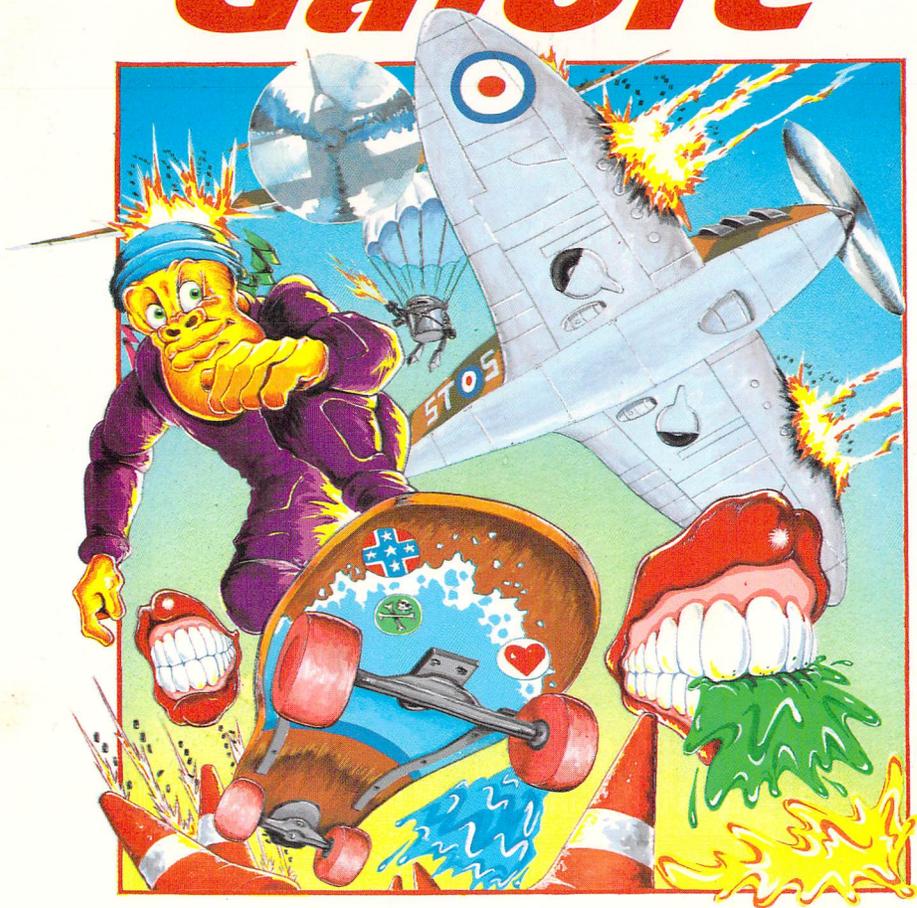


GAMES *Galore*



PLAYING INSTRUCTIONS

GAMES *Galore*

Credits

Aaron Fothergill
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Author of Skystrike & Yomo
Graphics for Skystrike & Yomo
Author of Mouthtrap
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GAMES *Galore*

In early 1989 Mandarin held a games writing competition, from which the winning entry was to be released as a full commercial package. Because of the very high standard of entries though, we felt that those that were highly commended could be sold collectively in a compendium. The result of this work is Games Galore. Each game offers great game entertainment for the price of one – and it will show you the potential of the best-selling development tool STOS.

Skystrike

Initially, this game was a Games Writer entry and was only just pipped to the post by the winner (Cartoon Capers). Aaron Fothergill writes all his programs in STOS – his brother Adam produces all the graphics. The two of them now have their own company, Shadow Software whose early titles include Skystrike Plus – a 56 mission version of the game and **TOME (Total Map Editor)** – designed for creating Gauntlet-type games. Aaron also runs the STOS Club, from which all of his products can be bought.

Scenario

It is 1946 and the Crown colony of Stosic has been invaded by the neighbouring country Zodia. As head of 520 Squadron (S**T**rike command) you have been assigned to stop the Zodian invasion and restore peace. You will be flying the Mk XIV Supermarine Spitfire. Your aim is to complete the set missions, destroying as many enemy aircraft as possible, while avoiding damaging civilian buildings. To complete the game you must finish eight missions, set over 51 screens. You have three Spitfires but only *one* life so take care of it. The Spitfire flies just like the real thing (if a real spitfire was flattened into 2D that is), and careful control is required to avoid making a mess of someone's field.

