wanted to do with the Atari for a while, but haven't had time. Maybe you without Excel is sorry about it, I can get around to them?"

It's a shame that EXCEL is no longer with us, but let us be grateful that Robert per-

# Mailbag

received for so long and produced some great disk magazines. Incidentally, the ESD:UK disks and PD software can still be obtained courtesy of TWALUG - write to them for details.

Another correspondent, Daniel Cornelius from Southampton in England, France reports that "...After Internet Magazine no longer accepts new subscriptions, I know, because Paige King has refunded my my renewal subscription money with the words above ...".

Looks like it's time for Les to update the AHEAD Support list in MS2 ...

Daniel continues: "Is InfoFAC still active?" I have not received anything from it, from a long time ago. I wrote to Colin Hunt, but I never had any answer. I wrote again about a possible renewal with the same result. I want to continue to support the AHEAD Classic line, but it is not easy, as you can see."

Likewise, Ray Pearson from Maxwell Hill, London says, "I am beginning to wonder what has happened to ESD:UK, the magazine you did for the SharewareUK and Public Area User Group (PAAUG). I renewed my subscription some months ago but I've heard nothing from them. Does anyone know what is going on? Is InfoFAC still in existence?"

Your Mailbag Editor was also wondering what the ESD situation was as he had sent a subscription renewal and ordered some back issue article reprints. It was puzzled when among other comments in another letter Sid Berry noted "... the InfoFAC returned my cheque and have ceased publishing the mag ESD."

I subsequently made enquiries and received the following letter:

"Thank you for your letter of 26th August regarding 'ESD' magazine. This is a magazine that has taken a considerable amount of Committee time during the past few months. 'ESD' has become increasingly difficult to publish, for the usual reasons - lack of material and available offer - and Colin Hunt had experienced a severe increase in his current workload to such an extent that he has not been able to attend Group meetings, has not been present at Committee Meetings and, above all, we have not been able to contact him and carry on work."

At the July InfoFAC Committee Meeting, the decision was taken to cease publication of 'ESD' and, mindful of the fact that we have to refund subscribers a proportion of their subscriptions, I was tasked with thinking about Mr Hunt and obtaining his list of Shareholders. All Committee Members had been trying to contact him, for several months, myself included, so I drafted the problem booklet and succeeded in locating him a couple of weeks ago via his company's office in Derbyshire. I managed to

obtain a list of subscribers from him and, over the next few months, the remaining portion of their subscriptions will be returned to them.

InfoFAC itself is still active and I know that the rest of the Committee will get on in organising for the closure of 'ESD' and, particularly, for the steps to be taken to clarify the situation and returning unspent portions of subscriptions.

One last point. Our bank insists on charging 74p per cheque above a certain number of cheques, which means we're having to place payments in "blocks" of 25. I hope that people will bear with our increased subscriptions BILL, but probably over a period of several months.

With best regards,

Francis Stawley

Mike Hocking, Area Secretary  
Bournemouth & Poole Area User Group  
118 Brindle Way, Comford Barton, Wimborne, Dorset BH21 3LW

Thank you for your prompt response to my enquiry, Mike. Again, it is disappointing to hear of the closure of another AHEAD publication.

## PRINTER INTERFACES

Simon Taylor, Birkbeck, West writes: "I would like to be able to use my Comtron MP8 1230 printer on my ESD:UK. Is the serial port of the disk drive, like a proper AHEAD printer. Could you please tell me how I can link my printer to the SE, on the serial port on my 1050 disk drive?"

To connect a non-AHEAD printer to your system, you will need an interface and cable (e.g. Star 850, ESD P40 connector, Micro-Print Interfaced, however, I do not know what connection is at the end of your Commodore printer - is it a "standard" Centronics' one? Can someone advise Simon of the best method of connection?"

## SERIAL PRINTING, RAM AND TELECOMMS

More comments on printer interfacing come from R Rogers of Southampton who hopes to be able to help Sid Berry in connection and use a serial printer (Mailbag, Issue 68). According the printer is connected to a 85000 type interface (e.g. 850 or P40 connectors), then it should be possible to output data to the A. Another, Haring said that, it must be remembered to boot the R. handle file, and then load AHEAD after that. It should also be noted that unless the serial printer is connected to port B1, you MUST specify a device number when using the printer in the same way as you would use a second disk drive in a multi-drive system B1, B2, etc.

With regards to Sid Berry's extra memory use, Atsuhiko Computing reviewed AHEAD:UK in Issue 65 May '88 - in this review it stated that AHEAD is already set up to use the extra RAM of the 12000 by switching memory between 2 banks (located in the 4M's memory). However, Sid Berry wants to use RAM over and above the standard 128K, the only way to get AHEAD to recognise that would be to rewrite some of the programs - so most feel it unwise to suggest."

Thanks for the suggestions, I think Sid was thinking of trying to use more than 128K. However, if the main guidance on using the 12000 memory banks, I can point him to these materials on AHEAD by Jimmy Boyer that I referred to in earlier letters in this column.

Mr Rogers concludes "...in the article 'In-Dependable Options' (Issue 62, Appendix is made in 'Sharepak', from Software Included. It is reported that it can be used in the internationalisation field. In my experience, some packages from the States don't work correctly over here, this being the result of the differing telephone standards between the UK and the US (0011 vs 00). How do I know all that? I bought Hamachi primarily for its format facility, and only after a bit of fiddling, did I find that whilst it would accept the modes it did correctly, it would not pick up the line. This is also true of all the other American games software I tried."

Would anyone like to pen an article on using the AHEAD Classic for telecomm? In the past, I have successfully used Mins Office (it comes with a Multi-Line Term and ADDRESSDB successfully).

## UTILITIES

Ray Pearson, Maxwell Hill, London comments on the article in issue 69 where "...Peter Roberts mentions some of the utilities that were for maybe still and available for the AHEAD Classic. In this regard, I wonder if ComputerEyes is still available? I'd read recently, this enabled pictures to be taken from a video recorder or video camera.

Another piece of hardware's software I remember reading about was a bar code reader for the AHEAD Classic, this was a complete point-of-sale network system and was made by a company called Acorn Research I wonder if they are still going. Why not, and still done for that matter, all the serious stuff come from the States? ComputerEyes probably under Digital Vision? was available from Alpha Systems in the States, but when I made enquiries a couple of years ago the product was no longer available. I would certainly like to acquire a ComputerEyes interface and software, so if anyone knows where Ray and I can find them, write to Mailbag.

## OVERSEAS PAYMENTS

From Fred Meyer, *Stimpfen ad Linen, Netherlands*. "In issue 62, a question was asked about ordering software from abroad. I think one of the cheapest ways is to use EuroCheques. Over here in Holland you can get EuroCheques with any bank. You pay a fixed amount for the use of them (about \$8 for a post) but you can use as many cheques as you want and there are no extra charges. EuroCheques can be used in almost every European country and you have to write them in the foreign currency. My advice is that you only place orders with large companies like A.N.E. Software in Holland or EC-Soft in Germany. Larger companies are often more trustworthy and have experience with foreign buyers."

Thanks for that advice, Fred. Can anyone provide alternative suggestions for purchases from North America?

## FLIPPING DISKS AND DRIVES

David Bennett, *Coveyville has written back on the subject of disks. "The disk I was unable to use was issue 57 with Commodore DevPro on side B, with a note to the effect that an unformatted disk with some files missing was available. In a few replies, more disks available, and what did I miss? Issue 62 also had a note advising that one game really needed an enhanced disk and explained how to make an enhanced version. The note said that the full game would run on a 1000 class drive, although it would run with some features disabled on the 400 drive. I have successfully 3000 drives, but could not make the full files fit on my disk. Also there appears to be some gaps in the scrolling message - was it faulty?"*

"Side B of the issue 57 disk contains 'Crystal Error', 'Display Master', 'Tanks' (that was a demo of 'Tanks'), 'On the 800 version only the Tanks demo is missing. If you have a floppy disk, write or phone the Page 8 office and they will send you one. I've checked through the procedure for the issue 62 disk and it works fine, so you can use your copying only the necessary files." You need all the files from side B (use the 3000 option CL and only the LEVEL.\* files from side A - I read up with 100 sectors free on the enhanced density disk.

David Bennett also comments, "With games such as 'The Prince' that use 2 disks, is it possible to run the second disk from the second drive to avoid constantly changing disks? Is it possible to give a list showing types of drive available and what

special features are available with it?"

It looks as though 'The Prince' was only written to use one disk drive, so without amendments to the program you are unable to use a second drive to cut down on disk swapping. Your suggestion for a list of types of drive is interesting - in the computer it should include non-Atari produced drives, and the various Happy and Laser type enhancements. Is there someone out there who could provide the definitive listing?"

Information on a non-Atari drive is asked for by J. B. Lee from Melbourne, Vic. He writes "I want to find out more about the 'Index 07' disk drive". It seems to have been a popular drive in the U.S.A. about 1988. I have just purchased an Index 07 drive but do not have a satisfactory power supply adapter local. It's power unit is correct, and will fit those units used with it, with a power unit for the Atari 2020 program connector. This failed when I first switched on, so I don't know if it was really suitable. I need to know the actual power requirements for the disk drive, i.e. voltage, current, AC or DC. I don't suppose anyone has a power unit for an Index 07 that I could buy? I would also like any manuals, brochures, etc. or any other information on using the drive."

## MULTILOAD XE CORRECTION

Eric MacIntyre of Dublin has found an error in one of the recently published programs, 'Issue 62's utility, MULTILOAD XE, would only load the test program on the menu. I looked at listing it in the magazine and saw that line 100 needs changing. I amended the line as follows and program now operates successfully."

```
100 DIM PB(1)4:PB(1)=0:"POSITION
101:READ C1:LOADING:PRINTOS (A-
60):READ A$7,C:PB(PB)+PB
```

Well done Eric - thanks for identifying the correction. Sorry about that.

## DISKBASE PROBLEM

Eric MacIntyre also has problems with another program. "I boot up Diskbase Page 8 disk 10000 with the disk in the drive and am prompted with the menu. I select 'Open File' to add a new file. I enter a file name and follow the prompts. At 'File Name Length' I can only enter 0 afterwards (get 'long/short message'). If I press ESC/ape the system locks up; the system also locks up when trying to return to the main menu. I am using 500K, with version C BASIC and a 3000 disk drive. In

the important case in the documentation it says to use 'Key OFF' - I don't know how I could do this. Can someone help please?" I think I can answer your problems, Eric. I've just tried Diskbase out and encountered the same problem - but it can be overcome by loading the disk WITHOUT BASIC (hold OPTION down) - it looks as though the instructions on the disk label are in error so they suggest you can boot with or without BASIC... sorry for the confusion. Obviously BASIC takes up some of the memory that Diskbase is expecting to use. Regarding the 'Key OFF' command - this is only applicable if you're using SpecialDos (which I assume you aren't).

## GAMES FROM ATARI BUT NOT ON THE CLASSIC

From Kevin Condon, *Kenzie, Devon*. "Why does Atari ignore its more machines yet still release games for others like Commodore, Mitsu Commodore and Amstrad for the GameBoy, and announce plans to convert some of the old Activision games (Piglet, Robocon and River Raid) to one of the Nintendo consoles?"

If only we knew...

Kevin also wishes to say "Thanks to Terry/Tom from Cleveland, Ed Mall from Canada and Dave O'Connell in Hevis, for all of their help over the last few months."

## A USER GROUP

Neil Taylor from 8 Keywell Avenue, *Horseshoe, Hants PO8 8TA* (phone 0085 898242) writes, "Myself and three other dedicated Atari users have met recently and discussed the possibility of starting up a User Group in the Portsmouth area. However, we will need more interested Atari users to start any chance of success with a User Group. If you would like to take a more active role in helping the Atari club and live in or near Portsmouth, or are in an existing User Group and could give us some information on how to start a new Group, please write or phone."

Good luck with this enterprise, Neil - the TRANU have been successful recently.

And so, another Mailbag column/letter. Thanks for all you input - keep it coming! Please keep supporting the Atari Classic! Buy some PB or commercial software! Don't let the remaining suppliers, user groups, PB libraries and magazines disappear!

How Long and Prosper!





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Software and Cartridges at low low prices

For product details please refer to the last issue of Page 6

```

00 00 0000 0000 0000 0000 0000 0000
01 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
02 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
03 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
04 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
05 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
06 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
07 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
08 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
09 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
0A 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
0B 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
0C 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
0D 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
0E 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
0F 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000

```

```

00 00 0000 0000 0000 0000 0000 0000
01 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
02 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
03 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
04 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
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06 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
07 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
08 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
09 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
0A 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
0B 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
0C 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
0D 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
0E 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000
0F 00 00000000 00000000000000000000 0000 0000 0000 0000 0000 0000 0000 0000

```

MINI 4 and 5 are in TURBO BASIC so you have to load that first. MINI 4 spins and clears coloured stations on a GRAPHICS 8 screen. You can use the routine in your own program and write your message in the window using the TEXT command. Just play with it for a while to see what it can do. The last MINI is just an idea for a title screen. Again use it in your own program and experiment with it.

So now you have seen it. Short programs can be fun. Write some of your own and send them to PAGE 6. Make it a central topic. It's great to see your name in your favourite mag. So give it a try, if I can do it, anyone can.

## SEND A CONTRIBUTION!

Remember it's your contributions that keep New Atari User alive. Whether it's a set of mini programs like those from Andrew Koo or a comprehensive technical article, or an arcade game we want to be able to give other Atari users the opportunity to enjoy your work.

Look out your programs, polish them up and send them in!

## Odds & Ends

### A NEW LIGHT GUN ...

Atari's new light gun has been rather difficult to find in recent years but the likes of you who have tuned to Atari your TV apart help to ease at hand. More Discount have recently introduced their own light gun, manufactured for them in California. The gun has a special focusing lens system which More Discount claim "makes it the most accurate light gun available for the Atari systems" - all existing light gun based software will be compatible. The price is £19.95 plus £1.50 post and packing and the gun will be featured at the forthcoming AMS 7 in November.

### AND OPERATION BLOOD

One of the reasons for More Discount introducing a new light gun is the release of a light gun version of Operation Blood. Don't Pan, quite sensibly, thought he might not sell many copies of the game if you couldn't play it Operation Blood light gun version is now available at £5.95

### DEAN GARRAGHTY ...

The address for Dean Garraghty shows in various reviews but was in fact incorrect although the correct address was shown in the advertisement. The reviews showed the number as 94 instead of 93 and as number 93 doesn't exist you might think the number could be easily worked out by Royal Mail but not Dean suggested that, as the postman could not deliver to a non-existent address, all that had to be done was to deliver mail addressed to 93 to him at 93 Thomson Road. Also that general handwriting for Royal Mail to cope with so if you have had letters returned, try again. Our apologies to Dean and our readers for any inconvenience. For the correct address is 93, Thomson Road, Bally, Donegal BT87 0WJ

### ATARI CLASSIC PROGRAMMER'S CLUB ...

We recently received the first copy of a newsletter from The Atari Classic Programmer's Club set up by David Wyn Davies which you may have seen mentioned in recent Contact columns. The club is called ACPC it is encourage programmers to get together and, hopefully, start producing new software for the Atari Classic. The club will offer a number of support services such as producing flow charts, writing custom input, debugging graphics and generally encouraging programmers who have run out of ideas to start up and finish not-answering projects.

The idea is excellent and we wish ACPC well. If you are a good Atari programmer and want to try and become a great Atari programmer, you should give ACPC a try. Email a large MAIL to ACPC, P.O. Box 20, Chapel Cross, Linsop, Airedale, Giggleswick, Giggleswick LL75 2UB and they will send you full details.

# AN ALTERNATIVE COMMITMENT

There are several subscribers that give us economic support virtually without getting any credit - the "anonymous" of MAM. Mark Stinson is one such supporter and we were most pleased to receive this letter following the editorial last issue.

Dear Friends,

Having just read issue 50 of *New Atari User*, I felt that I had to put pen to paper. Firstly, I would like to thank the gang at MAME-R for their continued support for *Classic*. *New Atari User* continues to be an informative and enjoyable as it ever has been, even though the support has diminished over the years. I don't know why I could be without my copy of MAM every other month, and I know many others are equally indebted to Page 8 for their support.

I would also like to congratulate Allen Palmer for his excellent mailing column. I have always felt that an important part of keeping the *Classic* alive is to share ideas, problems, hints and tips. Mailing is once again a great source of information and assistance to all *Classic* users.

The main reason for my writing is in response to Dan Ellingham's call to us all to do more to support Page 8 so that it's last Page 8 can continue to support us. I must confess that it is now, being up to us now to make a commitment to ensure the future health of our hobby, but I feel there are many ways to achieve this.

I and many like me (I am sure) are experiencing the difficulties associated with the poor state of the economy. These are hard times and money is no longer readily available for expenditure on the sort of things we may like, such as our latest piece of software. However, there is still much more for helping to keep the *Classic* and our indispensable *New Atari User* going.

Firstly, why not look at the latest software that you can't make up your mind when you feel like to add to your collection. This list can then be circulated to family and

friends before Christmas and birthdays. I very rarely am able to afford software now so I have a nine month old daughter. This has meant the loss of one income to me household, and leaves little money left for treating myself, but I know that come my birthday, or Christmas, my software collection will again be increased, and loyal supporters of the *Classic* will have some reason to continue their support. My family are also used the benefits of trying to think up another new present, and are guaranteed that they are getting something they know I want.

The second way we can help is to ensure that as many users as possible who can now to the *Classic* are informed of the support available for their machines. I have been running ads for a couple of months in *New Atari* making new users in contact so to that I can send them information about the support available. This cost me only the price of a second class stamp, and yet it helps to support the *Classic* and suppliers, and it gives new users a whole new outlook for their hobby. Why not try it? Advertise in *New Atari*, or in local papers. Every new subscriber helps to keep our support available.

Finally, why not try your hand at writing an article or a game? For a long time I am content to let others take the initiative while I gained from their efforts. When I finally decided to contribute I gave the great satisfaction in seeing my name in print and I enjoy contributing.

From one user to another, I appeal to everyone to act now. Don't wait until it is too late. Once the support is dependent upon donations we are alone. So think what there is to lose, and think what there is to gain. Is your hobby worth that bit of extra effort?

Once again, thank you for your support.

Mark Stinson

Thank you for your support, Mark. It is nice to be able to publicly thank someone who has given us interesting support over many years.

