

AMSTRAD FIXE

A NEWSFIELD PUBLICATION
No.7 May 1986

£1

MONTHLY SOFTWARE REVIEW FOR THE
AMSTRAD COMPUTERS

OF HEROES AND MONSTERS...

INFOCOM Interviewed

Journey back in time to Castle Avars
and help Ivvar, and The Edge, save

FAIRLIGHT



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SHADOWFIRE MOONCRESTA
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HOLLYWOOD

Prizes

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COMBAT LYNX



COMBAT LYNX (Air-to-ground Battle Simulation)

Speccan 48k £10.95
Commodore 64 £10.95
Amstrad 486 £11.95 £11.95
MS-DOS version £10.95

Combat Lynx is both simulation and shoot-'em-up games in one. The 3D effect created by using contour line graphics tends to give it a more tactical feel, so more like a simulation, but on the other hand there are lots of auto and enemy helicopters whizzing around and ground forces shooting at you while you use the game's six diverse, manoeuvrable modes. Once you get the hang of coping with everything, it's possible to play a game of high strategy which involves not only upgrade skills for those of forward planning. For people who enjoy strategy type games, Combat Lynx should provide hours of fun, while for those who prefer something instant and fun - choose still level 1 and hang onto your helmet! Certainly the graphics are most impressive, with a few absolute problems when objects are about to become visible, but these are minor in what is otherwise an engaging and challenging game.



TURBO ESPRIT (3D Simulation Car Chase)

Speccan 48k £10.95
Commodore 64 £10.95
Amstrad 486 £11.95 £11.95

You are a special agent equipped with a Lotus Turbo Esprit. An unseen, national ring of drug smugglers are about to make a huge delivery of heroin, and must be stopped at all costs. The drugs are stored in a number of houses in the city, and will be taken by cars to an airport car park where the delivery will be awaiting. As told on the car before completion of the delivery you will know some of the drugs in simulation. Simulate a race on any of the houses around about them to reach speed's activities. You must therefore try and pull off the job, not by and before they make their drop, and then try to trap the car before it escapes. The driving can well be back-to-back, full throttle - to watch out!

(Developed with the support of Lotus Cars Ltd)

turbo esprit





CRITICAL MASS (Arcade)

Spectrum 486 £19.95
Commodore 64 £19.95
Amiga 484/57.28 £19.95

An outlying station of the Terra Federation has set up an advanced anti-matter defence system as a virtually protected resource to supply the local planetary settlements. Unfortunately the alien forces has successfully overpowered the station's defences and the aliens are now threatening to self-destruct the power plant unless the colonists offer an unsinkable warship. The war ship which has been built effectively turn the power plant into a massive missile that is aimed right for the alien planetary system along with a number of highly stars. An unbeatable warship offers an equally terrible prospect. Your mission is to minimise the alien position and disable the anti-matter plant before the alien arrives (30-60, 60-90).

"This is the best... The graphics and playability of this game is superb. It's worth the money."



SABOTEUR (Martial Arts Arcade Adventure)

Spectrum 486 £19.95
Amiga 484/57.28 £19.95
Commodore 64 £19.95

You are a highly skilled mercenary trained in the martial arts. You are employed to infiltrate several secret buildings which are equipped with weapons. You must steal a disk that contains the names of all the rebel leaders before its information is sent to the ruling security system. You are taking regular check-ups, both in games and in the real world. You must enter the buildings, find the secret, make a plan, and then only be able to leave by the backdoor and escape. This will have a lot of your body around the real world, making use of the guards, even weapon supplies in your struggle through the building.

"Saboteur is without a doubt one of the best arcade games I've seen for a long time and a welcome departure from the plethora of licensed and unlicensed games that the industry is suffering from lately. Recommended."



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AMSTRAD

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COMPUTER

CRASH

WORLD



... innovative mix of ideas and excellent graphics

Variety is certainly the key word in this highly unusual game which has surely gone far beyond what anyone ever expected.