Instructions

How To Fly

Before taking off on your first flight, here is some useful advice:

- The ground is very solid, hitting it at high speed is very fatal.
- You only get one life, so look after it! If things get bad, climb to a sensible height and bale out.
- Avoid colliding with bomb craters and things generally connected with the ground, like houses, trucks and hills.
- The sea is also very solid. Avoid hitting it.
- You cannot collide with anything that flies.

The Controls

The aircraft is controlled with a joystick. If you do not have one, utter a few choice swearwords and go and buy one!

Moving the joystick down causes the aircraft to rotate clockwise. Moving it up causes the aircraft to rotate anti-clockwise. (Logical so far!) The number keys **0–9** control the throttle (**0** is off, **9** is full on). The throttle can also be controlled by moving the joystick left (throttle down) and right (throttle up). This will vary the throttle between **4** and **9**.

These are the basic controls of the aircraft. So to take off, press **9** and let the aircraft roll down the airfield until it becomes airborne, then pull the joystick back to put the aircraft into a vertical climb. This game follows all the laws of pseudophysics so after a short while you will notice that the aircraft will lose speed and begin to stall. To remain flying, control the aircraft into a dive to build up speed, and then pull up (The best results are usually obtained by pulling up before the aircraft hits the ground).

Landing the spitfire

Eventually you are going to want to get back on the ground. There are four non-fatal ways of doing this: **Bale out**: Pressing the **Esc** key gets you out of the aircraft and the **Return** key pulls your parachute's ripcord. The chute takes a little while to open, so it is a good idea to get some altitude first.

Belly land: You can land with the wheels up (or destroyed) as long as you land flat and slowly. This takes practise and is only recommended if you do not have enough height to bale out.

Land properly: This is the only method of getting down that doesn't destroy your aircraft, or lose you points, and it is the recommended way of getting back on the ground. Fly your aircraft until it is parallel with the ground and about its own height above it. Then switch off the engine and let the aircraft drift to the ground. Making the aircraft climb slightly allows you to lose speed quicker and land in shorter distances (including on the back of aircraft carriers) although it may cause you to stall. It is also recommended that you land with the undercarriage down. The undercarriage is controlled with the **U** key or **F10**.

Autoland: If you are playing the game at either easy or medium difficulty levels, you can use autoland to put your aircraft safely on the ground. If you press the **A** key while flying over your base, the aircraft will land automatically. However, you will lose points (more per level) and auto-land is for wimps anyway!

Using the guns

The Aircraft's guns are fired by pressing the fire button. To shoot at something simply aim the aircraft in its direction and fire. Keep on firing until it blows up or falls out of the sky. You can shoot at enemy aircraft, birds and moving ground targets.

Aircraft and vehicles tend to take more than one hit to destroy, although the enemy pilots may bale out when their fighters go out of control. You can't shoot at parachuting pilots and the enemy fighters will not shoot at you if you bale out.

You can drop bombs by moving the joystick left and pressing the fire button. This will release one bomb from the aircraft.

If you have any anti-tank rockets on the aircraft, these are launched by pulling the joystick right and firing. Anti-tank rockets fly in a straight line and do the same damage as a bomb. They can be used against aircraft as long as you aim them properly.

Scoring

Fighter = 200 pts per hit + 2000 pts for a kill (+ possible bonus)

Truck = 1000 pts for kill

The simple rule is: If it moves attack it!

Kills

When you shoot down an enemy aircraft your tally of kills is increased by one. This tally is kept underneath your score and is represented by the following symbols:

| | | |
|----------------|------------|-------------------------|
| Z | = 1 Kill | |
| Heart | = 5 Kills | (Ace of Hearts) |
| Club | = 10 Kills | (Ace of Clubs) |
| Diamond | = 20 Kills | (Ace of Diamonds) |
| Spade | = 50 Kills | (Ace of Spades) |
| Spacial | = 100Kills | (Seriously cool pilot!) |

Other controls

On the ground the **T** key (**F3**) will turn the aircraft around (If it isn't moving). **M** key (**F2**) at a base makes it your main base (this is where you start off from if you bale out or crash land). Pressing the **P** key at any time will pause the game until you press another key.