Some time ago Mark hit upon an idea to

facilitate one of our major problems, how to find new subscribers. As a commercial organization we are prevented from using the free ads in publications such as *Micro Computer Man* and the alternative is to pay something like \$400 for a display advert. Frankly, that is just money thrown away as response to adverts in other publications has never been high enough to cover the costs. Mark started placing adverts in his own name offering details of support for the Atari XL/50E and the response has been quite good. We supply him with subscription forms and other material which he mails out to respondents. He requests a stamped addressed envelope for the reply so the only cost is that second class stamp sending to the advertiser, it has certainly helped us but what else can be done?

How about a more national support for the *Classic* campaign? There are hundreds of free newspapers and other public relations (as well as *Micro Computer Man*) all over the country that offer free advertising to individuals. If hundreds of you place an advert offering to provide details of software and support for the Atari XL/50E then we will get some much needed publicity and, maybe, many new subscribers. I have always said that there are tens of thousands of Atari users out there that know nothing of *New Atari User* and now to your chance to find them. All you need to do is run some adverts for as long as you wish offering details of support for the Atari. If you get a response let us know and we'll send you the subscription forms and details to mail out.

Can it work? Who knows, but it is worth a try. Mark Stinson has had a good response from *Micro Computer Man* and we have picked up several new subscribers. If we could pick up a few hundred more that would be excellent and we would know that you were the folks responsible.

Give it a try, and give us a ring when you need those forms. The revival of the Atari *Classic* starts now!

Les Ellingham



# XL/XE PROGRAMMING

# ANTIC 3

**A**ntic 3 is a text mode which is fully similar to Graphics 0 except that the characters take up 10 extra lines instead of the usual 8. As a result, you can only fit 18 lines of text on the screen as opposed to the 24 available with Graphics 0. The main advantage of the mode is that it can show lower case characters with descenders like *l* (or *g*, *j*, *p*, *q* and *r*) which are longer than those normally obtainable.

## A NEW DISPLAY LIST

You have to set up your own display list to use Antic 3 as the mode is not supported from Basic. This can be done quite easily by entering the Graphics 0 display list, as shown in LISTING 1.

Line 200 finds the memory address of the start of the Graphics 0 display list. LINE 208 changes the 4th instruction byte from 40 (load memory address plus 1) Graphics 0 line 044-02 to 07 (load memory address plus 1 mode 0) line 044-03. The 0th and 4th display list bytes, which hold the screen memory address, are left unchanged. Next, LINE 230 puts the Antic 3 list entries into the following 18 text display bytes. Finally, LINE 248 moves the last 3 Graphics 0 display list instructions, which tell the computer to jump back to the beginning of the display list, into the new 3 locations. Our altered list is shorter than the Graphics 0 list because there are less lines of text to show.

If you run the program and then type some text on the screen, you should notice that the cursor seems longer than usual and also that there is more space between the rows. This is because of the two extra scan lines. Also, if you type in lower case you will see that some of the letters look a bit odd, with their tops cut off and just in as the end. This happens because, in this mode, characters with ASCII codes between 97 and 128 are displayed with the first 5 bytes in the 0 'text' scan line places normally. As a result the tall letters - b, d, h, j, k, l and r are distorted as shown here. The other lower case letters don't have data in their first two bytes so they appear as usual. Figure 1, which shows the two layouts for the letter 'b' might help to illustrate the situation more clearly.

```

00 10 REM *****ANTIC3*****
01 11 REM *****
02 14 REM *****
03 15 REM
04 200 ADDRESS=0:GOTO(ADDRESS+1)GOTOADDRESS
05 210
06 220 FOR I=0 TO 17
07 230 FOR M=0 TO 25:FOR N=0 TO 3:PRINT #
08 240 FOR M=14 TO 25:FOR N=0 TO 3:PRINT #
09 250 GOTO 210

```

LISTING 1

**Ann O'Driscoll**

*shows you how to drop your descenders!*

## CHARACTER REDEFINITION

Antic 3 characters are designed as an 8 X 8 grid in the normal way, either by using graph paper or with a text editor. One thing to watch out for is that, if you want to use the last 2 scan lines - for instance to put descenders on letters - you must put the data in the first two bytes. Also, remember that it is only the characters in the last quarter of the set (basically lower case letters plus a few control characters) which are displayed in the new manner, other characters are displayed normally. Of course, these may also be redefined. One possibility would be to make taller letters by using the full 8 bytes for data. Usually the first and last character bytes are filled with zeros so that there is some space between rows of letters on the screen. We don't need to do this with our 2 extra scan lines.

While it might be imagined that any use of Antic 3 would necessarily involve redefining the 'tall' lower case characters, the next two programs show different ways in which this can be avoided. Both listings include the 5 lower case letters with descenders (g, j, p, q and r). There was no need to use a text editor in these programs as only a few characters were being changed. In each case some scan space is reserved in RAM, the ROM set is duplicated in this area, the changes of the selected characters are altered and the new set is called up by taking the ROM page number into memory location 190. In both programs the new character set starts at page 158 and the top of RAM is moved down to page 195.

## LISTING 2

In this program each ROM byte is displayed upwards in memory by one position when the character set is being duplicated in RAM (LINE 140). As a result, all the characters are shown one scan line below their usual positions and the tall letters keep their tops. LINES 150-170 redefine the entries in the tall got list to the new set (RAM) and the five letters. LINE 180 gets rid of unassociated bytes packed up by some letters because of the displacement 0A, when the last byte of a ROM character becomes the first byte of a RAM character.



# ATARI IN THE LAND OF THE AUTOBAHN

**R**egular readers of New Atari User will know that the original plan for the German Atari Show was to hire a 56-seat coach and take many Atari users to Germany. Unfortunately like most plans the idea was good but the enthusiasm from 8-bit users was sadly lacking as only 27 people phoned to book places on the trip. The cost of taking only 27 made it very expensive so the trip regrettably was cancelled. So years truly and three other dedicated Atari 8-bit enthusiasts travelled to Haina, a small town close to Frankfurt in Germany. Driving in Germany is like taking part in a Formula 1 race, nobody travels at less than 100 mph (160 miles) on the wrong side of the road, at speeds averaging 85 to 90 mph and even then the only things I managed to overtake was 3 chat-carts and a battered old PC!

Haina is over 400 miles away so I decided to spend the trip over 3 days with two overnight stops, one at Brussels on the railroad leg and at Wiesbaden "that well known treaty town" on the motor. The rail route is closer to what in York & London. It's certainly not the bit leg and usually work legals I remember from my scouting days. Cardinal's youth hostel's offer what can only be described as a 5 star luxury with astronomical prices plus a continental breakfast for around £6.50 per night. Fantastic value for money.

## ARRIVAL AT LAST!

The Show was smaller than I expected, I counted only 12 exhibitors located in two large ground floor rooms. Amazingly the show did not have the massive discount bargains offers you would expect to see at similar U.S shows like A.M.S. Bernd Everts the exhibition organizer from PE-SOFT greeted us with "sorry no translation yet" but he has supplied a demo disk showing him a of the computer screen. Also present were A.N.C. Software and "Freddy" of MEDIA MAG came from Holland. Apart from the odd one or two new Habibi games most stands displayed what can only be described as standard shareware cartridges and disk software which have been available in the U.K. for sometime.

Some exhibitors, however, had some very new and original ideas but unfortunately not all of the new items are yet completed and several exhibitors only had brief demos of the intended finished product. It was a bit like Tomorrow's World, you can see it but can't get it. But it was this new development part of the show that for me made the whole trip worthwhile.

Over the next few months I will be in touch with all of these developers to try and encourage them to complete some of their brilliant ideas, so here's a few details to what you appear. I have listed each company name for reference and I would like to thank them for their cooperation and patience in

*Derek Fern brings news of the recent German Atari Show including some software we may soon see over here*

explaining their products and providing information on their products to a non-German speaking Englishman.

## THE EXHIBITORS

**A.S. COMPUTER:** Demonstrated a range of interfaces and software that will link your computer to drive electric motors and servos for robotics and all sorts of mechanical devices. They had a robot arm that could move in all directions and pick up items, a pen plotter that could be used to draw graphs and monitor and record, six sensors, temperature variants over a gross time span. The main robotic bits seem to be constructed from Fisher Technic parts and controlled via the joystick ports on a standard 58050.

**ARMC MAGAZINE:** The German Atari User group displayed some of their vast range of club software. They have a very good subscription only disk based club magazine but unfortunately for us it is only available with German text. Wolfgang Dinger their Director said he might be willing to make the disk available to U.K. users if enough people wanted, so its up to you to let me know if you want to see it. Wolfgang also expressed his concerns about some U.K. suppliers pirating and openly advertising in Atari User Magazine software for sale which is copyrighted by the ARMC club in Germany. If this continues he will lodge a complaint with a European court and sue for copyright infringement. I understand the penalties in Germany are fines up to £ 500 (\$M per pirate copy sold.

**FRIDAY SOFTWARE PRODUCTIONS:** Friday Soft was a new name to me, it's a small two man company developing a brilliant new 30 bit digitised sound replay system. The days of 7 seconds of digitised sound with the 2 bit systems cartridge are over! Digitised sound files produced on Amiga 80's and PCs are converted and compressed into 64k or 128k

files and then played on your humble 8 bit machine. After loading the main program disk called 'Pump 10.5' you simply load one of the sample files press return and sit back in amazement. The sound quality is great, especially if you have your computer hooked up to your hi-fi system via the monitor port. The playing time for a digitised 64k file is 2 minutes with a 4 minutes for a 128k file. The program is a replay system only, the equipment required for file compression and extraction is expensive and complex. I intend to have PUMP available soon in the U.S. with a set of several sample files.

**AMOS HARDWARE:** New cabinet very much into program-making demos, and hardware developers. They displayed one of the best. LINDENBROS demo's I have seen, excellent sharp animation produced with bit map images. AMO finally gave us a copy of this demo so you can see an example of their work at the A.M.S. 7 Show.

They also have under development a POC22 interface that plugs into the cartridge port. It carries on board a real time clock and has a fiscal rate of 10,000 ideal for high speed modern work. Also under development is a P-C interface for downloading text files from a P.C.

**KLAUS PETERS ELEKTRONIK + SOFTWARE:**

Mainly hardware stand, Klaus is the fellow who designed the speedy and super-speedy disk drive upgrades. His latest development is a mag upgrade for 80000 and 120000 and the machine retains full compatibility with all current software, priced at 170 DM.

Klaus has also developed a 512K ROM DRIVE. This unusual device plugs into the expansion bus on the 80000. It is a bare printed circuit board with 5 mag 1/4" sockets and one EPROM and a few support I/Os. The EPROM carries the main operating program and menu activities. You can simply blow your salary or game into a 256K EPROM insert the EPROM into one of the empty sockets then select the program from the on screen menu. This gives you a virtually instant load speed of any program you select. Priced at 160.00 for the 32 version.

**A.M.C. VERLAG:** Very interesting stand. A.M.C. are the programmers of the disk game HERRSCHT 1 & 2. They had an offer lots of the standard Atari items but also one very special demo of a soon to be completed sailing game. What made this demo stand-out if you'll excuse the pun was it was in 3D! You real jump-off the screen and smack you in the mouth 3D. The programmer explained the game had been underdevelopment for 3 months and he expected it to take another 3-4 months before completion. The demo was to demonstrate the principle of 3D programming it consisted of a landscape scattered with wire frame moving shapes and a male/female man walking around wire frame pyramids. The screen was blurred in both x and y without the green/red cardboard specs but put them on and out of the screen popped true 3D. Very impressive, can't wait to see the game. Price estimated to be 340DM. This demo can also be seen at the A.M.S. Show.

**TOP MAGAZINE:** Well stocked stand, plenty of software/hardware including their own excellent disk based magazine.

**DRACHEN SOFTWARE Germany:** Demonstrated a very unusual art package on a high resolution laser paper white monitor. The demo showed an 8 bit window scrolling across a very large canvas made up with high resolution ST rip art pictures. Everyone on the stand was busy demonstrating, so I passed by planning to return later in the day but unfortunately when I returned they had packed up and left, so no more details available. I have the companies address and I will

# BACK ISSUES

The following back issues of  
**NEW ATARI USER** are still available

ISSUE 21	ISSUE 44	ISSUE 52
ISSUE 23	ISSUE 45	ISSUE 54
ISSUE 24	ISSUE 46	ISSUE 57
ISSUE 25	ISSUE 47	ISSUE 58
ISSUE 27	ISSUE 48	ISSUE 59
ISSUE 28	ISSUE 49	ISSUE 60
ISSUE 29	ISSUE 50	ISSUE 61
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ISSUE 41	ISSUE 52	ISSUE 63
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obtain more details if anyone is interested. The program certainly looked interesting and to be of excellent quality.

## THOSE I MISSED

There was not enough time to talk to everyone and I missed **POWERSOFT** and **M. BALTERSMAN** but I was certainly encouraged by the enthusiasm shown by the dedicated few who spent a considerable amount of time sweating over us before 8 bit.

You will be able to see all of the new software demos collected from the trip at Staffed at A.M.S. 7 exhibition. Rental Kiosk from KE-SOFT Germany and John Marin and Freddy from A.N.C. & Mega Magazine Holland will also be exhibiting as part of the Mirror Exhibition stand.

A.M.S. 7 promises to be bigger and better than ever, so see you there.













# MICROX



**T**his game is a combination of the familiar puzzle theme adopted by many European software authors and a rather innovative educational concept. The end result is one of the most addictive programs I've encountered for a long while.

On each level of MICROX you are asked to assemble a chemical compound - for example water, methanol or propane - from a dispersed collection of its atomic constituents. If you've ever come across 3-D models constructed from coloured balls and small connecting rods to represent different atoms and how they relate to each other in a substance, you'll have a good idea of what this is all about. If they sound a bit complicated but actually it's very simple. You're not expected to know the precise structure of each compound, since this is displayed at the start of the level and can be re-examined during play with a press of the Start button. This function also acts as pause switch. The principal challenge arises from the

less than straightforward task of manoeuvring the atoms into their intended positions.

You can select any of the pieces with a joystick or fire cursor and 'launch' them in one of four directions - they will slide continuously until hindered by another component or the walls of the playing area, which are specifically designed to make things increasing tricky on the higher levels. For example, it may only be possible to re-orientate the compound at one location on the playfield. Ingenious test steps are therefore needed to overcome the problems. In fact, a rule book should encounter no difficulties) and speedy decision making is essential to beat the uncompressing timer. As if all this wasn't enough to keep you learning the nightlong, at the end of each level you are presented with a multiple-choice question concerning the identification of the respective compound. Get it right and

you progress onto the next level, but get it wrong and you have to do the current one all over again! Thankfully the game always continues on the highest uncompleted level - that is, until you are eventually persuaded to switch it off.

Micron is superbly presented from beginning to end. The graphics are clearly the result of careful attention to detail whilst different events in the game are accompanied musically by several pleasant jingles. The game is extremely addictive though not excessively frustrating, thereby ensuring a very strong recommendation from me!

**Title:** MICROX  
**Publisher:** Amiles  
**Supplier:** Amiles Discount  
**Format:** Disk  
**Price:** £9.99  
**Reviewer:** Paul Dixon

# QUICK SUPPORT DISK 1

**I**n the last issue of RAM I reviewed an 8-bit programming language that is being used to write many of the latest games from Germany - and it is, of course, inappropriately, Quick, its most well-known software of this nature, a fair amount of learning is required to get the most out of the facilities on offer - in fact, the Germans have their own disk magazine dedicated to Quick. To help the growing number of enthusiastic fans in Germany and overseas, the authors have now devised a series of support disks containing translated extracts from the disk magazine.

The QUICK SUPPORT DISK 1 is a double-sided, dual density floppy (in 5.25 for 810 users) containing a total of thirteen tutorials, thirteen source code listings, two libraries, six header files and seven runnable programs. The articles range from novice level to more than a tad on the tricky side, so that even established Quick programmers may discover some-

thing they didn't know before.

To start off there's a tutorial on the game of life, together with fully documented Quick source code and a ready-to-run program file. This famous and intriguing concept is all about cells and domains, reproducing and terminating, according to pre-determined rules. It serves to illustrate the use of arrays in programming, as well as posing philosophical questions! Help on creating large and two-dimensional arrays can be found in a separate article. Display list interrupts - a subject that non-machine code fans are usually keen to avoid - are explained in full and elsewhere there is detailed information about reset-resolved programming, player enable graphics and string writing techniques. For touch table users, a tutorial and library files are included whilst C file header files are also provided for implementing variables which correspond to commonly used memory addresses.

Wandering through the tutorial files is often less with the aid of (unofficially) joystick control, but if you want to read them away from the computer then any set of documents can be directed to an Epson or Atari compatible printer.

If you are in the process of learning Quick then this Quick Support Disk, and presumably all future releases in this series, have to be considered an essential purchase. If you're about to invest in the Quick language then it's well worth knowing that a document is available if you buy the Support Disk at the same time.

**Title:** QUICK SUPPORT DISK 1  
**Publisher:** Power Per Pro  
**Supplier:** Dean Gunningly  
**Format:** Disk  
**Price:** £4.99  
**Reviewer:** Paul Dixon



A couple of spinoffs come from that old standard? Kevin Cooper of Boston.

## OPERATION BLOOD

When the game starts, pause it and move your sights to any person on the screen. Then, quickly un-pause, shoot the enemy and pause again. Doing this will allow you to save bullets, and stop many of the on-screen shots from hitting you.

## TAGALON

Start Tagalon as normal in two-player mode and walk player two around until you meet player one. From there on, always walk player two into any room you want to explore so he can dispose of any monsters before player one enters the room. Player one can then collect any special items for when player two dies. This should allow you to start with hunting full energy while still being in the game.

# ZERO WARS

The following level codes can be from Henry Warriner (letter again Henry!) for ZER0 WARS. It's not to name of the order but he does know that 1000 is the first one.

**BASE  
SHIP  
MOON  
STAR  
ZERO  
HIGH**

Also on the lower levels in particular, when it says "about protection to gain energy" it is often worth entering the first number, just to refill on energy.

# ADVENTURELAND

A final note, from J. Hough, a complete solution to a Scott Adams game - ADVENTURELAND, and it's onwards. You don't have to read it backwards, but that just wonderful! To tell you the truth it's a quarter to one on a Sunday morning and I should have been in bed two hours ago!