... a beautiful program, an adventure of great imagination, with some superb programming techniques

It's nice to see a game that can match the quality and the style of the group.
- action and strategy - and there are a number of slick touches that will keep you on your toes.

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AMTIX

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A MONTHLY PUBLICATION

Owned by Oliver Gray

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CSS are offering artists art worth over £150, plus some copies of CYBORG 2

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Artists want you to think of a present for a constantly ill dragon, the winner gets a day, drive and three copies of THE DRAGON for the rest us, but still fairly lucky runners up

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Insomniac have 50 MICROCRESTA packages to give away, containing T-shirts and posters. Check it out!

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Mono Power, the Tardis and Doctor Who would like to take you to the BBC to watch an episode of the TV series being made — all you have to do is win this competition

76 WIN A £1,000 RACING KART WITH HANDED

This super competition has two £1,000 vouchers up for grabs for you to sit yourself out with a DP Racing Kart, plus some help from expert Tony Parnell

92 ARTIST DOUBLE WIN COMP

These two are free up to you! With a Parnell 10 speed racing bike, a flat a year bag, or make for our Joyce or Dick competition

The next issue of AMTIX is going to take from the 15th May, the day to deadline at your local newspaper.

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POST MORTEM ON MANCHESTER SHOW ...

Many thousands of people attended the first two-day Amstrad Computer Show at Manchester and many of them must have gone away disappointed that so few software companies bothered to attend. A few did make the effort and for that a pat on the back goes to **Design Design**, **Mind-Gen**, and **Insolitus**. To the rest, really, must go a

reprimand because they appear only too content to sit back in their ivory towers. They must remember that, without the support of Amstrad owners who buy their games, they would be out of business. They must make the effort to have a presence at future shows. At the end of the day it's in their own interest to do so!

... MORE SPACE AND DAYS FOR NEXT ONE

The ever growing ownership of Amstrad computers in Britain is much in evidence and the most recent pointer is the fact the organisers of the computer shows have had to change the dates for the next event, at the Festival in London and also extend it to a three day exhibition instead of the original idea of a two day one. Originally the event was planned for May 30 and June 1 but now it will be taking place on Friday, June 12, Saturday, June 14, and Sunday, June 15.

A spokesman for the organising company said there

had been an "overwhelming demand" from would-be exhibitors and as a result the available floor space was being doubled with two floors at the Hammersmith Hotel being given over to exhibitors. At the same time it was planned to hold a series of talks on future for the first time. The idea is to enable visitors to listen to and

talk to some of the United Kingdom's leading experts on the Amstrad.

"Hopefully this time we shall not find ourselves with the situation where we have to turn leading companies away because of going over budget," he said and for stands which the boom in products for the Amstrad. More and more hardware and software houses are giving up established lines and moving into the Amstrad market which they see as an ever-growing source of their future profits.

LETTER FROM AMSTRAD

Amstrad Customer Services Department have sent us a letter following an article in our March issue from Ian Williams of Williams Library, Pears, concerning the **Amstrad game Amstrad** which ran last on the 664. He asked for advice on changes he could make to get the game to play. The letter from a software engineer suggests an should modify line 6600 from 8000 Poles & 8000 S to 8000 Poles & 8000 S. Poles & 8000 S (S20) (Poles & 8000, Poles & S4). That should do the trick!

The engineer says the modification will be included in future production runs so the game will run on all machines. Explaining the fault he said it caused 4 patches (the interrupt vector) when it replaces it, does not put back what was originally there, but instead puts back a value that was found by inspection when the program was originally written (on a CPC 464). He adds this is one of the classic reasons for software incompatibility and also admits another of their games, **Mono-Mon** is also incompatible with the V1.1 machine.