The Recovery Team

As your main objective in this game is to capture all the enemy airfields, you need a way of rebuilding the ones you have blown up and making them into your airfields. By flying over a screen and pressing the **R** key (**F1**) you call in the recovery team who will attempt to rebuild the screen.

Bonuses

When you shoot down an enemy aircraft, there is a good chance that a bonus will be dropped from the top of the screen you are on. The bonus will float down to the bottom of this screen and, if not caught, will vanish. Catching a bonus (by flying through it) will improve your aircraft in various ways.

Fuel: Increases the capacity of your aircraft's fuel tanks, and gives you more fuel.

Cannons: Boosts the firepower and accuracy of your aircraft's guns (by adding cannons).

Ammo: Increases the amount of ammunition your aircraft can carry.

Engine: Increases the maximum airspeed of your aircraft.

Fire extinguisher: When smoke starts trailing from your aircraft because of a hit, press **E (F4)** and the extinguisher will dampen the fire down or put it out completely.

Spanner (green): When your aircraft is destroyed, all bonuses it has are destroyed with it. With this repair bonus, all the bonuses are transferred to the next aircraft.

Spanner (blue): This bonus will instantly repair your aircraft.

Cluster Bomb: Allows you to make one of your bombs into a cluster bomb (doing more damage). Press **C (F9)** to activate.

Turbo Boost: This gives you a turbo boost canister. With this bonus, pressing the **B (F5)** key fires the booster, and rapidly accelerates the aircraft, trailing nice orange smoke!

Aircraft: Gives you an extra aircraft. (This bonus is given when you shoot down 100 enemy aircraft).

Control List

| | |
|-------------------------|--|
| Joystick up/down | Rotate aircraft |
| Joystick left | Decrease throttle |
| Joystick right | Increase throttle |
| 0-9 keys | Throttle control. |
| Fire button | Fire guns |
| Stick left+fire | Drop bomb |
| Stick right+fire | Fire rocket |
| U key or F10 | Undercarriage |
| T key or F3 | Turn around |
| R key or F1 | Request repair team |
| W key or F7 | Do a wing dip (only when flying level) |
| Esc key | Bale out |
| Return | Pull ripcord |
| P key | Pause game |
| F key or F8 | Fires a flare into the aircraft to set fire to it when you have landed behind enemy lines and have no way of taking off again. You lose the aircraft, but due to your amazing talent for escaping capture you always manage to get back to base. |

Keys For Bonuses

| | |
|-------------------|----------------------------|
| E key (F4) | Operates fire extinguisher |
| C key (F9) | Sets cluster bomb |
| B key (F5) | Operates turbo boost |

Tips For Beginners

- 1 Capture as many bases as possible whatever mission you are on. This gives you more of an attacking range.
- 2 Always go for bonuses unless it is ridiculously dangerous.
- 3 Keep an eye out for tall buildings and don't fly too low until you get the hang of flying properly.
- 4 Always turn around upwards (pull back on the stick if you are going left and push forward on the stick if you are going right). This avoids crashing into the ground or buildings.
- 5 In combat, fly with the throttle on **6** this allows the aircraft to turn more rapidly and saves fuel.
- 6 Keep an eye on your fuel gauge. If fuel is low, head for your nearest airfield and land.
- 7 Always fly over your landing site before landing. This way you can spot any craters or other obstacles in the runway.
- 8 If things are bad, bale out. Remember you only have one life!

Things to try to do when you get better at flying

- 1 Try doing tail slides. Climb to a reasonable altitude vertically and switch off the engine. Then let the aircraft stall, but use the joystick to keep the aircraft pointing straight up. Before getting near the ground, switch the engine back on and dive out of the stall.
- 2 Go for an altitude record. As you climb to higher altitudes the aircraft will lose power as the engine takes in less air. At around five screens up, you will experience major difficulties in staying airborne.
- 3 Fly under bridges. Yes this is possible but very difficult!
- 4 Practise Hedge Hopping. This is a very good way of avoiding anti aircraft fire. Unfortunately, as it involves flying very close to the ground, it is a very good way of flying into somebody's living room.