[During the solution check your inventory ] often. I follow by chapters "GET BLES"

Remember this is the complete solution so don't read on further than you need.

E, E, GET AXE, S, GO HOLE, GET FLINT, U, W, GO TREE, GET KEYS, O, CHOP TREE, GO TREE, O, GET RUBIES, U, DROP RUBIES, SCORE, DROP KEYS, DROP FLINT, O, E, N, N, GET OX, SAY BURROH, SWIM, S, W, W, GET OX, GET FRUIT, SCORE, GET LAMP, GET FLINT, GET KEYS, S, GO HOLE, OPEN DOOR, DROP KEYS, GO HALL, LIGHT LAMP, O, S, GET BLADDER, N, O, S, W, UNLIGHT LAMP, RUB LAMP, RUB LAMP, LIGHT LAMP, GET RING, GET BRACELET, O, GET RUG, UNLIGHT LAMP, SAY ARMY, SAY ARMY, S, GO TREE, DROP RING, DROP BRACELET, U, GET GAS, GO TREE, O, GO HOLE, GO HALL, LIGHT LAMP, O, S, U, DROP BLADDER, LIGHT GAS, GO HOLE, JUMP, YELL, GET MIRAC, GO THROAT, GET CROWN, W, JUMP, GET BRICKS, O, N, O, S, W, S, O, GAIN LAVA, DROP BRICKS, GET NET, UNLIGHT LAMP, SAY ARMY, SAY ARMY, S, GO TREE, DROP LAMP, DROP FLINT, DROP CROWN, DROP RUG, DROP MIRROR, GET BOTTLE, U, S, E, GET FISH, S, W, GET RUG, GO TREE, DROP FLINT, GET RUG, O, GO HOLE, GO HALL, LIGHT LAMP, O, N, N, DRINK WATER, GET MONEY, GET BEE, S, DROP MUD, UNLIGHT LAMP, SAY ARMY, SAY ARMY, DROP BOTTLE, S, GO HALL, LIGHT LAMP, O, N, GET MUD, SAY ARMY, SAY ARMY, GET BOTTLE, DROP BEE, GET RUG, O, GO HOLE, GO WALL, LIGHT LAMP, O, O, S, W, O, S, DROP WATER, GET FIRESTONE, UNLIGHT LAMP, SAY ARMY, SAY ARMY, S, GO TREE, DROP FIRESTONE, DROP RUG, SCORE.

## THE TAIL OF BETA LYRAE

If you type in **TRACE POWER** on the title screen you will go to sector 5 after a bit. This will work on any level. Thanks go to Steven (head of Whirlwind) it is again Steve!

**NO PROBLEMS**

## CALLING INTERNATIONAL RESCUE !!! ..... COME IN PLEASE !!!

Alan J. Palmer asks if Michelle and Lisa Trinder would consider that they are playing **ZORK I** or **ZORK II** so there is no need to ZORK I. If you drop Alan a line at his mailing address then he'll help you out.

Steven Booder would like help on **WHIRLWIND, SPACE RIDER** and **GOLDEN BATON**.

That just about wraps it up for this issue folks so don't forget to join the next time, same time, same place! for another rip smacking TYPING column.

All of these letters that you are going to send in go to

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

*(Drop these letters and maps crossing in - Gem Warrior maps need times!)*

# EXTENDING THE MAC

## 1. INCLUDE Macros - CIO

I have used the Asat! Macro assembler for a number of years, and over that time I have developed a number of macros for my own use. While I had to use the assembler directly, I came up with any of the user macros, I tend to hold my macros in include files, each class of macros having its separate file - macros, user interface, and the most regularly used - CIO.

The CIO macros are the ones listed here; they cover the standard CIO operations: opening, closing, reading, writing, etc.

The following list covers each macro, its syntax, usage, and parameters.

### **OPEN** <channel> <mode> <device>

This macro contains the necessary code to open channel CHAN to mode MODE to device DEV. The channel can be any number from 0 - 7 (6 isn't allowed). The mode should be one of the usual values (i.e. forward, reverse, etc.). The device should be the address of the start of an ASCII string holding the device name (e.g. "/dev/tty", "/dev/FILE.TXT", etc.).

### **CLOSE** <channel>

This macro closes channel CHAN, again the channel can be any value from 0 to 7.

### **NOTE** <channel>

This macro is for use with the "D" device; it returns the read/write position in the file currently opened on channel CHAN. To obtain the position bytes use the following lines of code later in the macro:

```
LDX #0x0
LDX #0x0
LDX #0x0
```

How you should interpret the bytes will depend upon which DOS you are using, e.g. in DOS 2.5 (KAOX) 4 holds the sector number and KAN3 the byte offset. KAOX-5 may be defined in your SYSTEM file, if they are not you will need to define them yourself.

### **POINT** <channel> <file> <dir> <dir>

Point is the reverse of Note; it sets the position of the read/write pointer in the opened file. The position is specified in the three parameters: D1, D2 and D3. The reason that I decided to use this format is that I use both DOS 2.5 and Sparta DOS and each interprets the bytes differently.

### **WRITE** <channel> <mode> <length>

This is the most major macro, it can be used to write out text messages with CIO to channel CHAN of length MAXLEN,

*Paul Abbot has some handy routines for those of you who like to dabble in machine language*

where the message starts at address BUFFADR. If the text contains a CR-character before the end, the system will only print up to the CR writing the rest of the text.

### **READ** <channel> <mode> <length>

This macro is equivalent to the BASIC command INPUT, it can be used to read a line of text (terminated by CR) into a buffer which starts at BUFFADR from channel CHAN, where MAXLEN represents the size of the buffer.

### **PUT** <channel> <dev> <length>

This macro writes a fixed number of bytes (LEN) to channel CHAN from buffer BUFFADR.

### **GET** <channel> <dev> <length>

This macro is the reverse of PUT, it reads LEN bytes from channel CHAN into buffer BUFFADR.

### **PUTX1** <channel> <mode> <length>

PUTX1 is a variation of the macro PUT. With PUT the number of bytes to write was defined at assembly time but there are occasions when one doesn't know, at assembly time, how many bytes will need to be written. This is where this macro comes in. The second parameter (LENADR) doesn't specify the number of bytes to be written but the address at which it can be found (16 bit no.).

### **GETX1** <channel> <mode> <length>

Once again this macro is a variation, this time of GET, and again the second parameter is the address at which the 16 bit length can be found (LENADR.LENADR+1).

### **PUTB** <channel> <length>

This macro is equivalent to the BASIC PUT statement, it writes a single byte (BYTE) to channel CHAN. Note: BYTE should be a number and not a string, the assembler doesn't like passing strings as parameters.



# MACRO ASSEMBLER

• Include file containing all  
 :DIO IO-operations as MACROS  
 • for use with MACRO ASSEMBLER.  
 • by Paul Robert (S1 084)  
 • modified 14/1/80  
 • expanded (1/8/80)

**:OPEN**

Open a file, file name must  
 already have been specified.

**:PARAMETERS:**

:CHANNEL - Channel number eg 1  
 :MODE - IO mode eg 1 normal  
 :NAME - Address of device name

**OPEN MACRO CHANNEL, MODE, NAME**

```
LDX #N1 SHL 4)
LDA #0
STA IODDMX
LDA #N2
STA ICACKLX
LDA #LOWP%0)
STA ICBLX
LDA #HIGH%0)
STA ICBAHX
JBR CIOV
ENEM
```

**:CLOSE**

Close a specified channel.

**:PARAMETERS:**

:CHANNEL - Channel number eg 1

**CLOSE MACRO CHANNEL**

```
LDX #N1 SHL 4)
LDA #0
STA IODDMX
JBR CIOV
ENEM
```

**:NOTE**

Return current position in file.

**:PARAMETERS:**

:CHANNEL - Channel number eg 1

**NOTE MACRO CHANNEL**

```
LDX #N1 SHL 4)
LDA #0
STA IODDMX
JBR CIOV
ENEM
```

**:POINT**

Set position in file.

**:PARAMETERS:**

:CHANNEL - Channel number eg 1  
 :PBT:PBA - Position bytes

**POINT MACRO CHANNEL, IN, BL, BU**

```
LDX #N1 SHL 4)
LDA #0
STA IODDMX
LDA #0
STA ICACKLX
LDA #0
STA ICBAHX
JBR CIOV
ENEM
```

**:WRITE**

Write out a line of text, up to  
 max-length in BCL character.

**:PARAMETERS:**

:CHANNEL - Channel number eg 1  
 :MAXLEN - Maximum length of line.  
 :BUFFER - Address of data buffer

**WRITE MACRO CHANNEL, MAXLEN, BUFFER**

```
LDX #N1 SHL 4)
LDA #0
STA IODDMX
LDA #LOWP%0)
STA ICBLX
LDA #HIGH%0)
STA ICBAHX
JBR CIOV
ENEM
```

**:READ**

Read in a line of text placing  
 into a memory buffer.

**:PARAMETERS:**

:CHANNEL - Channel number eg 1.  
 :MAXLEN - Maximum length of line.  
 :BUFFER - Address data buffer

**READ MACRO CHANNEL, MAXLEN, BUFFER**

```
LDX #N1 SHL 4)
LDA #0
STA IODDMX
LDA #LOWP%0)
STA ICBLX
```

```
LDA #HIGH%0)
STA ICBAHX
LDA #LOWP%0)
STA ICBLX
LDA #HIGH%0)
STA ICBAHX
JBR CIOV
ENEM
```

**:PUT**

Write out a block of bytes.

**:PARAMETERS:**

:CHANNEL - Channel number eg 1  
 :LENGTH - Block size  
 :BUFFER - Address of data buffer

**PUT MACRO CHANNEL, LENGTH, BUFFER**

```
LDX #N1 SHL 4)
LDA #1
STA IODDMX
LDA #LOWP%0)
STA ICBLX
LDA #HIGH%0)
STA ICBAHX
LDA #LOWP%0)
STA ICBAHX
LDA #HIGH%0)
STA ICBAHX
JBR CIOV
ENEM
```

**:GET**

Read in a block of bytes into a  
 memory buffer.

**:PARAMETERS:**

:CHANNEL - Channel number eg 1.  
 :LENGTH - Block size.  
 :BUFFER - Address data buffer.

**GET MACRO CHANNEL, LENGTH, BUFFER**

```
LDX #N1 SHL 4)
LDA #1
STA IODDMX
LDA #LOWP%0)
STA ICBLX
LDA #HIGH%0)
STA ICBAHX
LDA #LOWP%0)
STA ICBAHX
LDA #HIGH%0)
STA ICBAHX
JBR CIOV
ENEM
```

**:PUTC**

Write out a block of bytes, up  
 to PUT except for length is memory  
 address

# MACROS continued

**PARAMETERS:**  
**CHANNEL** - Channel number eg 1  
**LEADR** - Address of block size  
**SUPER** - Address of data buffer

**PUTS MACRO CHANNEL, LEADR,  
 SUPER**

```
LDX #P1(SH,4)
LDX #P1
STA ICCOM,X
LDX #2
STA ICBL,X
LDX #2+1
STA ICBL,X
LDX #LOW%2
STA ICBL,X
LDX #HIGH%2
STA ICBL,X
JBR CIOV
ENDM
```

**GETA**  
 Read in a block of bytes into a memory buffer.

**PARAMETERS:**  
**CHANNEL** - Channel number eg 5.  
**LEADR** - Address of block size.  
**SUPER** - Address data buffer.

**GETX MACRO CHANNEL, LEADR,  
 SUPER**

```
LDX #P1(SH,4)
LDX #P1
STA ICCOM,X
LDX #2
STA ICBL,X
LDX #2+1
STA ICBL,X
LDX #LOW%2
STA ICBL,X
LDX #HIGH%2
STA ICBL,X
JBR CIOV
ENDM
```

**PUTB**  
 Write out a single byte.

**PARAMETERS:**  
**CHANNEL** - Channel number eg 1  
**BYTE** - Byte to write

**PUTB MACRO CHANNEL, BYTE**

```
LDX #P1(SH,4)
LDX #P1
STA ICCOM,X
LDX #1
STA ICBL,X
LDX #2
STA ICBL,X
LDX #2
JBR CIOV
ENDM
```

**PUTA**  
 Write out a single byte, in A.

**PARAMETERS:**  
**CHANNEL** - Channel number eg 1

**PUTA MACRO CHANNEL**

```
TAX
LDX #P1(SH,4)
LDX #P1
STA ICCOM,X
LDX #1
STA ICBL,X
LDX #2
STA ICBL,X
JBR CIOV
ENDM
```

**GETB**  
 Read in a single byte.

**PARAMETERS:**  
**CHANNEL** - Channel number eg 1

**GETA MACRO CHANNEL**

```
LDX #P1(SH,4)
LDX #P1
STA ICCOM,X
LDX #1
STA ICBL,X
LDX #2
STA ICBL,X
JBR CIOV
ENDM
```

**RENAME**  
 Rename disc file.

**PARAMETERS:**  
**CHANNEL** - Any closed IO channel  
**NAME0** - Address of OLD name file names

**RENAME MACRO CHANNEL, NAME0**

```
LDX #P1(SH,4)
LDX #P1
STA ICCOM,X
LDX #LOW%2
STA ICBL,X
LDX #HIGH%2
STA ICBL,X
JBR CIOV
ENDM
```

**DELETE**  
 Delete (erase) disc file.

**PARAMETERS:**  
**CHANNEL** - Any closed IO channel  
**NAME** - Address of file name

**DELETE MACRO CHANNEL, NAME**

```
LDX #P1(SH,4)
LDX #P1
STA ICCOM,X
LDX #LOW%2
STA ICBL,X
LDX #HIGH%2
STA ICBL,X
JBR CIOV
ENDM
```

**LOCK**  
 Lock disc file.

**PARAMETERS:**  
**CHANNEL** - Any closed IO channel  
**NAME** - Address of file name

**LOCK MACRO CHANNEL, NAME**

```
LDX #P1(SH,4)
LDX #P1
STA ICCOM,X
LDX #LOW%2
STA ICBL,X
LDX #HIGH%2
STA ICBL,X
JBR CIOV
ENDM
```

**UNLOCK**  
 Unlock disc file.

**PARAMETERS:**  
**CHANNEL** - Any closed IO channel  
**NAME** - Address of file name

**UNLOCK MACRO CHANNEL, NAME**

```
LDX #P1(SH,4)
LDX #P1
STA ICCOM,X
LDX #LOW%2
STA ICBL,X
LDX #HIGH%2
STA ICBL,X
JBR CIOV
ENDM
```

**FORMAT**  
 Format disc file number field in A.

**PARAMETERS:**  
**CHANNEL** - Any closed IO channel  
**DRIVE** - Drive to formatting "D1"

**FORMAT MACRO CHANNEL, DRIVE**

```
LDX #P1(SH,4)
LDX #P1
STA ICCOM,X
LDX #LOW%2
STA ICBL,X
LDX #HIGH%2
STA ICBL,X
JBR CIOV
ENDM
```

**PRINT**  
 Print a line of text on channel

**PARAMETERS:**  
**TEXT** - Text to print

**PRINT MACRO TEXT**

```
LDX #P1
LDX #P1
STA ICCOM
LDX #LOW%2,STR,%1)
STA ICBL
LDX #HIGH%2,STR,%1)
STA ICBL
LDX #LOW%2,STR,%1)
STA ICBL
LDX #HIGH%2,STR,%1)
STA ICBL
LDX #HIGH%2,STR,%1)
STA ICBL
JBR CIOV
ENDM
```

```

* QCIQINC Demo program
* Check if entered file exists.
*
* by Paul Abbott (pab@uk)
*
INCLUDE QCIQINC

ORG 5400

START:
PUT 5, 24, M0 : Print prompt on
                : screen
READ 0, 30, BUFF : Get file name

PUT 5, 4, M0 : Cylon prompt
GETA 0
CMP #0
BNE NDIR,
DELETE 1, BUFF
JMP 0 exit

NDC0: CMP #1:
BNE HLOC
LOCK 1, BUFF
JMP 0 exit
NLOC: CMP #0:
BNE HLOC
RFLAME 1, BUFF
JMP 0 exit
WRNAM CMP #0:
BNE HLOC
LOCK 1, BUFF
EXIT: BAA 000
NULOC: RTS
ERR: PRINT "Q ERROR" ;
      RTS

M0: DB "Please enter file name"
M1: DB "Cylon"

BUFF:

END START

```

#### PUTA <channel>

PUTA sends the contents of the accumulator to channel CHAN. The byte written by PUTA is determined at run time whereas the byte written by PUTB is defined at assembly time.

#### GETA <channel>

GETA reads a single byte from channel CHAN and returns with it in the accumulator.

#### RENAM <channel> <names>

This macro provides the standard DOS function, rename. CHAN should be any closed channel, and NAMES should be the address of the first string holding the old and new names, in the standard format i. "D:\CHILD.PAS,NEW.PAS"

#### DELETE <channel> <names>

DOS function delete, again CHAN should be closed and NAME should point to the name of the file to delete.

#### LOCK <channel> <names>

DOS function file lock, for parameters see delete.

#### UNLOCK <channel> <names>

DOS function file unlock, parameters as delete.

```

* QCIQINC Demo program
* Enter drive and format it.
*
* by Paul Robert (P@R@T)
*
INCLUDE QCIQINC

ORG 5400

START:
PUT 5, 10, M0 : Print prompt on
                : screen
READ 0, 5, BUFF : Get file name

FORMAT 1, BUFF : Format drive
BMA NOPFILE

WRITE 0, 40, M0
LDA #1:
PUTA 0
RTS

NOPFILE:
WRITE 0, 40, PAF
RTS

M0: DB "Enter drive name"
M1: DB "Format OK"
PAF: DB "Format fail"

BUFF:

END START

```

#### FORMAT <channel> <string>

DOS function disk format. CHAN can be any closed channel and DRIVE should point to the text string specifying the drive to format, e.g. "D:".

#### PRINT <channel>

The macro sends the text string (TEXT) to channel 0 (screen), similar to write. With the WRITE macro the text string had to be stored in memory and its address passed to the macro, with PRINT the string itself is passed, and the macro deals with memory allocation for the string. The major limitation with PRINT is that quoted strings cannot be passed as parameters (the assembler doesn't like them) so all strings of characters will be printed in uppercase.

The last instruction of each macro is "JNB CR0V" and so after the macro the Y register will hold the status code and the CR0V flag will be set or clear. To detect errors simply use the normal CR0V error detection code.