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SETTING THE RECORD STRAIGHT

GEO Communications have written to AMTIX with reference to an advertisement by **Madren House** making reference to them and to an "approval" for use with Amstrad Telecommunications Systems. The company asks to be allowed to put it on record that the "major range of modems referred to in the advertisement are not GEO products and they object to the use of the 'approval statement' and by their name being used in conjunction with Amstrad modems.

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THE MONTHLY SOFTWARE STAR FOR YOUR US GOLD CALENDAR



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Spectrum 48K/128K £9.95

Rev up your engine and take to the skies to save your country. Hunt down the enemy and build up your log of kills as you rise through the ranks to the elite of the RAF.

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Thank this woman! The results of this interesting investigation before me, I am sure, have brought your letter home as a little bit of comfort to you and I suppose to be a cause for your interest. I don't believe that you are wrong. I understand it and all the interesting magazines. So far I have been able to find out that I have been in your mind and am a very happy member. I will be sure to keep the names of the magazines in your mind. I will be sure to keep the names of the magazines in your mind. I will be sure to keep the names of the magazines in your mind.

Florida's 10th U.S. District Court judge, James H. Smith, is concerned that a federal appeals court in Washington will find that the state's current rules of admissibility are not well-tailored to the state's criminal justice system. He wants the federal court to allow the state to use the testimony of the victim's family members in the trial of a defendant charged with the murder of a child. Smith is presiding over the trial of a defendant charged with the murder of a child. Smith is presiding over the trial of a defendant charged with the murder of a child.

14-year-old son, Matt, was diagnosed with autism in preschool with the caveat — it was not his fault. He was intelligent and had a good vocabulary and logic.

[illegible]

Point 4: As for parentheses and colons, for example Part 8a. Confusing, inconsistent etc. Part 10 over-emphasizes thought of as important positive writing for a listing? I'd want to avoid too much listing as that there be is an writing weakness!!

Figure 1: Pay Me Monday I haven't got time to work but if you send it in a jiffy I might even review it for you and send the results to adam@i.com! All the sales publicity, and advertising should work wonders for the sales.

[illegible]

Think, right? Shows if you have
would take the "Golden Handcuffs"
I think revolution will really go
forward.

IS THERE A FINE IN FILTER?

Change Address

I would like to know if the famous subject line having a tag still is true? Is also true they have been withdrawn from shops and people are being asked to return their garments to the shop where it was purchased? I was told this by two friends but when I asked someone else for solid facts, with

know I do not know what to believe and I intend to try if I can get you asking me to tell the

Also, can you send me a list of games that can be played through AMTIC and tell me how long it takes for the software to be dispatched? Most shops around here do not stock many games and when you ask for one which is not in stock it can take up to two months to get.

Melvin Harrison, Milton 
Milton

Yes, the offering is true, but it has never been verified. All members can be brought through **EMTEX** mail-order — just take your correspondence and **Acute** **Aggie** will do her best to comply.

WHERE IS THE MYSTERIOUS FANT?

Game RAM: 100
Last Christmas I bought a copy of that great game, The 4th Deadly Sin, which I think is one of the best games for the Amstrad for ages, but reading this feature in issue 10 of RAM:100 I found out that my game has one important missing item, so I wondered whether I could do something about it.

David Smith, Llanharmon,

Candy, sounds terrific. Haven't
seen thought, had a real hard
and very famous personality
Robin Candy to replace. Take a
week. But...



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"The most outstanding feature is that even someone with no programming knowledge can produce a high quality game"

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J. Am. Tour. Assoc. 1999, 67, 327

ON-THE-SPOT



NEW ADVERTISING AND SPONSORING PLANTS TO WATCH

[illegible]

As I am sure you would, I brought a small expeditionary party from my 100-acre estate with nothing more than a gun. This was a

I think a **MSDN** interface is being produced at this very moment in time. If you want patiently I'll meet you. We'll inform members of the fully-decent news pages, services, or via a review in good time.