The Dubious Deeds Department

Here are some slightly dodgy firsts.

The lowest altitude that a pilot has ever bailed out at and survived: Aaron Fothergill at about the height of the flagpole at your base (Not recommended).

The shortest flight: Steve Baker (Pulled the joystick the wrong way on takeoff, also not recommended).

The most spectacular crash: Bob Baker (Flew into a train while attempting his turn around in the railway tunnel trick on Skystrike Plus).

Highest altitude achieved: The last pilot to go for an altitude record vanished without trace from radar screens once he got above five screens altitude. It is thought that he was shot down by an enemy radio controlled high altitude duck. Although no wreckage was found of the aircraft or duck.

YOMO

Another Shadow Software creation, this one uses their TOME editor. YOMO is a simply stunning example of how STOS can be used to create commercial standard products. Aaron is currently developing a 25+ level version with extra missions and new features (see the STOS Club for details).

The Game

As an amateur world saver you must wipe out the TBR bases in six cities, and destroy the two controlling brain spaceships that are holding several top scientists and soap stars hostage. You must also rescue hostages that are being held in ground installations, recover downed ships, and capture special bonus weapons from the enemy. You will be constantly attacked by TBR fighter ships and their drone ships, not to mention their tanks and rocket troops, so in the interests of fairness, you have been equipped with various drone ships, tanks and troops of your own, not to mention two clones of yourself in case you get killed. Go get em!

Your Base

In each city an emergency HQ has been set up. You and your clones are released from the doors to the right of the HQ. If these doors are destroyed you cannot get any more clones, so if you are killed it is goodbye to the world!

The Equipment

Apart from your Colt .80 stop a train handgun, you

can fly two different ships, the *Grub walker/bomber* and the *Silverfish Fighter*.

The Grub is a multi-purpose ground support attack craft, able to change between walker & flight modes at the push of a button, it can carry eight bombs, up to eight troops or hostages & two heat seeking rockets for self defense. It is also armed with a heavy duty cannon, that can hold 100 rounds of ammunition. Unfortunately the Grub is very low on acceleration and maneuverability, however, it can go from top speed to a dead still very rapidly by changing to walker mode in flight.

The Silverfish was designed purely for Air to Air combat and can carry 10 heat seekers to complement its 50 round cannon. It is fast and very maneuverable, although it needs a large open area to take off from. Due to pressure from pilots who needed to eliminate ground threats and from controllers who needed to get small numbers of troops or hostages out of dangerous areas. The Silverfish was equipped with racks for two bombs and space to hold two men.

Marker Flags

The blue and red flag flying to the right of your base is your marker flag. This is where your automatically controlled tanks, troops and drones will attack. To place or drop the marker where you want it press the **F** key.

Drones

Both you and the TBR's have automatic drone ships that are set to fly over your marker flag and drop their load of troops or bombs, or to fly along and drop decoy flares. All drones can be activated by kicking them (joystick up when on foot) or pressing the **1,2,3** keys:

Purple and orange drones drop bombs. Activated by the **1** key.

Green drones are troop droppers. Activated by the **2** key. They also drop teleport pods, which you can use to teleport back to base.

Blue and White drones are decoys. They fly along launching flares to decoy enemy missiles. They are activated remotely by the **3** key.

Do not activate any drones before dropping the marker flag elsewhere, as the drones will obliterate your base.

Tanks

These are automatically controlled as are the drones. They will attack any enemy infantry or tanks, as well as destroying all ground installations to the left of your marker flag.

Troops

Your troops are a safer version of the TBR, reared on a TV diet of Rambo videos, so they are total killing machines & totally stupid! They will blow up anything within an area around your marker flag. They can also sometimes stop tanks.

Troops can be picked up in your ship (they just walk into it) and dropped as paratroopers.

Weapons

Your ship's primary weapons systems are fired with the fire button and selected with the space bar. If a weapon runs out and another weapon is available, this is automatically selected. Primary weapons include:

Cannon: Effective against troops and drone ships, can be used to shoot down enemy fighters and rockets.

Rockets: Bog standard Heat seeking rockets, prone to distraction by flares. They automatically select the best target within range.

Bombs: Straight forward high explosive parachute bombs, can destroy ground installations, troops & tanks.