This is not an exhaustive list of DOS macros just the ones I have found useful to develop. I had a few problems while developing these macros, there seems to be a few conventions, rules, but in their current form they work. Type them in exactly as they are printed and you should have few problems. I have also included a few example programs demonstrating the macros in use.

# MIX 'N' MATCH



**M**ix 'n' Match is a simple 'concentration' type game which uses an Atari 4 screen and redifined characters in the shape of chess pieces. The aim of the game is to find - and match - groups of pictures which are hidden behind icons on the screen. In this version you must match 8 sets of 3 chess pieces - white knight, white pawns, white rook, black rook, white bishop, black bishop, white king and white queen.

## USING THE PROGRAM

When you run the program you will see 16 icons on the screen, in 4 rows of 4 marks. Use a joystick to move the flashing square over the icon you want and press fire to reveal the picture beneath. Do the same again for 2 more icons of your choice. If all 3 pictures match, the chess pieces will stay on the screen; otherwise the pictures are concealed again. The game continues until you have found all 8 groups. A point at the right of the screen shows both the time taken and the number of groups matched at any stage of the game. You can press a 'Play Again' option when the game is over.

by  
**Ann O'Driscoll**  
 and **Phil Cardwell**

```

01 10 000 *****
02 20 000 #
03 30 000 #
04 40 000 #
05 50 000 #
06 60 000 #
07 70 000 #
08 80 000 #
09 90 000 #
10 100 000 *****
11 110 000 *****
12 120 000 *****
13 130 000 *****
14 140 000 *****
15 150 000 *****
16 160 000 *****
17 170 000 *****
18 180 000 *****
19 190 000 *****
20 200 000 *****
21 210 000 *****
22 220 000 *****
23 230 000 *****
24 240 000 *****
25 250 000 *****
26 260 000 *****
27 270 000 *****
28 280 000 *****
29 290 000 *****
30 300 000 *****
31 310 000 *****
32 320 000 *****
33 330 000 *****
34 340 000 *****
35 350 000 *****
36 360 000 *****
37 370 000 *****
38 380 000 *****
39 390 000 *****
40 400 000 *****
41 410 000 *****
42 420 000 *****
43 430 000 *****
44 440 000 *****
45 450 000 *****
46 460 000 *****
47 470 000 *****
48 480 000 *****
49 490 000 *****
50 500 000 *****
51 510 000 *****
52 520 000 *****
53 530 000 *****
54 540 000 *****
55 550 000 *****
56 560 000 *****
57 570 000 *****
58 580 000 *****
59 590 000 *****
60 600 000 *****
61 610 000 *****
62 620 000 *****
63 630 000 *****
64 640 000 *****
65 650 000 *****
66 660 000 *****
67 670 000 *****
68 680 000 *****
69 690 000 *****
70 700 000 *****
71 710 000 *****
72 720 000 *****
73 730 000 *****
74 740 000 *****
75 750 000 *****
76 760 000 *****
77 770 000 *****
78 780 000 *****
79 790 000 *****
80 800 000 *****
81 810 000 *****
82 820 000 *****
83 830 000 *****
84 840 000 *****
85 850 000 *****
86 860 000 *****
87 870 000 *****
88 880 000 *****
89 890 000 *****
90 900 000 *****
91 910 000 *****
92 920 000 *****
93 930 000 *****
94 940 000 *****
95 950 000 *****
96 960 000 *****
97 970 000 *****
98 980 000 *****
99 990 000 *****
100 1000 *****
    
```



## XL/XE SUPPORT

# WHO YOU GONNA

# WHEN YOU

**W**ho's supporting your Atari? Is there anyone left? Well, yes - but you have to look a bit harder than before. The recent demise of both Robert Stuart's Excel and MacFLEX's 8 1/2 publications was a sad death for Atari users but thankfully there are still various dedicated, enterprising individuals who help to ensure that the world's most revered 8-bit users cannot be forgotten. Two such conscientious Atarians are Stuart Murray and Dean Corringray, whose efforts have done much to safeguard the continuing existence of Atari 8-bit support in the UK.

## BACK TO THE FUTURA

Stuart Murray's Futura magazine has been mentioned in these pages before (early issues can be obtained from Page 6) but it well deserves another since the quality of its content has maintained, if not exceeded, the standard set by the first few editions. Despite the pressures of University, work and many other things, Stuart has continued to lead up the North Of Scotland Atari Users Group (SN204473) and produce Futura on a reasonably regular basis. In addition to providing reviews, such as a PD library for tape and disk users, Stuart takes great pride in tracking down the best PD software for inclusion in Futura, and has researched some exciting programs. Futura itself is no longer public domain and is available only by subscription - an understandable measure given the time and expense involved in the magazine's production. Cassette users don't miss out as the software (where appropriate) can also be obtained on tape, with or without a hard copy of the editorial matter. Just in case you're not convinced of Futura's good value, it's worth scanning through the highlights of some recent issues.

Futura 5, side A, begins up with a picture of an Atari 1300X before presenting a joystick orientable version of twenty-four items, eleven of which are document files. To view these, you

must load in a Disk Store program which directs the text to screen or printer as required. There is a fairly lengthy and clearly editorial and a separate section of the disk's content. A news column carries details of software releases, user groups, retailers and publications whilst other 'regular' include software reviews (Page 6's Hypnotic Land ... ) and a section for VCS users. An article on printing software - first printed in the old Atari User - is featured along with extracts from Bill Curran's excellent book for beginners, Inside Atari Disk. For gamers there is a game called Gamballe - though you may find the screen text rather hard to make out. No such problems though with Paul Lay's brilliant Doubleback chess Manicly Madness, which appears here alongside a German 'monster' demo and a PD version of Activision's Ballblazer. There are several other files but the highlight of the disk is most certainly Dinking 1.5, a shareware employment operating system for the 8-bit. This provides pull-down screens, windows, lists in disk languages and many other innovations. It can be used to launch standard Basic and binary files without fuss, and so compares favourably with recent commercial offerings.

On Futura 5 the boot picture is an SNAZL and this time there are twelve slots on the opening screen. Apart from the usual news and editorial items, the files on side A consist of Colours Helper - a visual guide to FORE and SPECTRUM values, a game called Spitzer from a German Atari user club and an enjoyable two-player game called Captains The Flag (though not the superb 3-D version from Microsoft). The B+ side is devoted to Turbo Basic and presents five programs - Horse Racing, Berserk Maze Maker, Wind Counter, Lion and Steadler - along with relevant documentation files.

Futura 7 is, once again, brimming with goodies. Amongst the document files you'll find reviews of Dark Chambers and Operation Blood, the latest news in the 8-bit world (the Eurofiles ... coming soon!), an introduction to Game Design, some DTP (or legal) bits (only Atari hardware!) and the background story of a rather rare comic called Atari Power. On side A there's also a version of the Yakuza dice game called Free Flip and a 'fun' program which might just catch you out. Inside the disk the other way up and you'll discover a real educational game from a Fulham subscriber, an excellent PD example of draughts for Children as Americans like to call it), a table-top program that lets you alter various parameters to experiment with patterns, a rather clever ten-pin bowling simulator and a freeware clone of the alien blast-up Asteroids. Finally, there's a utility called YTES that displays document files with the benefit of many advanced features. As you can see, the content of Futura is sufficiently varied with each release to ensure that there's something to interest everybody. Contributions from readers are encouraged and free PD software is offered to the authors of these items published.

**Paul Rixon checks to see who - apart from Page 6 - is still out there**

# NA CALL...

# YOU NEED SOME SUPPORT?

## HERE IS THE NEWS-DISK

Meanwhile, *Democrat's* Dean Carraghy has, like Stuart, completed his University degree and has decided to take the brave plunge into full-time support of the Atari 8-bit. Dean Carraghy Software, or DCS, is a new venture but its activities are an extension of services that Dean has been providing for several years. DCS offers a PD disk library, sales of commercial software including Dean's own Dig! Studios package and a range of imported Pioneer Per-Paid items (see reviews in last issue's NAD), sales of second-hand hardware and software and a regular disk-based publication called the News-Disk. The News-Disk was born in 1991 and intended as a medium for distributing detailed reviews and listings of the PD library. With access to worldwide computer networks at University, Dean was able to expand the disk and include articles from countries such as the United States. It is now received by many readers, both by subscription and by the owners of world-wide electronic communications. A program or two is often thrown in for good measure, but as its name suggests the News-Disk is more concerned with the communication of knowledge than the distribution of software. To illustrate the typical composition of a News-Disk, we'll briefly examine the subject matter of the last few issues.

The 11th News-Disk contains many textual files covering topics such as the Alternative Micro Show, what to do with an 850 (filled with a small pair of wheels your 850 would make a rather nifty skidsteer)... (and revelations of how the News-Disk is created). There is a well researched article concerning reviews of DCS available for 9500 machines, a hardware modification for 286S users who don't want to hang around waiting for their memory to clear and a humorous article, reprinted (with disclaimer) verbatim (from *The Grin Hooper*), about European bureaucrats standardizing the Atari name format.

Engaged strains of 'happy birthday to you' feature in the introduction to issue 12 of the News-Disk, signifying two years of continuing publication. DCS recently imported the PFF games *Clunge II* and *Miss Scooper*, and reviews of both appear here along with detailed information of the Quick Programming Language and RAM Disking system. Other articles address the use of the popular ports and the creation of writing based disks, while there is a chance to try copies of Dig! Studios and other software prices (also, the deadline for entries has already expired). Program files accompany the *Clunge* article and also include a simulation of running a motorcycle manufacturer. The DCS PD catalogue is listed on side B, comprising a total of 145 disks. Several of these are demo versions of commercial products, so are well worth investigate-

tion if you prefer to sample products before committing hard-earned funds.

As well as a lengthy editorial, issue 13 of the News-Disk contains reviews of PFF's game *Rubber Ball* (which unfortunately is also marketed by DCS) and the *Yucky 1988* upgrade, a classic product that can still be obtained. Elsewhere there's an informative article on the internet and what those strange e-mail addresses are all about, the start of a general series about Atari 8-bit gaming and a regular section of advertisements. Program files comprise a utility for RANBIT users that copies Turbo Basic files from test tape to disk or vice versa, a text-based simulation of the civil war - and one of the highlights! - and a compiler demo (written about the language). Side B of the disk is, as usual, reserved for details of the additional services provided by DCS. There are clearance bargains of new and used hardware, software and books plus cheap Atari disks. Assistance is offered in transferring files between PCs and Ataris and in digitizing audio taped sounds using the *Copy* sampling system. Readers' submissions etc., of course, encouraged and products which could be commercially developed are also sought.

## DON'T DELAY, BUY 'EM TODAY!

The conclusion has to be that if you are serious about your Atari and want to be up-to-date with the latest news, opinions and reviews, you should waste no time in getting your hands on copies of *Future* and the News-Disk. If you want a regular supply of high quality PD software then Future is hard to beat. By subscribing to both you will help to secure the future of your computer and, at the same time, enjoy the delights of two commendable publications from genuine enthusiasts. Stuart Murray and Dean Carraghy deserve every success for their valuable contributions to Atari history.

## USEFUL INFO

*Future* is produced by Stuart Murray, ROOM126, 77 Walker Road, Terry, Aberdeen, AB11 2SL, Scotland. Disk cost £1.80 each or £17 for a 12 issue subscription, overseas use £2.80 each or £21 for 12 issues.

Dean Carraghy Software can be reached on 051 Thomson Avenue, Dalry, Glasgow, G14 6SL or by telephone on 05008 555626; a subscription to the News-Disk costs £5 for 4 issues. Please note that the road number for DCS given in last issue's PFF review was incorrect.

# TOOLKIT

If you have written programs in STAMP BASIC, I am sure you must have noticed the lack of line editing commands, such as line deletion and line renumber. Although there have been programs to carry out these tasks using a USB call, it's not quite the same as having the actual BASIC commands. With these commands in mind I set about writing a program that would not only add these commands to the STAMP BASIC repertoire, but also provide twelve extra commands, some fairly useful, than others.

As the listing contains a lot of machine code, it is important to save a copy before running and if possible, to check the program with the TYPO III utility.

When you run the program listing you will be able to modify editor display colours and storage limits, before finally creating the autoexec loaded file.

## DISK USERS

All disks should be formatted with STAMP DOS 2.0. 5. This is because the best disk ultimately created, will make use of the area of memory known as shadow ram, locations 40000-49999. Users such as DOS XL/MS-DOS use this area of memory for their own programs and therefore cannot be used with the toolkit program. It is important that the disks you use for the listing and the load file are formatted using the same density option.

## MAKING THE BOOT FILE

Once run, you will be asked to select either tape or disk then you will be prompted to modify the default display colours using the STAMP OBJECT+OPTION keys. How about a nice purple border with green background and, finally!

Now it's the left/right margin values. Although you may not see any values within the allowed range, I recommend keeping the right margin at 50 and the left margin at either 0 or 256/255. Note, you should follow the on-screen instructions for creating the autoexec file, remember to use a newly formatted disk or a cassette at least five minutes long.

## LOADING THE TOOLKIT

Cassette users should switch on with the SELECT key held down, while disk users should place the boot disk in the drive and then switch on the computer.

Once the disk version has loaded you will be asked to place a DOS 2. 5-disk, containing DOS files, in the drive. Pressing ESC at this point will skip DOS loading, equivalent to turning the computer on with the drive turned off. I included this feature at the loading stage, as I would not have to swap disks before

**Steve Lakey's excellent utility adds several extremely useful facilities to Basic including an automatic TYPO checker**

loading the commands. I have left this feature in the program, as it provides quick access to the commands, negating the need to load a DOS 2. 5 disk.

For those interested, the toolkit requires only 100 bytes of user ram.

## USING THE TOOLKIT

Any of the following commands that take parameters should have a single space character inserted between the main command and the first parameter. Any error in syntax will be reported with an error message, which illegal parameters will be signalled by an underline line.

## COMMAND PARAMETERS

### 1. TYPO NONE

Invokes the TYPO III error checker. To use, hit the line/line that you wish to check, position cursor on a line and press [RECT] [0]. A two character code will appear on the top line which should be compared with the code printed in the magazine. Any differences in the code represent an error in that particular line. This command also disables all other commands. Press [RECALL] to re-enable the commands.

### 2. CODE PT (Storage) - 2000

Displays the error message equivalent to the code in P1. Any code without an accompanying message will display a "User Manual." message.

e.g. CODE 17



### 3. LINES NONE

Toggles a blank scanline under each text line, improving the readability of the display. Pressing RESET will give you a normal display.

### 4. NOISE OFF NONE

Disables the keyboard click.

### 5. NOISE ON NONE

Enables the keyboard click.

### 6. MEMLO P1 (Marginalised setting - 65535)

Moves the MEMLO pointer. Passing MEMLO above its normal value, found by typing INP1, will reserve memory which cannot be corrupted by BASIC. MEMLO should always be higher than its initial value. Lowering it below this value could cause the computer to lock up. Raising MEMLO decreases the amount of memory available for your program. Changing MEMLO moves the program currently in memory.

### 7. INFO NONE

Display program size, free memory and the MEMLO setting. Program size will never be zero as it takes into account the buffer whose commands are entered.

### 8. TRASH NONE

Erases the 128 byte buffer from memory, permanently disabling the extra commands. It will not affect any BASIC program currently in memory.

### 9. DIR P1

Produces a disk directory without the need to enter DOS. The parameter should be a drive identifier, followed by the file specifier.

e.g. DIR D1.\* \* or DIR D1.\*.A65

### 10. BIN P1

Converts from binary to decimal or decimal to binary. Decimal numbers should be in the range 0 - 65535 and binary numbers should be limited to 16 bits. Binary numbers should be preceded with a % sign.

e.g. BIN 11111111                    or BIN 729  
11    5.10000000

### 11. HEX P1

Similar to BIN, except hexadecimal numbers should be preceded with a \$ sign and limited to 4 digits.

e.g. HEX 8FF                    or HEX 32709  
255    65535

### 12. DEL P1, P2

Deletes lines P1 through to P2. P1's should be below 32768 and P2 should be greater than P1. If these conditions are not met, or if P1 does not exist then you will hear an audible tone.

e.g. DEL 10, 300

### 13. REN P1, P2

This will renumber lines starting at P1 and increasing by P2. P1 should be lower than 32768 and P2 should be greater than zero. It will not allow renumbering if the new line numbers rise above 32767. It will not renumber line references such as: 10 LINE=100-GOTO LINE

Line numbers surrounded by brackets will not be updated. The screen will blank while renumbering is processing the lines, causing screen flashes when renumbering small programs.

### 14. CHANGE P1 P2

Replaces variable name P1 with variable name P2. If P2 already exists or P1 does not exist, you will hear an audible

## BACK ISSUES

The following back issues of  
**NEW ATARI USER** are still available

Issue 21	Issue 44	Issue 66
Issue 22	Issue 45	Issue 67
Issue 23	Issue 46	Issue 68
Issue 24	Issue 47	Issue 69
Issue 25	Issue 48	Issue 70
Issue 26	Issue 49	Issue 71
Issue 27	Issue 50	Issue 72
Issue 28	Issue 51	Issue 73
Issue 29	Issue 52	Issue 74
Issue 30	Issue 53	Issue 75
Issue 31	Issue 54	

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## Program overleaf

now. A \$ sign should be added to P1 if it is a string. Some brackets should be added to P1 if it is an array, e.g. CHANGE MY NAME - String variable MY to NAME09  
CHANGE TO TABLE - Array name TO to TABLE0  
CHANGE FROM REMARK - Numeric variable NUM to REMARK00

## PROBLEMS

If a program uses any obscure number(0000 - 65535) then TRASH should be executed before running the program. This will ensure lock-ups do not occur as a result of TRASH00 code being corrupted. As a general rule, if a program contains machine code calls, save the program and execute the TRASH00 command.

If a program containing multiple calls does not appear to be exactly what it should then use the TRASH00 command. Although this should not usually be necessary, I have found the DYNABASIC game to mean 60 of NEW ATARI USER will not execute sound effects properly unless you TRASH the contents.









# The CLASSIC PD ZONE

## ENCOUNTERS WITH ARTISANS

Welcome to Mission 3 into the Classic PD Zone. On this Air Artists flight I present another mixed batch of offerings from the Padlock. You will experience close encounters with a puzzle, builder, musician and entertainer. Let us depart on our journey...