PUT ANSWERS ON
REFORM TO PAGE:

1999

First of all why don't you put the answers in the results page? That would save me looking down the winners list if you got the answers wrong. I actually got your reversal down quicker. Another Junior because the language evolved. My grandparents in their Christmas special. You reversed it in March I know that Ludlow is supposed to be a sleepy village but three months before?

Well at least you haven't got that stupid shirt! The best thing could you please say hello to the mighty president of ASOC (Abstract Society of Oceans Clubs), give me and David Shaddings. We don't have any club meetings any, we just do it

to answer TODAY if we got enough hair! HUGGS! (we didn't let him join). This wasn't quite better of the month because it doesn't tell you what a brilliant man you are and it isn't very enough. No farewell. Goodbye and other such phrases.

Justin Miano (additional material by FL4SH the cat).
Shirley, Site of World.

We can only review games in and when we receive them. Perhaps Imagine should receive a postcard every time for not sending the game to us sooner. Also, take into account the difference in publication dates — I suspect we wouldn't get things first, and reviewers may get things first. Most of the games need an overhaul, but where is it available, we'll try and get some returns to go it, okay?

THE MIND IS ABOVE ME

1. *Journal of Management Education* 20(1): 1-10

It would be interesting to know how many Quill Adventure Systems have been bought, which are not gathering dust. I bought mine as a birthday present and try as I may I cannot make paper or call off my dog (the first two of the instruction booklet).

Reviews in magazines on the Quix have failed to indicate to the buying public that the system requires more computer knowledge than the average person possesses. Even if one is successful in completing the model adventure given as an example, there is little hope of writing an original adventure for one's old friends at the game.

Many parents should point out the pitfalls and hazards of such systems as few of us can afford to be lulled to sleep.

PROBLEMS AND GROWING TIME

[illegible][illegible]

In fact, you are wrong about Putin's goal — there are, and always have been — two impulses motivating him, one that he sees a minor Russian noble rebuffed against the German emperor, the other that he is a naive peasant.

Yes, it is true that specialists are for more of a pain than a cure, especially in industrial problems or the most common words like "YOU" or "YOUR." Money is wasted almost no amount of money, just as it is in the case of a word. But with some of the words a month (usually) input cost a cost and a word (which) there are going to be errors — just look at your daily newspaper! **OK!**

LOSE ANY
COMPETITIONS, PLEASE

 Springer

I have a complaint to make (about, however) about your magazine. It contains fine compositions you do - they're great especially the poems, but why are so many 10-20 with an 18-second for topics like Richard Brautspil? Why must I but see your name in a contest

For example, in January's magazine, only one correspondent had nothing to do with drinking. Oh, by the way, your magazine is good if you told you don't get anything printed unless you wrote a letter, although I did read several others as well (oh dear — now I will never be better of the month).

**Richard Caschman, 88 Ave.
Carmichael**

Our competition analysis is an early test to identify character and reveals its needs only when for the competitors. The editor intends to try and share his analysis with competitors on the

**ARE YOUR OFFERS
AVAILABLE IN 2002?**

I would be willing to pay the entire shilling as our political is worth less than yours. I have no more demand cases in Ireland (although I have a small number of cases in Scotland).

James Walsh, Douglas, County Cook, Ireland

We don't actually run a clinic on earth, I mean, but our office is available to those living in L.A. — it's just that the prices are different because of the currency and things like that. We had a party with some people in that house and it was like in that period (payments in £ sterling).
(L.A.)



In fact, we have never convinced Mr. Hagel that ideas are central to the American culture. **EMERSON** was lauded. However, countless thousands of *Quill* readers on several continents, have been happily using the system for almost 500 years. Our very own **Major Kane** has written two books on the subject of *Quill* and its use, and he says the instructions are reasonably clear. He also states that any specialized knowledge of computing is unnecessary with the ease-of-use of the "Hagel", and even here is a spot of typical thinking will not harm us as well as it can.

most active parents like your speed
will have more of a chance.
Average active time is just about
equal. Not too
013

That's it for this month. If you have anything to say to the On The Spot Team (a, most of all), write to On The Spot/ARTIST MAGAZINE, PO BOX 10, LUCKY, OH 44036-0010. 519-709-1000.