Troops: See Troops above.

If your ship is hit, the fire button is automatically wired to the ejector seat and you are ejected as soon as you press it. As the weapons control system is contained in your suit, you can continue firing weapons from your ship while it crashes.

When on foot, you can only use your handgun, which will stop troops, but little else. There are various secondary weapons systems available, some as bonuses & some on the ground.

Ground to Air Rockets: These are shorter range versions of the heat seekers that can be ground launched by kicking them.

Anti Tank Rocket launcher: Kick this weapon to launch short range anti-tank rockets to the right and left.

Parachute mines: (Bonus) These are dropped

with the **P** key and work as anti-tank & anti-personnel mines. They only blow up when enemy troops or tanks go over them.

Decoy Flares: (Bonus): Dropped with the **?** key, these are used to distract enemy missiles.

Para Nuke: (Bonus): A very nasty short range thermonuclear device, which wipes out everything in a large area. Unfortunately it also has the side effect of temporarily blinding you.

Bonuses

When an enemy fighter crashes, it is sometimes possible to salvage bonuses from the wreckage. These are collected by kicking them.

Extra Ammo: Enables whatever ship you fly to carry extra cannon rounds.

Extra Bombs: Gives you eight extra bombs.

Extra Rockets: Gives you six extra rockets.

Turbo Rockets: Increases the speed & range of your rockets.

Twin Cannon: Doubles the firepower of your cannons.

Parachute Mines: See above – you get four.

Decoy Flares: See above – you get eight.

Para Nuke: See above – you get one.

Turbine Booster: Increases your ship's acceleration. Makes a Grub as fast as a Silverfish.

Clone: Gives you one more clone, so you might manage to survive a bit longer.

The Controls

On Foot

Joy left/right: Moves man along the terrain.

Joy up: Player kicks at an object to activate it.

Flight Mode

Joystick: Controls Ship up/down/left/right

Esc: Get out of ship when landed.

Return: Change between Bomber/Walker mode when driving a Grub.

Space: Selects Weapons

Fire: Fires current weapon.

?: Drops flare (if carried).

P: Drops Parachute mine (if carried).

F: Drops marker flag.

N: Drops Para Nuke (if carried).

T: Requests Tank (costs 2000 Pts).

M: Requests Men (cost 500 pts each).

Ctrl-Q: Surrenders current pilot..

TAB: Pause game.

The Sub Missions

Your main mission in each city is to destroy the enemy base or spaceship. Bases are destroyed by blowing up the doors to the left and the area around them. Each level also has a sub-mission for extra bonus points. There are three basic missions in Yomo:

1 Rescue Hostages: They must be picked up in your ship and ferried back to your base.

2 Recover Ship: The recovered ship must be landed to the right of your base.

3 Capture Bonus Item: The bonus must be kept until the end of the level.

When you think you have finished a level, land at your base, get out of your ship and walk over to one of the doors at your HQ. Give it a swift kick. If you have completed the mission you will be rewarded with any bonus points you managed to earn, and then you will be briefed for the next mission.

After every third level there is an end of level Guardian. To reach this level you must have completed at least **two** of the three sub-missions. Failure to do this results in you being transferred back three sub missions.

Skate Tribe

John Wood shows us how scrolling can be so easily effective with this excellently-styled game. The detailed graphics show a truly professional finish. Chris Guards comprehensive music also adds to the atmosphere of Skate Tribe. This was another Games Writer entry and I'm sure you'll appreciate its publication.

Scenario

Communication between your home town and the supply post has been cut. Only you, Apache Joe, have the skill and bravery to negotiate the hazards before you. You must save your people by reaching the supply post. The Skate Tribe pray for you, as you start your quest. Good luck!

Playing Skate Tribe

You begin your race at Wood Green, hidden home of the Skate Tribe. At this stage, you have a basic deck, equipped with ordinary wheels and trucks.

The game consists of nine levels and completing each one will result in two prizes being awarded for use on the next level. Each prize will affect the way your skateboard responds. Bonuses are available on some of the levels, but going for them usually makes the run more difficult. Points are awarded for how many feet you travel, but will only be added to your score if you reach the end of the level. Also, each time you lose a life, a large sum will be deducted from your score.