### AUTOCROSTICS

**Autocrostics** by Michael Stamp and Jim Doyle is a computer version of Double-Crosses, a puzzle game created by Elizabeth Playger in 1934.

The object of Autocrostics is to find the letters of a long quotation or message by solving a number of word puzzles given as crossword-type clues. Each corresponding letter from a solved clue is placed somewhere in the quotation. After solving as many clues as possible, parts of the quotation will become legible. By completing words within the quotation the corresponding letters will then appear in the word puzzle letters. This continues until you hopefully complete all the clues and the quotation itself.

After loading the disk, I am met by a menu screen offering a selection of five puzzles. After choosing the first one I am hoping that it's the easiest the game completes the load/launch procedure and I am greeted by the main play screen.

This screen is split into three areas: The Phraselock covers the top third of the TV screen, below the Phraselock are the columns of the Wordlist. At the bottom of the screen is the Definition/Options area. At this point, there are only empty dashes awaiting the input of letters. Each dash within the Phraselock and Wordlist represents a letter of a word.

You control the input of letters by moving a cursor around the screen with the arrow keys. When the cursor is on a dash within the Wordlist, a definition of that word will appear at the bottom of the screen in the Definition/Options area. To solve the puzzle you must move the cursor through the columns of the Wordlist and enter the words as defined at the bottom of the screen.

Sounds complicated? It's not. Although difficult to describe, Autocrostics is very simple to play, but it's definitely not simple to complete! A good dictionary is a handy tool.

The five puzzles on the disk range from "easy to difficult".

Easy? Hmm, I'd say more like average to difficult, but then again, I'm no expert at crossword puzzles!

I found Autocrostics surprisingly enjoyable. I think this was due mainly to the old favourite of CBWG reviews - originality. It was different from my normal trek through the crossword on the back page of my local newspaper. It was very well thought out with lots of options to help you move about the screen, already linked letters, print and save puzzles, etc. I also enjoyed trying to figure out the quotation in the Phraselock which in turn

helped me to complete clues in the Wordlist. However, I would say that Autocrostics will appeal mainly to fans of crossword puzzles and word games in general. What's that? You want to know how many puzzles I completed? Well, I think it's time we moved on...

**CLASSIC PD ZONE RATING: 74%**

### MENU MAKERS

Menu Makers consists of fifteen utility programs which together offer you the complete package for making menus. There are four Basic/Utility file menus, four Basic file menus, four Binary file menus and three AME makers (menus on three levels). Whether you want to produce professional menus for a disk, spreadsheet or just something quick to organize your disks, this disk may be of interest to you.

After loading the disk with Menu you are greeted by the first menu program - **Index Solution V2.4**. This is a nice looking menu with a wide range of features.

At the top of the screen is the title of the disk. Below are the first eleven files on the disk. You can access any further files by pressing Options. To load a file you use either a joystick or the Select key to move down the list of files until the desired file is highlighted. Press the joystick button or Start and the program will subload.

Below the list of files is an information box, which contains the default drive number, the number of files on the disk and the number of free sectors remaining.

Pressing H will take you to the help screen. Here you are told which keys to press to access all of the features. With Index Solution you can create or rename files, format disks, load new disks, print directories (very handy), switch from Menu program to Load program, use an Index Solution disk and look or catalog files. A very impressive array of features!

Index Solution will load either Basic or binary files. My only minor gripe is it takes up 87 sectors of a disk - slightly more than a standard menu program. However, I feel this is worth it because of the many extra features available.

The other three Basic/Utility menus on the disk are **Load It**, **Disk Directory** and **MenuPlan V2.5**. Load It is a program for creating the type of menus based on Amiga menu disks. Limited DOS functions are also available.

Disk Directory is very similar to Index Solution but it is very slow at reading the disk directory to create the menu program. Also, it takes up 67 sectors of the disk!

MenuPlan V2.5 is a standard Graphics O menu with limited DOS functions and a printout option. However, it's one of those awful menus where you have to enter 0 to run a program and then enter the program number. Yuck!

For a Basic/Utility menu, I suggest you use either Index Solution or Load It. Both are very good and load most programs.

The four Basic menus on the disk are **AMG Asset Programme Menu**, **Asset PD Library Menu**, **Software Basic Menu** and **Disk Menu**. All four are standard Amiga-type menus. My favourite was the Software Basic Menu. It looks good and gives a little choice before loading the disk directory.

For binary files there are four menu programs. Without doubt, the best is **Microdot XL Creator**. This program creates a 1024.976 file of only five sectors. There is no need for

any DAP-525 file. This leaves you 700 free sectors on a single density disk! Microdos XL will load about 80% of your binary programs from an impressive loading menu.

The other binary menus on the Menu Makers disk are **ML Menu**, **Binary File Menu Maker** and **Hot Menu Edit V2.2**. I didn't list any of these and had problems loading files from ML Menu and Binary File Menu. But there again, Microdos XL is all you need!

I mentioned above that there are three MS-DOS makers on the disk. For those who don't know, MS stands for AUTOPSIS-PYS; the small binary file which is automatically loaded after booting a disk. The three programs provided are **AutoMake**, **Rescue Basic** and **AutoDisk**. AutoMake and ResAuto Basic will convert any specified basic file. AutoDisk will only run files named MICRO. All three are quite adequate but I will prefer Personal AutoDisk from Page 6 Issue Disk 49.

As you can see, Menu Makers contains more than enough to help you create menus. With titles like Menu 1-4, Load 1, MAKE Atari Firmware Menu, Helios Basic Menu, Atari PD Library Menu, Microdos XL, AutoMake and ResAuto Basic you will be able to create a menu for almost any basic or binary file.

Unfortunately, the other seven programs on the disk aren't up to scratch and to be honest, aren't really necessary. I would have preferred a few disk utilities to assist in the organization of a software collection.

Overall, Menu Makers is not exactly a spectacular disk but it is very useful. I have used it continuously over the past three years and it still sits in the small disk box beside my drives. Not many disks make it into that box! A very useful disk.

**CLASSIC PD ZONE RATING: 82%**

## ML ACTION

The final disk for this journey into the Classic PD Zone is ML Action; a games disk featuring five arcade games.

**Shootball Fight** is a two player arcade game which pits you and an opponent against each other in one of the great warrior pastimes... the swordball fight!

After pressing Start, the sword bearers to randomly draw their feet. Next, the two players enter and take up position on opposite edges of the screen... let battle commence!

You pick up items by pulling your joystick down. The more times you do this, the bigger your swordball gets. Next you press your button, more your arm back and let go of the button to throw the swordball. However, there is a background wind which constantly changes in strength and direction. This makes it quite difficult to judge the flight path of your swordball and adds to the excitement.

There are two colored lines at the top of the screen which represent the amount of energy remaining for both players. If you are hit by a swordball your life shrinks.

P.S. simply, **Shootball Fight** is a wonderful example of an 8-Bit game. The graphics are very colorful but the gameplay is unimpressive and perhaps, dare I say, unimagine! The only bad point about the game is a small bug which occasionally causes the program to crash after a few games. You must then re-load.

Even with the small bug, I can honestly say that **Shootball**

**Fight** is one of the best two player games ever programmed on any computer! I rate it second only to **Kick Off 2** on the ST and perhaps **Captain of the Flag**. If you enjoy two player games you must see **Shootball Fight**!

The second game on ML Action is **Northern**. This is a vertical shoot-em-up which has become a cult coin-op classic. You must fight through waves of enemy spaceships and bomb enemy gun emplacements.

But everyone admits that there is a good version of **Northern** for the Atari 8-Bit. Atari released **Northern** on the 5200 and 7800 VCS systems like 7800 cartridge is excellent. The 8-Bit version on this disk was converted from the 5200. It is quite good with all the usual **Northern** features including the atmospheric background sound and almost indestructible end-of-level mother ships. There is automatic missile firing in this version (this allows you to concentrate on bombing the gun emplacements). A creditable conversion.

Next up is **Assault on Defender**. This is yet another version of **Defender**, however, this one is called **Colorful Defender** and uses explosion art obtained by licensee gameplay. Enough said; let's move on...

**Star Defender** is very original. It's like a cross between **Star Wars** and **Space Invaders**. You control a colorful Star Wars-type ship and must attack an enemy ship which is protected by three moving circular force fields. To get to this ship you must first blast through the force fields. However, you have to continually thrust your ship the screen because of slow moving lock-on missiles and high speed target missiles. And that's not all! If you completely destroy a shielded mother explorer it is, therefore, to blast through all three you must hit them at the same point. Even this isn't easy because they turn in opposite directions! A very good and original shoot-em-up.

The final game on ML Action is **Galactic Chase**. This is a first class Galaxiana clone which is almost as good as the Atari Corp. cartridge. **Galactic Chase** looks good, plays well and, best of all, is in the public domain!

In conclusion, I was very impressed with ML Action. **Shootball Fight** is a worthwhile addition to my software collection and there is also the bonus of three quality shoot-em-ups on the disk too. Don't miss this one!

**CLASSIC PD ZONE RATING: 93%**

## See-Ya!

We are now returning to Earth so please return to your seat, put on your safety belt, grab the cross of your chest and scream... **See-Ya!** That's **Podium** for 8-Bit power! The Atari Classic! A real **WTFM** success! **Hey**, what happened to the magazine? Looks like he got left behind but maybe we'll catch him on another trip.

**This issue's reviews have been:**

**DISK 457 - ML ACTION**

**DISK 458 - MENU MAKERS**

**DISK 1044 - AUTOCHECKS**

*with Stuart Murray as your guide*

# GAMES YOU CAN GET A KICK FROM!

**A**lthough the Atari Classic never seems to have had a *street* fighting game released for it, one thing is true: You had quite a few of it in martial art games. So, with the likelihood of no new martial art games being released, I decided to take at the ones already available.

## KARATEKA

The steady flow of martial art games probably started with **KARATEKA**. This game was first released by Brackley and Wolfson, and later released by Atari on one of their SE video game cartridges.

Your quest in this game is to rescue the beautiful princess Marie, from the wicked Akuma. The graphics and animation are superb, and the game is a joy to play. The game also has a one or two player option so should cater for all of your needs. The only problem is the slightly slow movement of your character and the enemies, but this hardly lets down this wonderful game. I would recommend you buy *Karateka*, especially if you can find it at a reasonable price.

## THE CHAMPION!

The next game on the list is the incredible **INTERNATIONAL KARATE** (a.k.a. World Karate Championships?), released by System 3. I remember buying this game at one of the Atari computer stores and being over the moon with it. The graphics are so good that you won't believe it's an 8-bit game. The animation is also incredible and the game incorporates sixteen different moves. At regular intervals in the game the players get a chance to either smash a pile of slaves with their characteristic foot, or jump and duck to avoid the rings stars and spurs being thrown from the sides of the screen. I would rate this game even more highly than *Karateka*. Make sure you don't miss this one, as it should be in EVERY Atari owners game collection.

## ENTER THE DRAGON

**BRUCE LEE**, released by U. S. Gold/Datasoft, was yet another of the martial art games released by the Atari. You may be disappointed if you expect the game to be all barking and punching as it is more of a platform game than a martial art game. Don't be put off by this though as it is a great platform game that is a great deal of fun to play. The small fighting element actually improves the game quite a bit. Another big game element is the two player option which

*Kevin Cooke kicks up the dust with a roundup of martial arts games*

allows both players to take it in turns being Bruce Lee, or one player to be Bruce and one to be the evil Yama with both playing at once. Despite the lack of moves to perform, the game is an excellent investment, especially the platform breaks.

## IN THE BLACK MASK

Mastromonte also released a martial arts game for the Atari called **NINJA**. This game requires you to rescue a princess (yes, the name is as *Karateka* - why can't these princesses be more careful?). Not only this, but on your way you must also collect 80 tokens (which double as useful collections of extra energy) to be able to get into the final room. Your range of weapons include two rings stars and a knife which you can throw at your enemies (but which can also be used by your evil rival), a sword, and your three kicks and three punches. The animation is almost as smooth as the other games, and the graphics are also very good. The only let down is the lack of a two player option, but this doesn't detract from the game's playability level. This game is a bargain at it's budget price. With practice you may even rescue the princess.

## FANCY A CHINESE?

Another martial arts game, this time released by English Software, was **CHOP SUEY**. The main game takes place on a stage in front of a fairly large animated crowd. You get to face another fighter to battle it out until one of you can't fight any longer. As with all of the other martial art games, the animation is again very smooth and the graphics are also quite good. Having only right or side moves doesn't seem to matter much either. One of the hardest parts of the game is avoiding the ornamental sculptures that drop down from the air onto in the stage ceiling. One touch from them and you will lose that part



of the fight instantly, if you can find this game at a good price maybe as part of a compilation, then buy it as it is quite good value.

## MASTERING THE MASTER

**NINJA MASTER** (released by Firebird) was one of the last so-called martial art games to be released for the Atari. Don't buy it if you are expecting a martial arts game though as this game is simply a test of your reflexes using a strip as the central character. Mastering is reaction test, sounds good but what you realize is that the game's response to your joystick movements is pretty fast, making it seem almost impossible to actually hit the objects that fly in at you. You have to be incredibly precise just to hit anything. Despite this, it does seem quite addictive, and at it's budget price isn't a bad buy.

**NINJA COMMANDO** has to be the last martial arts game to be released for your much-loved machine. It is a shame that the game didn't have more to do with martial arts though as, again, the game simply involves a strip as its main character (although how long that strip's hair used flame throwers and machine guns. I don't know). Apart from this it is quite a good platform game although a little hard. If you're looking for an platform games rather than martial art games, then this is still a good buy at it's budget price.

## A COUPLE MORE

Even if there are only six martial arts games commercially available (as far as I know), I also know of two games available in the public domain. That should please martial art fans.

**KUNGI FU** is a game available from the Page 6 public domain library. The idea of the game is for your character (Kung) to beat your opponent (Fu). Admittedly, the graphics are very basic, but the game is quite fun to play (at least for a while). It also gives a one or two player option which is great. If you play a lot of games with someone else. As it comes with other games (although non-martial art ones) on the Page 6 library disk, it makes it good value for money.

The only other martial art game I know of in the public domain is **KARATE MASTER**. The main character and the animation in this game is remarkably like the character and animation in Karateka. The difference is that in this game you are competing in a martial arts tournament where you meet people such as Billy the Bully, and The Panther. This game is every bit as good as Karateka, and is definitely worth the tiny price. Although the control is by keyboard, this does not make it any harder to play, and as this game is also on a disk with another game in the Page 6 library, there is no excuse to miss this great game. When you get quite good at this game, don't forget to remove the write protect tab from the disk as it seems to try to write your high score to disk and produces an error if the disk is write protected.

So just where can you get these games from? Most of the games mentioned above are available from at least one of the following: The Page 6 accessory shop, Derek Firm (Mirror Discount), and Griffin International. The public domain games are available from Page 6. Some of the games mentioned may be hard to find now, but try to track them down, as the rate you'll get a kick from them!

NORTH OF SCOTLAND ATARI USER GROUP

# FUTURA

THE NOSAUG NEWSLETTER

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Editorial Offices: 179 Spruce Road/Box 352  
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Ben Poekhard, Managing Editor

# TUTORIAL TIME

## A BRAIN TEASER

**P**reparations for the October magazine are made around August. In this summer period I have been a long way from my *Start* with a combination of holidays and work, so I thought I would share with you a brain teaser I have found challenging.

The test is to take ten crosses and lay them out on a four by four grid in such a way as to make the maximum possible number of lines with an even number of crosses in. The lines can be vertical, horizontal or diagonal. An example scoring 10 (4 horizontal, 2 vertical and 4 diagonal) is shown in Fig. 1. It is quite easy to score more than ten just by trial and error, but what is the maximum possible? Is there a grid that will give the maximum number? If you are looking for the maximum what is the minimum score? If you find interesting solutions please write and let me know, particularly if you find a way of using your computer to help solve the puzzle. I will give a small prize for the best submission in my opinion.

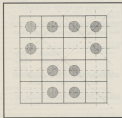


Figure 1: Brain Teaser Example solution

## BOX DRAWING

To assist in your attempts to solve the puzzle the short program listing is designed to print a set of sixteen 4 by 4 grids. If you follow the listing through you should be able to create 'test' drawings for your own requirements. It can be particularly useful to be able to print score sheets for games like 10 or more points supplied with many games run out very quickly.

The program is not difficult to follow so I will not do the easy casual line by line description, but there are a couple of things that I will describe in detail.

The box drawing characters are always a problem because they are not part of the basic ASCII set. This means that they may be found in different places on different printers, and you have to be sure you are using the right character set in your printer. Most printers these days have more than one character set and you can switch between them either by control code sequences or by setting up the printer itself through small utilities or a control panel.

I have an HP Desktop 300 printer and the box draw characters are available with the default DDP switch settings, but these change to letters with accents if the English setup is used. With an Epson 770-50 the default setting seems to give basic letters, and box draw becomes available when the printer is set up in IBM PC or PC-XT mode. In both cases the box draw symbols have the same numeric value as the others in lines 22 to 26 of the listing but this may not be the case for other printers that do not have HP or Epson compatibility. Fig. 2 shows what you might get with the correct and incorrect character sets.

Lines 22 to 26 are where the characters are defined. Line 22 is for the top, low corner symbols, 24 for the corner lines and 26 for the bottom line while line 25 defines the horizontal and vertical straight lines that join the corners. If the program does not give the expected drawing with your printer you may be able to find the correct values to go in here in your printer manual.

The lines that are built up for printing are TOPH for the top line of the grid, MIDH for the middle lines and BOTB for the bottom line. DVGH is the line that contains the vertical straight lines that connect the top with the middle and the bottom.

One other item that I will explain is illustrated by line 32. If you want to fill a string with a single character it can be done by defining the line and the rest to last character and then using a statement of the form \$T000000000=0T00000. I have filled the string TOPH in this way with the horizontal line character before adding the corner characters in their correct places.

I hope you have fun with the brain teaser and find good use for the box drawing. As always I will try and assist with your BASIC programming problems if you send details and a SAE.

Write to Ian Finlayson, 80 Roundstone Crescent,  
East Preston, West Sussex, BN16 1DQ





# THE ACCESSORY SHOP

## ISSUE 64

# YES, IT'S IN STOCK!

## RALLY SPEEDWAY



ROM

A colorful racing package provides an exciting backdrop for fast-paced action. Choose one of the two courses provided or customize your own. Players are challenged to beat their own drive or driving attempts, around tighter corners than on their real-life landscape. Work on your lap time with a 1000-point or better a lap along for a six-minute drive in the traps.