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with you

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**ZZAP
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NOMAD

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Why out in deep space lies the centre of an intergalactic criminal network. The case is situated on the main road called Tarsus. Also to be found on this asteroid is a Mr Cyrus T. Gross who, the tale goes to great lengths to explain, is not really a very nice chaplain. As well as being a pretty nasty man Mr Gross is also in charge of this criminal network. He rules with an iron fist, crushing all in his way and subjecting his poor subjects to a life of servitude. Mr Gross never got to

where he is today by being nice to anybody in fact he's been pretty bad to people — his is a catalogue of crimes including such crimes as arson, murder, gun running and photo-mechanic destruction of all who are weaker than himself — the federal police decide it's about time someone or something should put a stop to his antics.

Now it has already been mentioned that Mr Gross is not an easy person to capture so the governments of the free worlds

decide to hire the organisation called Nemesis, a hardened space battalion of mercenaries. Between themselves, these three combine a plan to send in NOMAD, Nemesis Organisation Mobile Anti-Gang (Not to be taken as Mr Gross once and for all. Naturally this is the one chosen to guide NOMAD through the intergalactic corridors.

For a hard-boiled Mr Gross has protected himself pretty well with lots and lots of weapons.



sons to destroy intruders such as yourself. Guiding NOMAD, it is up to you to make your way through the city from the dunes to the Great Square deep in the centre of the complex. NOMAD is equipped with twin railguns (blasters and twin thrusters for maximum speed and fire power).

On starting the game you are presented with three levels and a view of your ship amongst the surroundings of a graphical



view. Along the right hand side of the screen appears your score. The main itself is full of assorted enemies which are situated within the walls of the maze. These fire periodically and always in the same direction so it's possible to judge when it's safe to make your way to the next. Should you at any time die then you start your next life a few screens from the one in which you died.

CRITICISM

1 Great, this is a really neat shoot 'em up. Nomad manages to be both play able and addictive and generally excellent. My only disappointment was the sound which could have been improved upon by quite a bit but, with that said the game is extremely good, managing to be pitched at just the right difficulty level making it a joy to play. Overall Nomad is a first class game from Ocean, it more than makes up for the disappointment of Rumble, if you enjoy shoot 'em ups then get this.

2 When I first loaded this I thought 'Oh no not another shoot 'em up! but I couldn't have been more wrong. For a start the graphics are terrific — in fact they are some of the best around, colour has been used to the full, leaving only some Virgin games looking

better. Sadly the movement of your ship is a bit jerky but otherwise everything is fine. The playing content is wonderful with the screens getting progressively harder, which means that the earlier ones are designed to be easy to overcome, getting you well into the game. Sonically Nomad is a bit disappointing, limited to just eight FX here and there and it would have welcomed some nice tunes, but this doesn't stop it being a wonderful game and a blessing for us shoot 'em up fans.

3 Not being a particular fan of shoot 'em ups I loaded Nomad with some hope. Surprisingly the game is fun. I can't say I'm loving it, but I can't say I'm hating it either. The programmers have managed to use the Amstrad's colour capabilities to the full it is a shame that the game looks so good but doesn't really flow. I couldn't find any bonus weapons and it's limited in the usual complement of things that come as standard with shoot 'em ups. Nomad is extremely playable however, for I have to confess that I became bored of it after a while as it was there seemed to be no real variation in the game to make it worthwhile. Personally I prefer games with more depth for them but I can

appreciate why the other reviewers love Nomad, and if you're a shoot 'em up fan, then I would recommend it, otherwise try and buy something with more of a game in it.

Presentation 86%

Ocean's usual slick presentation.

Graphics 93%

Colourful, detailed graphics only marred by the slight softness of the ship's movement.