Prizes

Turbo Wheels: These were devised for use on long, non-winding routes and, once activated, will generate their own energy to reach speeds of up to 80mph. At these speeds, avoiding obstacles can be difficult, but the saving on your energy will be huge.

High-tensile base plates: Made of the toughest metals, these will absorb shocks and pressures of the toughest rides without affecting speed.

Reinforced Canadian mutant maple board: This board is so strong that once the layers are bound together, their molecular structure makes splitting impossible. The board is especially useful for high speed flips or rides over rugged ground that would break an ordinary board.

Electrostatic power glide rails: An unusual variation on the finger-rail, fitting the rails allows magnetic induction of electricity from close contact with any metal. By using this method, rail slides take on a new meaning.

Airboard: Allows you to surf on the wind.

Hydrobomb: A package that is fitted to the bottom of your Airboard, which gathers moisture from the atmosphere, building up into a packet that can be launched to destroy some high-flying mutants.

Grind-X trucks: Used only on very rough ground, to allow steering at a considerable speed, though they take time to respond, the spring mechanism increases the turning factor considerably.

The levels

Woodgreen: a dangerous barricaded road for your basic board. Collect floating money from the last missing convoy for bonus.

Trojan Gate Bridge: Equipped now with turbo wheels and strong trucks you can keep ahead of the Trojans—but be careful of the bombs. The best tactic is to stay in the centre, and weave in and out

of the fastest-moving bombs.

Transit bridge: Once the only way to get traffic to the trading post, but now riddled with holes. Your new trucks make control easier and a flexible board means you can leap to the opposite track as a gap approaches.

Railroad: A good time to practice your balance for the world's longest rail slide. Keep the wheel indicators lined up as they will tend to overbalance. If there is a break in the track you must leap to the other side.

Cosmopolis of chaos: Steer and jump over the cars, but be careful as you will not get much warning.

Sky surf: A new Airboard fitted with a hydrobomb should reap you a hefty bonus for destroying the segments of the first snake. The longer you hold the joystick the faster you will move in that direction. Pressing fire will launch your bomb, which will follow your current trajectory.

Docking: Railglide on the back of the cruiser and avoid the second snake when it lunges. You can only move left or right, but the longer you hold the joystick, the faster you will move in your chosen direction. This second snake will be very cunning and is pretty big!

Beachcomber: The beach upto the town is now a complete mess. Normally, skating would be out of the question, but by using X-trucks with a flexible board you can just about manage it, though reactions will be impaired. The bikers home in towards you, so look ahead.

Streetwise: A huge street party before the trading post. This is really a bonus level to collect the coins – but watch where you land, as a mistake here could ruin your chances of the mega bonus.

Mouthtrap

This was the first game sent to us soon after STOS had been released. The simple gameplay makes it appealing to all ages and it certainly shows many strengths of the STOS programming language. The author Darren Ithell has written other games including *Pukadu* and *Space monsters* – he also wrote STOS Squasher with Bobby Earl.

Scenario

The biggest mouth in the land has been let loose in one of the largest food stores on earth. Crazy and hungry for food you must chomp your way through 100 levels of gut-filling fun. Your huge chompers however, are susceptible to germs and must steer clear of them, otherwise they will decay a set of your teeth. So get ready to stuff your face with good foods like bananas, oranges, pizzas and burgers!

Game options

When Mouthtrap has loaded, press the joystick button to pass by the main title screen. You will now be presented with a brief list of playing instructions. Watch this until it starts to repeat, then press **1** for a single player game or **2** for two players. A level selection screen will now appear which allows you to skip early levels that you may have already mastered and attempt the more difficult screens. For now, just select level 1, 'EASY'.

Playing Mouthtrap

After selecting a level the display will change to the main playing screen. The fruits on the screen (cherries on level 1) must all be consumed by your chomping teeth. The joystick controls the teeth and pressing fire increases the speed at which they move. By moving over any object, your mouth will attempt to gulp it down, be it food, germ or even a joystick! When all the food has been scoffed you will be moved up to the next level where more culinary delights await.

The playing area is bordered by brickwork and the top area displays various information about your progress.