OUR PRICE £8.95

## NIGHT MISSION PINBALL



DISK ONLY

OUR PRICE £7.95

The ultimate arcade simulation with five targets, seven stand-up targets, nine targets, two spinners and multi-ball. No matter you have to learn a quarter before you can play. To try to hit the five targets on the computer, you must choose from 10 different modes or play for 1-2 players. Only seven adjustable parameters allow you to create your own custom game or design your own mode in your own specifications. Usually fully packaged and with an excellent manual, Night Mission Pinball will save you money by keeping you away from the arcade!

## MORE NEW SOFTWARE

We had a bit of an embarrassment last issue, as many of you will know, because many of the items advertised were available in such small quantities that we quickly sold out far ahead to prepare the issue in advance. This time we do have good stocks of all the items, many of which have not been offered before. Take a good look through and stock up for the long winter nights. We need your continuing support.

## MAKE THAT COMMITMENT

## ROCKET REPAIR MAN



DISK ONLY

Busted somewhere in the underground maze of corners of the planet (Leaky and geysered) components of your Astronavy. Get into your space suit, strap on your Jet Pack and begin the race! Scrambling between meteors. You must collect pieces of it to make a vehicle you can strap for leaving the Grashed Madras. Breaks and the Quark Phenomena out to stop you. Another real game from Real Real.

OUR PRICE £3.95

## DRUID

Another classic in which, as Lord of the Great Druids, you wander through the Domains of elements with your mighty Golem by your side on a quest to destroy the four demon princes. As you delve deeper into the dungeons you will find chests containing spells or spellable powers to aid you and transformations of life which will heal and revitalize you. Excellent graphics and superb gameplay have made this one of the best arcade adventures on the disk.

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## RAMPAGE

It's rough and tumble all the way as you control three incredibly sturdy characters which bear a remarkable resemblance to King Kong, Godzilla and Wolfman through an array of destruction in Chicago, New York and San Francisco. You have 180 days of destruction in 50 different cities. Time for some revenge!

DISK ONLY  
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## HARDBALL

All the skills of American baseball can be yours on a summer afternoon in the ballpark. In instant home runs, along the left field line, down the right field line or just the manager in the dugout. Look over the pitcher's shoulder as he throws the next ball. You control all the action of the batters, pitchers and fielders as you try and battle your way to the top of the league. An exciting game for one or two players.

ROM CARTRIDGE  
OUR PRICE £7.95

## NEW YORK CITY

Welcome to The Big Apple. This funked jungle of steel, concrete and glass battles with devastating lights and noise that is sheer of anger from the phobic grandeur of Central Park, there is no city in the world like New York, and they are you about to find that out. As a starting located you only have a 20 second time to see all the sights, but New York City has a little more to recommend, a little more danger to warn that a short enlightening trip to the city!

DISK ONLY  
OUR PRICE £3.95

## BATTLECRUISER

If you are a strategist who has fought land battles before then you may need to learn new skills to do battle at sea. Battlecruiser gives you the opportunity to recruit naval engagements during World War I between Great Britain and Germany or the World War II battles pitted between the United States and Germany. There are 75 scenes of ships to control as every aspect of these battles is recreated. An extensive manual gives details of all of the ships and guides you through every aspect of play.

DISK ONLY  
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## PLASTRON

Take your place in a small band of phobos out to steal fossil fuels from the biggest corporation in the galaxy. You must guide your shuttle craft along the surface of the planet Plastron to collect as much fuel as you can from the heavily defended mine zones and then reassemble with the supply tank at the end of each level. Plastron got a good review in the April issue and has some excellent graphics.

CASSETTE ONLY  
OUR PRICE £2.95

# More new software

## FOOD FIGHT



Charley loves to eat. One day he visits the restaurant and finds straight for the Food Fight center. Help Charley fight monsters of thousands fed in disgusting diets: spinach, bananas, tomatoes, watermelon will be thrown about as you try and make the chef's friend. You are after the giant ice cream cone that melts if you make it outside the screen. Enjoy the fight... and the feast!

ROM

OUR PRICE £7.95

## ADVENTURE PACK

Four of the famous Channel 5 text adventures on four cassettes for just £2.95!

You get **MAXWORKS**, **ARROW OF DEATH Part 1**, **ARROW OF DEATH Part 2** and **THE GOLDEN BAYON** on four separate cassettes, each boxed, for just £2.95

It must surely be time for you to try your hand at adventure!

\*Usual postage per order applies

## SILICON DREAMS

Taking the role of Kim Kimberley you are a leading participant in the colonisation of Eternia, a planet prepared for human habitation by an advance guard of intelligent robots who battle with the native and highly aggressive fauna. In this highly structured and realistic environment you must move your mind into the bewilderment of fantasy. Silicon dreams comprises three excellent graphics adventures - **SHOWBALL**, **RETURN TO ETERNIA** and **TRE WORLD IN PARADISE** from Level 1, the masters of adventure

DISK OR  
CASSETTE

OUR PRICE £5.95

## GAUNTLET - THE DEEPER DUNGEONS

If you have the original Gauntlet disk then you will know how good the game is and will want to extend play with the Deeper Dungeons. Over 800 new dungeons are here for you to explore. This is the way to realize your fantasy in Gauntlet and play on for many more hours of fun! This is a data disk only and requires the original Gauntlet disk.

DISK  
ONLY

OUR PRICE JUST £2.95

## CROSSFIRE

You are alone in a deserted city surrounded by aliens who shoot lasers from every direction. Your movements are confined but you haven't given up. If you are to survive you'll have to concentrate on where the shots are coming from otherwise you'll be caught in the **CROSSFIRE**. One of these fairly simple yet highly addictive games.

CASSETTE ONLY  
OUR PRICE £2.95

## THE E FACTOR

You if factor represents the amount of time the energy sources on the planets in our galaxy will last. More planets need emergency fuel supplies delivered if they are to survive. You must plot the intergalactic course and guide your craft through the quasar fields with obstacles such as space mines, white lightning and spinning asteroids. Can you complete it unscathed and retrieve your energy crystal before another planet falls to your doom?

DISK ONLY  
OUR PRICE £3.95

## THE COUNT

One of Scott Adams' famous graphics adventures in which you create in an antique brass boat in a dark, desolate castle in space looks like you are going to meet a certain scary Transylvanian Count when you fly by the name of... **Dracula**! Will you escape or become one of the living dead? An adventure with full graphics, moderate level for ages 10 to adult.

DISK ONLY  
OUR PRICE JUST £2.95!

## ARCHON

A unique battle combining elements of fantasy with the strategy of the chessboard. You now represent the forces of good and evil and when they meet occupy the same square! The board breaks into life with bonuses, penalties and obstacles. They can attack, move, freeze, and take on each other's shapes and characteristics. You can only be Light or the Dark either alone or with another player. A totally unique game.

ROM CARTRIDGE  
OUR PRICE £7.95

## THE LIVING DAYLIGHTS

Control James Bond through night and day from your own Gauntlet II adaptation and you will encounter the Big Bosses, the 007's old acrobatics and aerial techniques (very unhandy). You are up against Bond's shadow, international arms dealer and superintelligence, Spectre, his ruthless spy-like ally and henchman, the double acting Miss Moneypenny. You may fall in love with the beautiful 'Candy' called 'Kare, but can you trust her?

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## MONTEZUMA'S REVENGE

Montezuma's Revenge is a mind-boggling mystery, fast-moving adventure and action story which, if you are a fan of the film, is Montezuma's Revenge for you. Now that he's prepared for us you have to through all stages that challenge in the Aztec emperor's fortress. The classic Pyramid Builders, finding the treasure, Aztec temples, towers and structures in no time and as you have to avoid deadly traps, spiders and poisonous plants. Disappointing floors, bridges and lead walls are no picnic either!

DISK ONLY OUR PRICE £3.95

## AIR RESCUE

Peace is shattered in the Military Jettis moves against the paper for spraying. Civil war rages forcing desperate Air Force into taking to escape the guns, tanks and missiles of the opposing armies. There is only one way to get them out... **Air Rescue!** A gripping arcade game based on the classic **Chinook**. Fly your cockpit and rescue your fellow countrymen but DON'T get shot down.

CASSETTE ONLY OUR PRICE £2.95

## ATARI USER TOOLKIT

New programmers without a lot of time can take advantage of being reminded and reminded the concepts of this user manual. The Toolkit adds several commands to learn such as **Set**, **Print**, **Find**, **Remove**, **Program**, **Change**, **Variable**, **Code**, **List**, **Variables**, **Program**, **all**, **File**, **Control** has no manual and **Print** changes to **Open** compatible printers. Just load the disk and all these additional commands are ready to use with your main program.

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# Some new ... some old ...

## THE ETERNAL DAGGER



A highly recommended follow up to Wizard's Crown, this fully graphics based fantasy role playing game will keep you enthralled as you battle through the wilderness in search of the enchanted weapons that alone can save the folk of Middle World. Full of magic, mystery and intrigue this is one of the best adventures on the Amiga.

DISK ONLY

OUR PRICE £6.95

## BATTALION COMMANDER



An exciting real time tactical game with an featured cartoon to charge at an entire platoon of enemies. Choose from five different scenarios from a training mission against a Soviet tank battalion to tough engagements against the Chinese. You can adjust the relative strengths of your forces and the opposition and choose from an different terrain maps and five different scenarios. Enough variety to last for years!

CASSETTE ONLY

OUR PRICE £4.95

## SCOOTER

Scooter needs your help to get through the eight levels of this unprecedented building, breaking bricks and avoiding obstacles award. Real sounds have been heard from the new building and the construction man and squealed what could it be? It's your job to save Scooter as through the eight levels to find the secret. But don't think it's going to be an easy task!

DISK ONLY  
OUR PRICE £3.95

## LASER HAWK

Your Laser Hawk helicopter is ready to go, but are you? To destroy the five command centers of the evil Power Lords, your ship will have to fly to eight enemy air bases using a complex system which include air cannons, heat missiles, falling missiles, heat rays and high level bombers. Eye stunning graphics and unbelievable non-stop action make this game a winner!

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OUR PRICE £3.95

## SEA BANDIT

Challenge the mysterious forces of the deep ocean as you search for glittering lost treasures. There are concealed mines which are specified from the sea surface. Dive and you must activate your mine sweep before they explode. Quick reflexes are needed if you want to get through 10 levels of this underwater escapade.

DISK OR CASSETTE  
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## ARKANOID

One of the best adaptations of all time. Take the simple but highly addictive concept of Breakout and add streams of missiles, enhancements and extras and you have one of the best computer games of all time. Its highly addictive and challenging and it must be anyone who has not yet experienced the ultimate nature of the world of Arkanoid.

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OUR PRICE £2.95

## KNOCKOUT BOXING

Challenge for the heavyweight championship of the world by being your very own elite professional in these eight opponents. You will need speed and skill to defeat both the toughest and the most powerful. Some exciting real action on steady action calls. This should remember to use your speed and skill to win and with your best punching arm out.

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OUR PRICE £3.95

## JUNO FIRST

A fast and furious space shoot 'em up inspired from Nintendo's early video classics of the same genre. Scores of alien craft will attack Juno as you and you must be quick to shoot them down and save your spaceship. If you feel that you are going to die then you can save the "bad man" and your ship through a combination of manual controls or computers. This fast shoot 'em up will inspire to any arcade game fan.

DISK ONLY  
OUR PRICE £3.95

## TRIVIAL PURSUIT

The classic board game translated to the Amiga with added question power. Now you can answer questions presented with music and graphics as well as sound text. In your leisure time or use you can play on your own. Over 2000 questions and all the categories of the game included for the computer. It's like the board game but you can play and has never been available before in this price!

DISK ONLY  
NOW ONLY £2.95!

## PANZER GRENADIERS

In this exciting military scenario you make the decisions for a squad of 100 elite armoured infantry, equipped in the Panzer Grenadier. You have one combat mode, action, Panzer II, Panther and Tiger units. You have one status to track in the computer which will slowly increase you will be new enemy units. More units or difficulty, special events, force events.

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OUR PRICE £7.95

## DECISION IN THE DESERT

Take command of the Battle of El Alamein. You can lead either side in this campaign simulation from the creators of First Strike Eight.

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## MIG ALLEY ACE

An aerial combat simulation set in Europe with 3D graphics, sound in stereo, different altitudes and more than 2000.

DISK  
OUR PRICE £6.95

## COLOSSUS CHESS 4

Claims to be the best chess program of all. The writers of Stratego to include computer based chess for six to six or eight players particularly for experienced players.

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**MAKE  
A  
COMMITMENT  
BUT  
SOMETHING EXTRA**

**BLUE MAX**  
Everyone must have heard of this award winning 2-D flying game. We're larger than the Blue Max game but this one can be played on the Amiga computer.  
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The Sun Star is the latest and most powerful 2-D flying game. We're larger than the Blue Max game but this one can be played on the Amiga computer.  
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**F82 SCENERY DISKS**  
WE HAVE A LIMITED NUMBER OF SCENERY DISKS IN STOCK AT £3.95 EACH - PLEASE PHONE



# Limited Supply items ...

*Many of the items here (though not all) are down to the last few and we doubt that we will find more stock - we suggest you phone first on these to avoid disappointment*

## BALLBLAZER

This year in 1987 and you are the contestant in the most competitive and by far the most popular sport in the universe. Using (un)orthodox (and/or) head-to-head action against a friend or foe on your skills against a selection of aliens. Either way, you're in for the battle of the century! Exciting graphics and split-screen action have made this one of the Atari classics.

DISK ONLY  
OUR PRICE £3.95

## PACMAN

What can you say? Surely one of the all time arcade classics that should be in everyone's collection. A game that can be played by adults and children alike with equal fascination. Very few of these titles are left now and your collection is not complete without this all time classic. Soon it will be gone forever.

ROM CARTRIDGE  
OUR PRICE £6.95

## TRAILBLAZER



DISK ONLY

A classic 2-D game in which you control your ball on an ever changing grid washing towards you at breakneck speed. Keep an eye on the task set and try to avoid the chasms on either side. Hard to explain, but great fun to play with superb graphics. This is one of the classic games on the Atari. For 1 player or 2 players together with split screen action.

OUR PRICE £3.95

## TOUCHDOWN FOOTBALL

You'll get maximum football on your Atari with game 2-D action. Offense offensive or defensive play will be ready to run fast! Each move is so fast I have had to edit an emergency program that prevents your program an obstacle by the screen which gives right form of most situations for the right game you are playing. It can take a while to master but you can sit up and enjoy the alternative will be nothing less!

DISK ONLY  
OUR PRICE £3.95

## BARNYARD BLASTER

Get yourself a tight gun and have some fun with some real three-dimensional target practice. Trace a circle, square and various other shapes in the barn, in the yard and out on the outside. If you can't hit the moving targets you can play around with the riggers. If you get hold of a tight gun then Barnyard Blaster is for all the way.

ROM CARTRIDGE  
OUR PRICE JUST £3.95!

## ROSEN'S BRIGADE

You have just been on a secret bombing mission when the enemy sights you and attacks from all sides. Your fellow flyers are coming by the enemy but you're not in the air, you're on the ground. You must go back and try to rescue your men. You will face tanks, fast airplanes, bombers and helicopters which you must shoot down while avoiding enemy fire. All the time you must keep an eye out for your comrades who will provide food. How many can you rescue?

DISK OR CASSETTE  
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## ZAXXON

The classic 3-dimensional flying game is back again for a limited period. If you shoot over a land scape filled with enemy aircraft, fuel tanks, computer missiles, anti-aircraft tanks and more as you fly over walls and your obstacles. If you survive the last battle you enter a breathtaking space battle beyond a fleet of enemy fighters. Beyond that lies the robot but how have you got the fun. A classic.

DISK OR CASSETTE  
OUR PRICE £3.95

## VOODOO CASTLE

The Count of Monte Cristo appears in a coffin in the newly castle awaiting an able leader from you to rescue the count that holds him in captivity. Is the count for the count or your own? Gather your robot's best, create charms and sorcery and be prepared to step through the portal of Voodoo Castle. A modern new graphics adventure from South Africa.

DISK ONLY  
OUR PRICE JUST £2.95!

## PANIK!

All the excitement of a great arcade classic. Forget other action or not looking minutes are out to get you. You are quite strong, you can shoot that and you are armed with a large shield. But will this be enough? You must stay long for the operators or to train over the head with your shield. How long can you survive before you Panik!

CASSETTE ONLY  
OUR PRICE £1.95

## SPEED RUN

Are you fancy being a rally car? Here's your chance. Quick reactions, skill and a bit of nerve are needed on the winding roads. You have a choice of automatic shift or if you really fancy your abilities, manual gear box. Push the car, and yourself, in the finish and you're there. One of the very best car games around, originally from Paul Bell.

CASSETTE ONLY OUR PRICE £2.95

## ROULETTE SIMULATOR

Why waste your money in the Casino when you can play at home with up to three friends? Here's your chance to break the bank. You must have cash reserves and a little luck to beat the odds. Place your edge skillfully, with £3,000 in the bank you can gamble for big, big money!

CASSETTE ONLY OUR PRICE £1.95

## KICK OFF

Not surprisingly named as the soccer game for the Atari, Kick Off is played on a full size, multi-dimensional playing field and has teams and you can shoot at. Possible options allow you to learn the game before kicking the ball levels from Sunday league to international although for one-to-one play only, you can take the biggest competition with you to split players' knowledge among. Penalties, set and referee cards, injuries, it's all there in the best football game of all.

CASSETTE ONLY OUR PRICE £3.95

## BOULDERDASH

Yes, it's back again. Boulderdash must be one of the most famous games of all time and it's still great fun to play! Guide Boulder through the caves to collect the diamonds that avoid the falling rocks. 1 or 2 players, physics demonstrations, several different Cave each with 5 levels of difficulty make this award winning game one to come back to time and again.

CASSETTE ONLY OUR PRICE £2.95

# Still Available

## GAMES

### ZAXXON

One of the all time classics for the Atari, Zaxxon set new standards within unique 3 dimensional battle, fast and great graphics

**DISK/CASS** OUR PRICE £2.95

### TAIL OF BETA LYRAE

One of the most famous games ever "The ultimate Zaxxon" along with superb graphics and music" A great horizontal shooter

**CASS** OUR PRICE JUST 95p

### FIGHT NIGHT

Fight Night brings you all the thrills of the boxing ring as you face the most brutal fighters ever in ten separate battles, 10 players

**ROM** OUR PRICE £7.95

### SPEED HAWK

One of Atari's best games for the first car race for years at budget price! A smoothly running arcade game in which you must defend the ring world of your solar system from pirates.