Sound 66%

Limited spot FX, a bit disappointing.

Playability 94%

Instantly playable.

Addictive qualities 89%

You just want to come back for more.

Value for money 91%

Slightly expensive but nevertheless excellent.

Overall 90%

Ocean have come up with another first class product.



FAIRLIGHT

The Edge, £9.95 cover



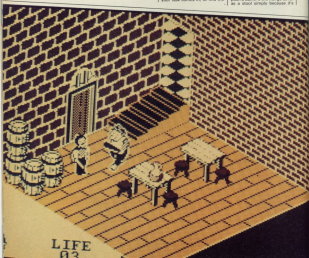
Along time ago is a land far far away the place known only as Fairlight was a happy place. People would go about their business without a care in the world. Early today all that has changed. No longer does the sun shine on the Castle Awaits. The decline of Fairlight was attributed to a succession of particularly bad rulers. Slowly through the years the Castle became the stuff out of which legends were made.

Then one day the happy go lucky town decided to take a stroll through Ogn's Wood, greatly alarmed since the

amount of people who enter the wood is significantly larger than the number who leave it. Unfortunately for Ogn he is captured by Ogn and taken to his cave here, when he eventually returned consciousness, he was greeted by an old man. This old man led him out of danger and to the Castle Awaits. Here a mysterious door opened and he found himself inside the castle. The old man then disappeared but before dematerialising he explained he was the King Ogn's wizard, imprisoned in the castle for thousands of years. As for, this is where your task comes in, to find the

Book of Light and free the Magician from his bondage only then will you be allowed to walk free from this castle.

At the start of the game you are equipped with just a sword to defend yourself against the castle's guards which still patrol the corridors thanks to some devilry. Also protecting the castle are other more sinister creatures. The world into which you have been thrust is represented in true 3D. The difference between this and other 3D games is that the objects scattered around the castle behave as they would in real life. For instance if you push a barrel it will not go as far as a steel sphere because it's



heavier, faster processors for pockets in which to drop objects but sometimes you are only able to carry less because their combined weight may not permit level to pick up anything else.

The flow of the castle is littered with many objects the purposes of which may not be immediately apparent but suffice to say that the problems have logical solutions especially if you remember that some objects are possessed of magical powers. When level activates on his mission he has 99 life points which gradually decrease as you bump him into the guards etc. of course food boosts your energy.

Each location in the castle grounds is played out to with a little practice it is easy to tell

Not too many people will see this screen! Level finally meets the Wizard



where you are but with that said *Fairlight* is far from easy to wrap.

CRITICISM

1 *Fairlight* was one of the best games in 1989 for the Spectrum, now it has finally appeared on the Amstrad in a much improved form, will it achieve the same critical success though? After a couple of hours playing *Fairlight* I can safely say that it is one of the best Amstrad adventures to grace the Amstrad. In fact words fail to describe its excellence. My only valid gripe is that it tends to slow down when there are quite a few things on screen. The graphics are good and coupled with the delightful cut-out it is a joy to look at. Overall I can recommend *Fairlight*, definitely one of the best games around.

2 Of course the first thing that strikes you about *Fairlight* is the superb graphics and colourful backgrounds. But there is more to it than just a pretty game — there is also great playability and

amazing activities. Once you are never far away from the next door when you die. I loved *Fairlight* and found it relatively fast considering they're shifting around tons of memory along with the superb animation of the little detailed figures, the words and people that look like real cut-outs from Canada. The feeling that *Fairlight* gives you is one of a cozy place from the past and it sets the scene beautifully with a very calm melody at the start of every game. *Fairlight* is certainly one for the adventure freaks but whether your average player or up person will like it is another matter completely.