Scoring

The score for both players is situated in the top left of the screen. You can score points in numerous ways:

Food: The points awarded for eating food depends on the type of food you eat. Ranging from 20 points for a cherry to 8000 points for a slice of gâteau.

X2: When you eat this object it will double the points awarded for eating any further food during the current level. If you eat another one then food points will be increased by four times and eating another increases it to eight times!

At the end of every fifth level you will enter a **Bonus** stage. You cannot be killed here but the more food you eat the more points will be awarded.

A race against time!

At the top right of the screen are three displays – the amount of mouths left, the timer and the current level.

The number of mouths left is represented by a row of teeth. When all the teeth are gone your game is over.

The time remaining after completing a level will be added to your score. If the level is not completed before the timer reaches zero then you will lose a mouth. A clock object sometimes appears, and, if eaten it will set the time back to its start value.

Gaining an EXTRA set of teeth

During play you will notice apples appearing within the playing area. Eating an apple will trigger off one of the EXTRA apples at the top of the screen. This apple will fly around the screen and eventually return back to its original position. You must therefore gobble it up quickly before it escapes you. You must eat all five apples to obtain an EXTRA mouth – notice the pointer above the apples, it moves across them from left to right and back again. When you trigger off an EXTRA apple, only the one below the pointer will be released, if it has already been chomped then no apple is released. Watch out for bad apples! Brown and nasty, they cause any previously eaten EXTRA apples to be reset.

Killing the Germs!

The nasty germs that can cause you severe gum disease, can be obliterated. When a tooth brush appears on the screen, go over and eat it – you will then transform into a mega-sized pair of nashers. Now you can chew those Germs up without them affecting you

But beware, you will return to your normal size after a few seconds. If you chomp all the nasties you'll be moved onto the next level without having to clear up the remaining food.

Special objects

Joystick: Eating a joystick will slow down your mouth but gives you more control over the way it works. This is useful in early levels but can be too slow for the higher screens.

POW: Chomp this and all the Germs freeze in their current position, making it easy for you to gobble up all the food. If a Germ is stuck over some food you'll have to wait until the POW effect wears off.

Ice: Teeth on Ice! Avoid the blue ice which appears on higher levels, otherwise you'll end up careering into a nasty germ.

Skull & Cross bones: A sign of danger! Don't go over this otherwise the dentist will have to pull 'em all out.

Arrow Up: Chew on this and you'll be transported up to the next level

Arrow Down: Takes you back a screen. This is perhaps useful if you are in a difficult position during a level.

?: A bonus points object. Scoff this and you'll receive a random amount of points between 1000 and 8000.

STAR: A mega 8000 points is awarded for gobbling this up

The Flip disc

Because STOS was used to write these games we felt that the programming knowledge should be available to you. We have therefore saved the STOS Basic listings to the B side of each disc. If you have a double sided drive then you can run the **FLIP.PRG** file. When run, the program alters the disc, so make sure the write protect tab is off. A new directory should appear allowing you to access the .BAS files. There is another flip disc program on side B to allow you to return to the original side.

If your system only has a single sided drive then send the token on page 10, plus a cheque for £2 payable to Mandarin Software, and you will receive a single-sided disc containing the four listings. Send to Customer Services, Mandarin Software, Europa House, Adlington Park, Adlington, Macclesfield, Cheshire, SK10 5NP.

Backing up the discs

To fit all the games onto two discs we've had to use a special 400k format. Therefore you cannot back the discs up using the normal Gem disc duplication. If you don't own a special format utility like PROCOPY then use the following procedure. Although slow, it will allow some form of security back-up.

- Format a new disc.
- Using Gem, *drag* one of the game folders over to the blank disc.
- Copy across the relevant PRG file from the root directory.
- Copy across the AUTO folder

You will now have a back-up of one of the games. Do the same with the other three and store them away for security.

If your master discs do corrupt, we will be pleased to update them for you.

Can you do better?

Can you write games as good as these – or better? If so, we'd like to hear from you. You will receive a royalty for every copy sold and your game will be distributed worldwide (France, Germany, America – even Australia). Write to: Richard Vanner, Software Projects Manager, Mandarin Software, Adlington Park, Adlington, Macclesfield, SK10 4NP.

Do you enjoy the games on this compendium? If so let us know – we would love to hear your comments.