**CASS** OUR PRICE £2.95

### PANZER GRENADIER

A sequel of General's amazing strategy on the Eastern Front. Two national armies, six levels, joystick control, graphics

**DISK** OUR PRICE £7.95

### HIBBLER

Sliding through an unknown land Hibbler finds himself in an indestructible world of constant change. As time goes on his body grows longer and he takes meaning into himself. Can he survive?

**DISK** OUR PRICE £1.95!!

### JINXTER

An adventure from Magnetic Scrolls, the team that set new standards in adventure design. Requires 1050 or AT501 disk

**DISK** OUR PRICE £7.95



### JEWELS OF DARKNESS

Three superb classic adventures with full colour graphics. Choose from Crystal Adventure, Aquanaut Quest or Dungeon Adventure as you take on the challenge of the mythical worlds created by Laurel B. The Jewel-Collection neatly packaged with a 34 page book

**CASS** OUR PRICE £5.95

### LANCELOT

Lancelot recreates the love of knights and the knights of the Round Table in a three part adventure spanning the complete saga of the quest for the Holy Grail. Superbly researched and superbly written the best adventure in a lot of atmosphere and highly recommended

**ROM OR CASSETTE**  
OUR PRICE £5.95

### ZORK 1

One of the most famous adventures of all time. Classic Zork in the original look and packaging. A real bargain

**DISK** SUPER PRICE £2.95!

### US FOOTBALL

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# ISHAR Legend of the

**Y**ou can't possibly have missed the fact that out of the most important games to come onto the computer scene in the last five years was Douglas Messer with his first person perspective of the life and times of a band of daredevils. This game has spawned many others, some of them excellent, and some not so excellent. *Ishar* - legend of the Fortress falls into the excellent category. It takes the idea a quantum leap forward and gives you a game with over 100,000 different locations.

*Ishar* is the follow up to *Crystals of Aethera* and what a sequel. I haven't played *Crystals* but I can't wait if it's anything like this. *Ishar* is huge! I can't remember a game so complicated as this. This is the kind of game RPO's would kill their *Orinary* for just to get their hands on it for five minutes.

Are you asking yourself? How I'll begin. If you've played *Crystals of Aethera* you'll already know that Jared (won't be in *Ishar*), the Prince of the Khens, overthrew the evil Mogoths and became the ruler of the land now named *Ishtar*. Since then Jared has died in a freakish up hunting accident and now Rogh, an evil lord, has taken the land for himself and rules from the evil fortress of *Ishar*. You play the role of an ordinary guy dragged into this world of

troubled politics to war it all out, and make the choice of *Ishtar* to righten a world.

You begin the game in the middle of a large plain of *ishtarland* with an idea of where you are, what to do or where to go. The only thing around is a gap by a tree in the distance who indicates an almost going in a local tunnel. This may seem a little confusing but it does allow for a great deal of involvement in the plot which you soon get sucked into and you begin to think like the game. This only ever happened to me one other time when I played *Orinary* for 18 hours solid. Now after being absorbed into a game I want to recruit people!

## JOIN THE GANG!

The game continues and you soon find another traveller who you recruit and also join your group. The people that join your group all have different talents and so work interact with each other so that you get *levelships* and *rewards* *levelup* within your own group. You must work these out so that you have a nicely rounded group. For instance when you go and recruit someone your group votes and if there's a majority then he joins, if not he doesn't so you must learn a little "people management".

People and places you meet around the land give you clues and hints to your quest. The first man to join your group tells you to visit a local pub but you may also be given missions and quests to go on from many of the locals. These will play a part in the overall game's

depth which at first isn't ground but more you realize that everything in this game is different doing something to one thing means you affect others. Movement in this land is via the now standard black of arrows that make you go forward, backwards, left and right as well as turning you left and right. It also shows you your current party formation and you can also save and load games previous games from here as well. Travel about and you soon find the red gateway which takes you to another section of the land. These gates are used to transport you and your group without the hard land laborious task of having to walk everywhere.

When you first enter this gateway you'll find yourself attacked by a rather happy bunch of bruis who are very happy to beat some skulls of the bones shuff out of you. Now comes the time to learn how to fight and and you learn to learn fast. All you need to do is continuously click on the attack button of the character involved until either you or the opponent is dead. The formation that you and your party are in is the most important part of the fight and you should position those with the best weapons and armor in the front with the weak, lightly armored, ones at the back.

## GO TO TOWN

A town soon forms on the horizon after going through the gateway and you are soon amongst the houses buildings and entering the catheedral ones. The built-up bits are contain many things, from shops where you can buy weapons, food and ingredients for spells (which we'll come onto later), academies where you and your group members can learn your fighting, magic, lock picking and other such skills. There are also taverns were you can sleep and pick-up information about local things or just general life talk. All this is provided to help you negotiate the job bids and dangers that



# f the Fortress

hark out there in the big wide world and to complete the mystery you are here to solve.

## A BIT OF MAGIC

Magic is a very important part of *Ishar* as sometimes it is the only way to go forward. You have to make the spells up in a fridge, or in their say, but a certain amount of experimentation comes into it as well. Some characters start off with some or no spells at their disposal which they can add to by enrolling in academies to learn more advanced and interesting magic such as magic confusion and party transportation. There are 35 spells in the book but you can experiment with other mixtures of the ingredients given in the instructions. Be careful though, one false move and you'll all be creaking and talking like in *My Party!* Magic has to be used and it's no good being around to the limits if you can't hit the side of a barn at 10 feet.

Magic is used by clicking on the character's face which activates either attack or defense. The attack is obvious but the defense allows you to use all the special attacks of each character. A precision, for instance, is better at magic than a barbarian but is more vulnerable to sharp, high speed, killing kind of weapons. This has to take into consideration both of the academics and of the battle scenes.

Graphics are absolutely excellent. The backgrounds are highly detailed along with the characters and scenes in the taverns and the shops. The opening screens is very nice and sets the game up well. There is nothing worse than a lame beginning in a game to put you off. The backgrounds are detailed and varied enough to keep you interested while wandering aimlessly about and they enable you to pick out objects and people easily and without wondering whether they're friend or foe. Overall it's very good and successful attempt at the graphics which works a treat.

Normally games like this have very little sound apart from a war and a grunt here and there, but this one has sampled noises all the way through it, right from the word go. You hear the canteen clapping and eagles calling for prey. There are battle noises, again all sampled, during battles and the taverns are alive with the sound of noisy drinkers enjoying a few pints down the local. Sampled sounds run right a game if they are used too much and slow the game down but not here. They tend to help you feel your way around because you feel as if you are not there.

The sheer size and complexity of *Ishar* will mean that you will be playing it for many months to come. *Dungeons Master* started it all and this one excels as the best one yet. It has the freshness and originality to make it last by relying on a proven good idea. You'll discover more and more about *Ishar* as every time you play it (I think goodness for a more game *Ishar*). Solving the mystery will be your main objective but on top of that you'll have the joy of wandering around exploring the land and its people.

I can't wait to review *Ishar* if some day in the future but until then I can't recommend this game enough to those of you who enjoy a good hack and slash. To those who don't but enjoy blasting things get it anyway - you'll be hooked in minutes. I wish



**“you'll be  
hooked in  
minutes”**

**ISHAR - Legend  
of the Fortress**

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Reviewed by Nicholas Springton

# ST PUBLIC DOMAIN



# ROUNDUP

**H**ello. My name is Stuart J. Murray and I would like to welcome you to PD ROUNDUP, a new column devoted to the world of Atari ST public domain software. Before commencing with my first installment I would like to thank Paul Allen for his excellent handling of PD World over the past three and a half years.

Since PD World began in issue 43 (April/May 1990) Paul has consistently given Page 6 readers an informed overview of the best in ST public domain software. When he recently told me that he was reluctantly going to stop PD World I was very disappointed because I didn't want to see the ST public domain coverage disappear. I therefore called up my editors and offered to take over the column myself. The rest, as they say, is history. Anyway, thanks Paul and keep up the good work on your 8-bit!

As Christmas is on the horizon, I thought I would begin by looking at some PD games. With commercial releases for the ST slowing up, it may be worth your while taking a look at the ever-expanding PD market. Now, pass me that joystick ...

## A BLAST FROM THE PAST ...

The deep space exploration ship *Derwin* has been invaded by hostile alien robots. As the last surviving crew member you must destroy the Postnuclear Generation from which the robots draw their power and then attack the robots themselves. Only when all of the robots have been destroyed will the main open to the next level. To add to your problems the walls and barriers have been distributed.

This is the scenario of **ROBOYS**. If you haven't guessed already, it is in the form of the classic Steve Christie game *Derwin*, which appeared as a coin op. Atari VCS cartridge (1895 - C328856) and Atari 8-bit game tape (1895 - with digitized speech). I will begin playing my VCS copy of *Derwin* and so it was with great

anticipation that I loaded *Robots*. I was not disappointed!

Inevitable Pong-style graphics, sampled sounds and, most importantly, the same addictive gameplay as *Derwin*. Basically, *Robots* is a glossy version of *Derwin* complete with the original playability. I found the controls easier than those in *Derwin*. However, the action in *Robots* is a little slower because the robots move in turn rather than advancing together (although going by the speed of the action in *Derwin* this is no bad thing). On later levels, it is just as much a challenge to squeeze through the walls and barriers as it is to destroy the robots and generators.

*Robots* has expanded upon the element of strategy in *Derwin* by having to first track down the generators. Whilst doing this you can only attack the alien robots. The only thing that's missing is *Derwin*. Super!

## ANOTHER BLAST BUT NO BLAST ...

Another blast from the past which remains one of my favourite games is *Pac-Man*. There aren't many commercial versions of *Pac-Man* for your ST (there are) but probably the closest to the original but the public domain is full of quality versions. One to look out for include **PACMAN ST**, **PACMAN II**, **EVANSON 2** and the Ms Pac-Man clone **MRS BLONCHE**.

My favourite PD version of *Pac-Man* would have to be **PACMAN ST**. It is the closest implementation of the original coin op. The gameplay is very smooth and scrolls over five screens. If you wish, you can change the classic background graphics to a *Madness* setting (a blue/purple screen of tiles and 3D walls). However, it's not a patch on the Classic setting! You can also alter the speed of the gameplay from Normal to *Heckle*. Be



watched *Heckle* in *Heckle*!

After completing every second screen there are *Pac-Man* bonuses. A nice touch which adds to the overall feeling of the game. Great fun!

## P-P-P-PICK UP A ...

Some of you may remember a small games company called *It's Worth Software* which used to advertise in the pages of this magazine. Well, they sold a full price game called **PENGUIN** which is now available as shareware (with a registration fee of only £5). If you fancy a break from non-stop arcade action, *Penguin* may be of interest to you.

If my memory serves me right, *It's Worth's Penguin* was released before the now infamous *Learnings*. Anyway, whatever of the two cases that was an influence on the arrival. *Heckle*. It's always complicated when a game like *Learnings* becomes so popular. Any successor (or predecessor) becomes a "Learnings clone". So, put simply, *Penguin* is similar to *Learnings* (right).

After a nice title screen featuring some cute penguins, you are met by the shareware message and some very friendly music (which you can toggle on or off). Next, in the menu screen I suggest you begin by decreasing the number of programs from four to one. One program is hard enough to begin with!

The game itself involves moving various arrows, bridges and objects around the

screen to display your progress from Black in Florida. There are twenty screens to complete with the option of 1-4 per-game on each (i.e., 80 levels).

I found Progress to be more challenging than Lemmings. Just try the first few screens and you'll see what I mean! Thankfully, you can pause the game with F1.

Although Progress isn't outside the overall 'best of Lemmings' level what can't it is a great alternative with enough puzzle-solving to keep you occupied through long winter nights. A challenging game for painters and Lemmings fans!

## SKILL OR LUCK ...

**IN THE CASINO** features four games on one disk. First up is a quality puzzle game called FLEPPED. It is a tile game in which you must flip coloured tiles to produce a single colour board. There are 100 levels and on each you must use different grid shapes to flip the tiles. Scrupled sounds add to the fun. I found Flepped surprisingly addictive.

Next up is the star of *In The Casino*, POKER DICE is the best computer dice game I have seen! Right from the start it covers quality with the title screen flying at you in the shape of 3D dice. There are also some excellent digitised sound effects. Poker Dice plays just like normal poker but instead of being dealt cards you roll dice. The six faces represent 6, 10, 1, 2, 3, and 4.

This game is fast and lively to use and VICEY addictive. I found myself trying to beat the computer play into the small hours (the computer plays intelligently). Poker Dice is a wonderful example of the power of STOS Games.

Next up on the disk is ROULETTE v1.5 by Ralph B. Davis. This is a simple Modern game with virtually no character whatsoever. The only point worth noting about this game is the addition of a cheat mode. If you press the right mouse-button the number 7 will come up. Each successive press returns a multiple of 7. Not very noticeable but good fun for frustrating your opponent! Pay about the game fast!

The final program on *In The Casino* is COMPLEXT VANTAGE. This is a standard version of patience with the addition of some pretty animated dice. However, I did like the option of printing score cards - very handy for other versions of this popular game.

Overall, *In The Casino* offers you an outstanding dice game, a quality puzzle game and two average sector fillers. Good value for money! It's worth it for Poker Dice alone!

## FOR THOSE LONG WINTER NIGHTS ...

If you're looking for a disk which will offer you hours of fun throughout the winter months I suggest you take a look at **SNOWBALL FUN**. There are four games on the disk: Block 3D, Dingo, Demolition Man and Snowball Fight.

**BLOCK 3D** is a good version of the classic classic 3D-Tetris.

However, you'd be surprised for not including this game because it begins as a small graphics demo. Only by increasing the options above does the game appear. I like this kind of touch!

In **Block 3D**, you must manoeuvre three-dimensional shapes from an overhead position into a vertical tunnel. The graphics are very colourful with each completed level of the tunnel represented by a different colour. Based on virtually non-existent, the gameplay is controlled via the keyboard and takes a while to get used to as you must use 10-keys to move the shapes about. A challenging game for all fans of Tetris.

**DINGO** is a commercial-quality platform game which can only be described as a cross between Flash Jack and Rubber Ball. You must bounce around the screen and collect fruit to access the exit. There is a time limit on each level in the form of a rising temperature. There are bonus levels in which you can gain extra lives or scores.

However, everything is not as easy as it seems after you've completed the first level. Joining the action from here are ice platforms, disappearing platforms, indestructible walls, etc. Good fun!

**DEMOLITION MAN** was written by the infamous 8-bit author Clayton Walcott. It is a version of Minesweeper. The gameplay centres around the search for hidden bombs within a large grid of tiles. You can get clues to the whereabouts of these bombs by uncovering numbers which represent the amount of bombs in the surrounding area. It's actually quite addictive if you give it a chance. However,

I HATE it when you only have a few tiles to go and you uncover a bomb ...

Balance! I guess I'm just a bit nervous. Another Clayton classic!

The final game on *Snowball Fun* and indeed for this column is **SNOWBALL FIGHT**. This is a 2-player game in which both players must throw snowballs at each other in order to reduce the opponent's energy level. You must battle with the wind and use the appropriate sized snowballs.

This is a 10-bit version of the classic, dated 8 bit PC title of the same name. *Snowball Fight* on the 8-bit is one of my favourite 2-player games of all time. The ST version has the same gameplay but with enhanced graphics and the addition of scripted sounds ('Aggh!', 'Ouch!', 'That hurt', etc.). If you like 2-player games you MUST add *Snowball Fight* to your software collection!

## ROUNDUP RATINGS

<b>Robots</b>	94%
<b>Snowball Fun</b>	91%
<b>Pacman ST</b>	88%
<b>In The Casino</b>	86%
<b>Penguin</b>	83%

The disks featured in this review are all available from the **Page 6 ST Library**. Check the latest ST Update or phone 0785 213928 for further details

# ROUNDUP conducted by Stuart Murray

SURREAL HORIZON

# CREEPY, KOOKY, OOKY, SPOOKY

## it's The Addams Family

**Y**ou've seen the TV series and the film, now play the computer game. Yes, the Addams have come to the BT and they're in a bit of trouble. Your job is to guide Gomez around their Addams in East Mountain, Fogley, Grouse, Wednesday and Peverly's stolen mansions that have been abducted by the evil Algal Croons and his army. You are the only one left to save them.

The game is a platform jump-and-squash thing kind of affair that poses more than the usual amount of trouble to the player. The action is based around the whole Addams estate, the mansion, the grounds, crypt and the inside of the house itself. The playing area is a huge affair that scrolls in four directions. The scrolling does tend to be abrupt so you soon find yourself hitting some monster or other that finishes before you as the screen snaps from one side to the other. This might at first sight seem a little disconcerting as you the pretty quickly more you start but with a couple of minutes practice you soon learn the positions and patterns of the monsters.

The game comes sprinkled with an abundance of useful objects that help you

reach your tin foil such as extra hearts that let you take up to 10 hits before dying, instant-life drinks, speed-up shoes and a laser. First-order for that extra little pick-up. Along the way there are also other "things" (because the point) that prove helpful such as Thing bones that give advice and secret doors and rooms hidden in the walls and scenery that are full of nice stuff.

Progression through the game has you battling your way through the different levels picking up the power-ups and battling the end of level bosses without which a game such as this wouldn't be complete. Once you have the members of your family they'll join Lurch to the House Home and help him complete his task and open the secret door to the Evil Algal Croons. For every member of your family you rescue you'll be given a password that will enable you to start off again at the same place with the same amount of energy the next time you play.

Once you die you have the choice of continuing or quitting. Continuing will take you back to the main staircase in which you have the doors to different rooms around the mansion. Quitting will take you back to the title screen. You may continue as many times as you like but you always start off back at the main staircase. During the game certain points are always set off.

The graphics are above average and are entry to a comically horrific world. All the film's comic business is there with Gomez and the rest of the family all well animated which adds to the game's pleasure. The backdrops are also well defined and hide many secrets if you look for them. The sound is, as always with Games, one of the let downs. It is



one of their usually hurried affairs that seems to have been left to fend for itself in the race to get the game out in time for the film's release last summer. It consists of the few characteristic blipping and whirring noises on the main game of the Addams theme tune played incessantly. Not a MC Hammer sampled tune with its market.