3 I've never seen *Fairlight* on a micro computer but made up playing it for the first time on the Amstrad was a whole new experience for me. The graphics are superb, in fact as far as 3D goes these are the best. The animation of the guards and other characters is excellent. *Fairlight* is full of new but subtle touches that make for an excellent game — for once, when the way the guards materialize before your eyes is marvelous. As to the game itself I found it a bit too slow moving for the battles but an interesting and solving a few puzzles. I must admit that it is a really great game. The biggest let down is probably the sound, it doesn't do the game justice at all. *Fairlight* is one of those games that you either love or hate but I think for the most of us it is the former.

Presentation 92%

Great instructions and great packaging.

Graphics 96%

Detailed graphics which make good use of the Amstrad's palette.

Sound 79%

Nice tune on the menu screen. The game features adequate sound effects.

Playability 90%

Going around beating up the guards is fun but more getting into the story itself.

Addictive qualities 95%

Once you're hooked you will find plenty to keep you playing.

Value for money 91%

At £19.95 maybe a touch expensive but worth it.

Overall 96%

Don't miss out on this first rate game.



2112 AD



Design Design, \$7.99
case, \$14.95 disk

CRITICISM

1

2112 AD contains some brilliant graphics with all manner of effects possible. The camera around the attack, however, is very slow and I lost the direction from the game a great deal. 2112 Admittedly it falls under the category of old and somewhat dated but it is one of the best of the genre. The game contains a few bugs but none that are serious. The game is a good one and I would recommend it to all who are into the genre of the game. The game contains a few bugs but none that are serious. The game is a good one and I would recommend it to all who are into the genre of the game.

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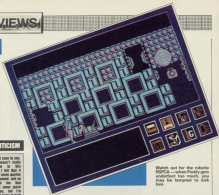
2

AD 2112 is an unusual icon-driven strategy game. Design Design has decided to make it achieved by the use of icons that to be fair, it is one of the most interesting games I have seen. Design Design put out in a long time and it provides a reasonable and different challenge. The game is very good but in the end the game is lost due to poor playability. Unfortunately they have lost the art of 2112 AD. The game is a good one and I would recommend it to all who are into the genre of the game.

3

2112 AD is a great strategy game. It's a bit old and the graphics are a bit dated. The game is a good one and I would recommend it to all who are into the genre of the game. The game contains a few bugs but none that are serious. The game is a good one and I would recommend it to all who are into the genre of the game.

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Watch out for the robotic BOPCA—when Poddy gets underneath too much, you may be tempted to kick him.

In this wonderful new life as we know it is pretty different. Look at London in this bright new age — gone are the pigeons, people, taxis and tourists. It's all become one massive computer complex which controls the rest of the British Isles. It's all pity and fun for the people who populate these few Isles because robots do all the manual work. Anyway this is fun and some rough hackers break into the London computer and fiddle with it. Suddenly the computer turns into an evil, malicious operation and reprograms its robots to go on the rampage.

Luckily there is a hacker who has volunteered to enter the massive complex of the London computer, locate all lost pieces of the Switching Code and insert them in the correct places — yes, YOU. A tough job this one, but you have a faithful robotic friend called Poddy to help you complete the mission.

The game is icon-driven, the icons being displayed as 'pages' in the bottom right hand corner of the screen. The icons deal with controlling Poddy, carrying and using items collected during the quest, checking the current status of the main and his dead and game options such as inventory, help etc. Pressing this twice returns to the game and gives the player full control over the character. To the left of the icon display area is a scrolling message board where both help (after the help icon is selected) and game messages are displayed.

The character can walk left and right, and giving off screen flicks you into the next location. He can also walk into and out of the foreground, doing so causes the screen to scroll up and down. Since the character can walk behind objects on the screen, and that are likely to obstruct the view disappear at opportune moments. Most of the other characters in the game are mechanical, and some anything mechanical (apart from Poddy) is controlled by the computer thus tend to be rather nasty and thwart your heroic efforts. If you've collected the final id

88 then you can give yourself medical treatment if wounds have been inflicted upon you by the mechanical mechanisms.