STOS Squasher

All the games in this compilation were compacted using an exciting new utility called STOS Squasher by Bobby Earl – and we've included it on Disc One. For example YOMO.PRG was compacted from 204k right down to 80K!

To use the STOS Squasher within your own STOS Basic programs, you must first install it onto your STOS Language disc:

- Load STOS Basic up.
- Insert the disc containing Mouthtrap and Skate Tribe into drive A.
- Load and run INSTALL.BAS – found in the root directory.

```
load "install.bas"
run
```

- Follow the on screen prompts.
- Re-boot STOS so that the extension loads up and installs itself

If you have a Compiler disc then install the relevant extension as well.

Your STOS Basic now has the ability to squash & unsquash any type of file. The commands in the new extension are as follows:

SQUASH (*Squashes an area of memory*)

size=SQUASH (bank,length)

bank = address where data is stored. A bank number can be given (1–15) otherwise a memory address is assumed.

length = specifies the size of the data to squash. *size* = this will equal the new compact size of the squashed data

This command will squash any data of any size (within reason) and store the smaller, squashed file over the original.

An important fact to understand is that the time taken to squash data is usually very long. This is because the squasher examines the data in many ways before deciding on the best method of compaction. Expect to wait around one minute per 10k, but don't be surprised if it takes longer.

Example:

Assuming the following program has a screen in bank 10 then the procedure for packing that screen is as follows:

```
10 rem Load in STOS picture and squash it
20 reserve as screen 10
30 load "STOSPIC.PI1",10
35 print "Please wait squashing picture..."
40 l=squash(10,length(10))
50 rem Now Save the packed screen
60 bsave "title.pac",start(10) to start(10)+1
```

Program Breakdown:

Line 20 reserves bank 10 as a screen. The STOS title screen from the Language disc is loaded into the reserved screen at line 30. The squash command, compacts the loaded screen at line 40. Line 60 binary saves the squashed data out to the disc.

UNSQUASH (*Unsquash data to its original size*)

UNSQUASH bank, length.

bank = the address where the compacted data resides

length = the length of the compacted data

Data squashed by the previous command or by the squasher program can be unsquashed with this command. The unsquashing process will overwrite the squashed data as it expands the original, thus saving the storage of both sets of data. The following example loads in a compacted picture, unsquashes it and displays it to the screen. Add the following lines to the above program to see the squashed file uncompacted.

Example:

```
70 mode 0
80 bload "title.pac",start(10)
90 unsquash 10,l
100 get palette (10)
110 screen copy 10 to physic
```

Program breakdown:

Line 70 sets up the correct mode for displaying the picture.

On line 80 the program loads the compacted file into bank 10.

The unsquashing process is at line 90. Here the squasher is told where the compacted data is and how large it is.

Lines 100 and 110 simply set the colour palette and display the unsquashed picture.

Note the .PAC extension for the squashed file, this is simply to help distinguish packed files from normal ones.

It's also important to understand how STOS normally handles the various file formats. If you were to compact a Neochrome picture and try to unsquash it into a memory bank, you'd find that the data was not as you'd expected. This is because STOS cannot understand a Neochrome screen within a bank. It knows how to load one, but converts it into a special screen format so that all screens are treated the same. You are therefore advised to compact data when it is in a bank,

not when it is saved as an MBK file or any other format like .NEO or .PI1 etc.

Squashing PRG files

On the same disc is a STOS squasher program (SQUASH.PRG). Load this file up from the Gem Desktop by simply double clicking on it. When loaded it allows you to squash any type of file including PRG files, the difference being that PRG files have a special header tagged onto them. This allows them to be loaded by the Atari and then control is passed to the header which unsquashes the main part of the file.

Join the Club!

If you're still not a member of the club we certainly advise you to join. The club has a wide range of STOS related Public Domain discs and the Newsletters are packed with articles, listings and Help about STOS. Hints and tips on these four games will also appear in the Newsletters and even the cheat modes! Here is a reminder of the CLUB address:

STOS Club, 1 Lower Moor, Whiddon Valley, Barnstaple, North Devon, EX32 8NW.

In addition, because of the success of STOS, many magazines are starting STOS columns as they realise its true potential (New Atari User, ST User and ST Format).