Playability is, all things said and done, very good on this game and will have you coming back for more time and time again. The response of the characters is good although sometimes the back-ground's response isn't too hot. The inclusion of passwords, power-ups and infinite continues keeps you hooked as you go back to get that used ketchup shoving chef in the kitchen and the few moments in the furnace just come more. Usability will probably be in the region of about a month or two as you try to get that bit familiar with your latest password. The repetitiveness of the levels with no random elements to them may after a while grow too tedious for the hardened game player but I don't believe it detracts from the usability of it.

All in all this is a very good game that I would thoroughly recommend to anyone looking for a game to play on the long winter nights ahead. The price is right, the playability and usability will see you until bedtime and probably, if you get hooked, into the small hours but I wouldn't see the top line that, now would it?



**Title:** THE ADDAMS FAMILY  
**Publisher:** The Hit Squad  
**Price:** £9.99  
**Reviewer:** Nicholas Lavigne



# NICKY 2

**E**ven though Nicky received his grandfather from the wicked witch in Nicky 1, the witch is back. I've heard something like that before!

An evil devil (what does one of these look like?) hangs over the forest and Nicky sets out to find out who's behind the closed, the monsters in the forest and most importantly who's stolen his toys. He's not alone in his quest for truth and toys. His grandfather has given him a magic game of Go that's size proportions that can carry Nicky around, but it was stolen all of and properly looked after.

The title screen in Nicky 2 has a very nice binary sample track that sets the mood for the game. The screen is nicely drawn with more than the usual 16 colors on screen at once. After passing the title screen and the password protection it's onto the game proper and it levels of crazy platform action that results in lots of death and lots plenty of colors.

Nicky has a limited amount of energy which he loses a small amount of each time he receives blows or hurts himself on obstacles and he dies when he loses all of it. Different objects can be picked up to add him on his quest. Invincibility to blow up restricting walls, which sound whistles, which are the equivalent of smart bombs and destroy all the monsters on the screen, release treasures and magic ladders and keys to open up the

locked doors.

No game continues would be complete without its own completion of passwords and Nicky 2 is no exception. That increases monster killing fire power, legs are used for propellers and building bridges, arrows for invisibility, multiple chests for energy replenishment, springs and feathers

make you jump-and fall further, magic mirrors transport Nicky to various full of treasure or monsters. You won't know until you get there and then it's either easy or panic! Last, but not least, the game takes in a glass egg and can be stolen quite lively over food.

There are hidden passages and ladders that have to be discovered if the game is to be completed. The passages are covered in death traps and ladders by jumping up to the ceiling or walking over them. If you can't find the EXIT from the level you need to find a secret passage. Once you are out of the level you are given a password so that you can continue from the start of that level.

A nice feature of the game is the fact that you can use keys for control as well as the joystick which useful if you want accurate movements or you are a left over from the joystick era!

Graphics are nice, animated, smooth and responsive. The sky in the background is a rainbow effect after after along the lines of Turbografx and Eubank's lands which scrolls nicely and doesn't interfere with the game's background which is well drawn and accurate when it comes to making the rocks look like rocks and the grass like grass. There are over 40 enemies which are well

drawn and vary from wimps to walking automatons and winged devils to ghosts. The automata is good and well suited to this category.

Sound is better than average thanks to a sampled title screen tune that raises your expectations, but this is short lived when you start playing the game. The sound during the game consists of sam-



“not too hard to play, but hard to master”

pled spot effects which, although good, could have been supported by some cheap music. It has been the thing recently that the Commodore has been providing superb games with excellent sound and graphics, like 1 & 1 and Transmation. This is more but two, but this one from France make little use at all of the sound potential of the machine and modern sound programming techniques.

Playability is very good and has you hooked because it isn't too hard to play but hard to master. The game allows for a more arcade game and the overall game play is very pleasing and satisfying. This should keep any type of games satisfied.

Nicky 2 has the ability to fast and fast by the use of the passwords and the crazy style of play makes it interesting as you want to come back for more. The secret passages and ladders mean that there is plenty to keep you coming back.

The last word on the game is that not having played Nicky 1 I can't say how good it is in comparison but it is not to match and if you like this sort of thing then I suggest that you go out and get this one as it's very good. If looking in the sound department, this game overall but not one to go up over.



Title: **NICKY 2**  
 Publisher: **Mirokko**  
 Price: **\$29.99**  
 Reviewer: **Nicholas Borington**

# ST FLIGHT SIMULATORS

I've had most of the number of flight simulators I've used over the years, but I think this is the first World War II bomber simulator I've met. Microsoft may the term "view simulator" is more appropriate than "flight simulator" to describe B17 Flying Fortress - and since you've read it, you realize why.

B17 is packaged in Microsoft's usual high standard, and contains a beautifully produced 256 page instruction and background information manual, a technical supplement for the inert ST, which also includes a pull-out keyboard guide, a glossy colour poster showing a cutaway drawing of the Boeing B17G, the subject of this simulation, and two double sided disks holding the software. It runs on 512K XT/ST's and up using keyboard / mouse control (optional optional), and supports two floppy disk drives if you have them. It won't run from a hard disk though.

Before trying out B17 I decided to get into the right mood by watching the video of Memphis Belle. This, if you haven't seen it, is the story of the first American B17 crew to complete their 25 mission tour of duty, and it complements Microsoft's B17 perfectly. In the simulation you have to recreate Memphis Belle's crew, but surviving 25 missions takes some doing. You're the commander, so you make all the decisions affecting your crew's survival chances. The longer they survive the more skilled they get, as they gain in experience. If the crew performs a mission well you can reward them individually for promotions and medals for even yourself if you think you deserve it.

## SCANTY CLADDING

The program includes into a well produced title and credits sequence using some excellent graphics - one screen shows the usability that young lady from the packaging, who writes at you in a VERY friendly manner, and another a view of a B17 in the early morning light. The musical accompaniment is another matter, as for me the harbinging accordion style is completely at odds with these realistic graphics.

You then choose one of six available B17's to fly, name it, and add suitable "name art". For the uninitiated, this is the kind of cool bomber crew painted on the nose of their aircraft to add a personal touch. Your aircraft is then displayed complete with its new subtly pointing-tail, nasal cosmetics, and may be saved away on disk for future use. After each mission the paintwork gets updated

with symbols reflecting mission completed and enemy aircraft shot down.

It's wise to train with your crew before you start real missions. First stop in the briefing room is learn about your training targets, take-off time, time and height at target, navigation routes, and bomb load. Next you can view a scrollable map showing routes to and from the targets. This actually covers the whole B17 operational area - from Luxembourg in the north to Lancaster in the south, and Persimmon in the west to Prague in the east - representing a lot of flying time when you realise the B17 only cruises at about 200 knots.

Ground detail shows in-cludes main towns, roads, railways, rivers, canals, and airfields. Then you can view short reconnaissance films of the targets to help you recognise them from the air, which probably isn't literally correct as still photos were normally used - but it's not quibble. Finally, before starting the mission you can tweak various simulation parameters to adjust the difficulty level to match your current skills.

You're then placed in the B17 pilot's seat, with a view forward through the cockpit window. To see the instrument panel you have to switch screens, which is a bit of a pain. But when a panel flashes on, so there's more of the Military Mouse instrumentation seen to some flight simulators. It covers three screens, but the main instruments are in the middle so you don't have too much screen switching to do. B17 has all the usual viewing facilities, namely the all-around view from the cockpit, external aircraft view, chase plane view, and so on.

## DON'T WANT TO BE A PILOT?

Now for B17's big plus feature. You can move from the cockpit to any other crew position and ... take over the crewman's job! You're not just the pilot, you can do any job you like. Flying as pilot, co-pilot,

# B17 F



navigator, bombardier (aka bomb aimer), radio operator, flight engineer, or any of the four gunners.

As you're the aircraft commander you can also name crewmen around from one job to another. This is especially useful if someone gets wounded (and it's essential their job is still done - the bombardier, for instance). Each crewman has unique strengths and weaknesses and your knowledge of these helps you decide who's best for a given job. You can also select someone in administrative first aid and even hire (and the aircraft to help) the injured, who may then recover enough to be able to do their job on normal.

You don't necessarily HAVE to do anything at all on a mission. If you just observe, each man's task (even yours as pilot) will be go forward by the computer, although you won't get much credit for this at the end of the mission. You can still see any part of the aircraft and see the action through the eyes of the crewman stationed there. There's even a "film director" mode which as soon as you take you wherever the most exciting action is. You can take over the action any time you like - and if things get too hot you can switch back to computer control and (hopefully) let it sort out the mess you've made!

# FLYING FORTRESS

## FORMATION FLYING

Getting back to the training mission - your B17 is based at Alameda airfield (Come territory for me - it's only a few miles from where I live). The first task is to start the B17's engines and taxi out to the runway. The other two aircraft in your flight are taxiing ahead of you, so be careful. It's easy to run into them with slow, silent propellers, consequences. Once they're taken off you can do likewise, but there comes a really tricky maneuver - joining the other two in close formation before setting course for your target. Again, it's all too easy to collide with the other aircraft so skill is needed here.

There's a case of wingtips in a several waypoints to the bomb run. On the way the navigator regularly updates your current position on his map (which you can view), but the sometimes gets it wrong and you end up lost. To find your way again you have to obtain a visual position fix from ground details, which isn't as easy as it sounds. Fail and you'll never find the target.

There are two training targets - a bombing range on the Isle of Skye and a target convoy in the Thames estuary. Once on the bomb run you can take over the bombardier's job, which involves not only identifying the target and operating the B17's famous Norden bombsight. When used correctly this aims the plane accurately towards the target and tells you when to release the bombs. You can watch them drop from the plane and, if you've done your job well, see them explode on target.

Now you have to find your way back to Alameda again and land in one piece. The former isn't too difficult, but the latter ... 999 On arriving over the airfield the formation will circle, and after obtaining landing permission you can land. This is the most difficult thing you'll have to learn - an unreal if produced a whole backyard full of lost B17's before I got the hang of it.

## LONG FLIGHTS

There's no enemy opposition on these training missions, so you'll have to do an operational mission to get some shooting practice. These missions range all over Europe, from 'milk runs' just across the Channel to hair-raising excursions deep inside Germany. Targets include Berlin, factories, V1/V2 sites, U-boat bases, and even the SS headquarters in Berlin. Some take several flying hours to mark, so to relieve possible boredom when there's not much happening, you can accelerate time or even skip parts of the flight.

Once over mainland Europe you can expect trouble from enemy fighters, who attack you mercilessly. Time to man those guns, and if you hit a fighter it spins down leaving a huge banner of black smoke behind it - and often, you see the pilot parachute to safety. If the fighters don't get you, then the B&B gunners probably will. The programmers have done a great job on the exploding hit effects. It looks most realistic, and doesn't hold too much damage! You need to be ready to deal with engine fires, interior fires, jammed bomb doors, jammed gun barrels, and injured crewmembers. Engine fires are the same - flames erupt from the engine cowling and thick black smoke streams out behind the aircraft. They can be dealt with manually - so need for services like climbing out to the wing with a fire extinguisher - but if the remote system fails you're in deep trouble as the aircraft could end up being a wing.

A seriously damaged aircraft can struggle back home, but be prepared to give the order to bail out if necessary. Your crew may stand a better chance of survival than in a sea ditching or crash landing. On one flight I lost three engines and barely scraped back to the English coast whereupon the last engine promptly packed up. We all bailed out and everyone survived. You can watch the crew leaving the aircraft and their para-

chutes opening - yet another of B17's real detail touches.

Wherever the mission's outcome there are excellent graphics scenes illustrating it, whether you've ditched, crash landed, parachuted down, been captured by the enemy, or 'bought the farm'. There are musical accompaniments too, but here the music seems much more appropriate than earlier. Thus following any promotion and medal awards and possible change of crew members, you can see the status of your aircraft and crew on disk for use in later missions.

Criticism? Well, nothing's perfect is it, and B17's main weakness is its sound. I've already griped about the music, but also some of the sound effects are poorly handled. For instance the engine sound isn't very realistic, and never varies in pitch, intensity, or timbre, whatever the throttle setting. Another small niggle is that the screen updates a bit slow, making the furious air combat action rather jerky at times.

Microprose are right - B17 Flying Fortress isn't just a flight simulator. Thus, its flight simulation aspects ARE excellent, but being able to perform any crew function adds a whole new dimension, ensuring you may fully absorb the hours on end. On several occasions I've suddenly discovered it's past 10.00am and I've been totally immersed in the action. So about one hour! There aren't many programs around that can hold my attention that long these days! B17 is undoubtedly one of Microprose's best products to date, so if you're into simulation you'll enjoy this one. Guaranteed.

## B17 FLYING FORTRESS

Microprose

£34.95

Reviewed by John S Denton

# AWESOME

(and I mean AWESOME!!!)

**A** long, long time ago in a galaxy just around the corner there was a trading ship that was heading home. The crew was getting restless so the captain was helped to make "the right decision" to take some RAR on the nearby star system of Oerisian by the hole in the gate. Things began to calm down as they approached and star systems had plans for the destruction of the system were overlaid on the radio and there is only a short amount of time to make it out of the system before it is made into interstellar dust. Before this happens you intend to make enough money to buy the fuel necessary to get you out of the Oerisian system and have some fun.

This is the premise of the game *Awsome* which is done by the same people who did *Madness of the Deep I & II* and *Ballistic* and it starts right from the word go. The intro is top notch and although silent it very atmospheric and gets you in the mood for the game proper. The game is in fact a cross between the classic game of *Asteroids* and *Elite*. It has you handling the fuel in a rotating helix like *Asteroids* and avoiding their bullets and collecting the money discs that appear when they explode. In between the space action you'll find yourself in a weapon selection screen, where you can select which weapons to use. There's no on again to the next level which could be asteroids or more aliens. Once through these it's a quick fight to the death with a space dragon in *Space Hunter* style with it coming out of the screen at you.

Next, it's on to the planet where you have to stand near aliens (where do they find all of these?) from above to enable you to land and then it's a more over-the-shoulder view through alien infested corridors in search of the planet station station. This is where the strategic game



begins.

The space stations enable you to sell your cargo for the fuel necessary to get you about in the Oerisian system and to collect weapons and fuel to fuel your way out of the system. First thing to do is to accept a contract, if there are any, to decide where you have to go and sell your cargo. Once you've got this you can then sell some or all of your money discs and crystals to subsidise the stay in the planet's hotels until a window is available for the journey to your destination. Weapons are available but tend to be expensive, but they are not needed for the first few levels. The decision on how much to spend on the weapons and how much to sell will affect where you can go, you may not have enough fuel to get to your destinations or enough money for the fuel bill while waiting for your launch window so that you will have to abort the game and start over again. If you do have enough money to get to your destination you swap there and begin over again going through each of the levels as before but this time the graphics are different and have their own personalities.

The graphics for each of the eight worlds in the system are different and are, as with all Pygmalion games, absolutely brilliant. In my opinion are the best by any games company apart from the *Williams* Brothers. They are atmospheric, detailed, smooth and beautifully animated and make the game worthwhile. The planet station graphics range from a dull and empty corridor to a bright and highly detailed space chart with animated words. The aliens are many and varied and make it satisfying to blow them to hell. What else is better on a wet Sunday afternoon?

*Pygmalion* makes a special point of getting a game as polished as possible in all respects which is what we have come to expect from them. There is no exception and it makes a very nice accompaniment to the documentation, it is of the normal soundchip variety during the game but has that Wild Man feeling from those comedians in the *Police* Districts. There are lots of cheapy laser beams and snappy scores and interesting melodies that seem have you listening to them while other games which have them to fill the disk and keep the sound chip occupied. For example when you get to the asteroids level you hear the famous theme, being of the original that suddenly turns into a backing tune. A nice touch but some players at the end of game inquiries, as you launch further on the markers of a far off planet. The sound is a real bonus in this game rather than an add-on.

Playability is absolutely excellent and with the mix of arcade and strategic games in the one package. This, I believe, will appeal to just about all gamers and give them a well above average game. The *Elite* style handles very well and the little trouble marks as the glowing jaggedness when the small ship explodes give it that extra touch. The aliens are many and as yet I haven't seen all of them, even after two days playing. They react well to your craft and the level of planning that is required to enable you get from planet to planet with enough fuel will have you coming back time after time to take the other contract to the other planet.

This is a game that I can see going for many weeks perhaps months. It will keep you going even after the first completion, the variety of taking and for you through the game should keep you coming back for more. It does so and I haven't completed it yet.

This game has all of the hallmarks of quality and at its new low price is incredible value for money. This is a game that is definitely worth £29.95 of someone's money and more than it's less than £2 spend you have an immense whetstone to buy it and see what I can so excited about.

**Title:** AWESOME  
**Publisher:** Pygmalion (SIOGEM)  
**Price:** \$12.99  
**Reviewer:** Nicholas Bavington

# HAVE YOU GOT YOURS YET?

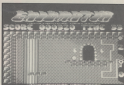
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PAGE 6 is proud to be able to bring you these two superb new releases for the XL/XE. There are still a number of programs being released for the XL/XE but we have always been extremely selective so you can be sure that our programs from PAGE 6 are of the highest standard. ENIGMATIX is the first major program from a British programmer for some time and we are proud to make it available.

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### HYPNOTIC LAND



Yes, believe it or not, we have created them a brand new ROM CARTRIDGE for the XL/XE from Lindosoft in Italy who have produced this in conjunction with Atari Italy.

HYPNOTIC LAND is a version of the massive ST hit KLAX - a highly addictive, highly entertaining game that will challenge you to complete the first five levels and have you coming back for more - again and again!

The aim in HYPNOTIC LAND is to redirect several elements in the form of coloured balls into the corresponding coloured cup at the end of a ramp. To do this you must place arrows on the ramp to redirect a ball into an adjacent column. Remember to only put green balls into the green cup and so on. It seems easy but once you have mastered the first level, some despicable monsters start to appear to try and steal the balls. You can shoot them with the joystick, but don't forget you also have to keep one eye on the ramp! Sometimes special shining extra-balls will appear which can go in any way and give bonus points.

HYPNOTIC LAND requires skill, concentration and quick reflexes. Can you manage it? Like all the great classics a simple concept that has provided the foundation for a stunning and addictive computer game.

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