To control Poddy effectively he has to be in your immediate vicinity, so until you get used to controlling both characters your progress through the system will be rather slow. Poddy also needs to be kept fully powered from the power points dotted around the complex. You also need energy, so keep an eye out for food.

You start the game in the pent of location where the Code ROMs have to be placed. When one has been collected return to the room and drop it. If it's correct then it'll automatically appear in one of the special cells. If it isn't then it'll fall to the floor and you'll have to collect another one.

Presentation 87%

No instructions included and the icon system is awkward to use.

Graphics 91%

Colorful, smooth moving and generally excellent graphics.

Sound 10%

The color effect here and there but very disappointing.

Playability 61%

A good application of controls they proved to be hard to get the hang of.

Addictive qualities 70%

Should you cope with the game then there is enough in the game to keep you going.

Value for money 83%

At £7.95 it represents good value for money.

Overall 72%

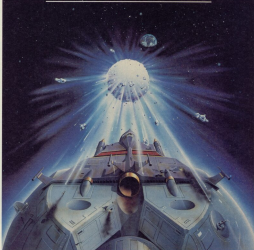
A bit hard to get into for the average games player.

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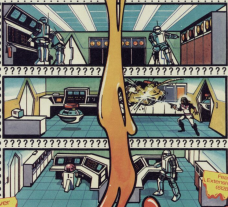
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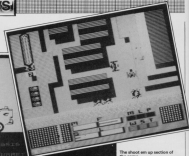
Meltdown

PANZADROME

Artisoft, \$9.95 cash



HELL-PIER TEST PATH CHARGE
STORE DATA WHEELS
T'S OWN SIGNAL SHOT TURRET



The shoot-em-up section of the game

CRITICISM

1

I found Panzadrome to be very slow in its execution. The fastest movement is in my opinion the power grid, and as I write the game was very slow. I found the game to be very slow in its execution. I found the game to be very slow in its execution. I found the game to be very slow in its execution.

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2

I'm quite a fan of these pseudo-strategy games that combine tactical elements to make themselves a bit less boring. On loading, Panzadrome I was looking forward to a good task of destroying the evil tank or two. Sadly the game moves at a snail's pace and that makes it quite boring. I found the graphics were good and convincing for a game that has quite a nice scenario. I really liked the idea of travelling around gradually exploring your tank to do better battle but for my tastes Panzadrome is just too slow and does not impress me from last in my of all soldiers. A pity, coming from Artisoft, but this one isn't setting new standards of enjoyment on your Amstrad.

3

Reading the book for Panzadrome you can see the game is very slow. I found the game to be very slow in its execution. I found the game to be very slow in its execution. I found the game to be very slow in its execution. I found the game to be very slow in its execution.

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Panzadrome is the name of an desolate island inhabited by vicious robot tanks, some of which are more deadly than others. Being a sort of demagogue you have had the mission of Panzadrome's destruction thrust upon yourself, and so you find yourself, associated within your own tank, on the island. Here you must locate and destroy the central computer that is the power source of the tanks. The computer is heavily defended but has one major weakness: it has plasma veins that form part of the central power grid which are susceptible to your weapons. The original programmer of the computer was aware of this fault and programmed guards to protect each vein. The island is not just inhabited by tanks, at various points in the landscape are gun emplacements designed to destroy intruders.

Scattered round the island are facilities which were designed to service the tanks and these can also be utilised to upgrade your own tank to a more powerful one. At the start of the game you are given a one shot effort with some vehicles—not a great start.

Your big problem is getting to these facilities to upgrade your weaponry. All around are tanks that have been ordered by the central computer to destroy you on sight. It is well worth persevering at getting to a facility because as well as additional guns you can pick up such goodies as memory and mines. Also available is a little gem called a Polycrete module. This comes into its own after a good slug-out of a battle. During battles robots form where you or the other tanks have fired at each other and missed. The Polycrete module allows you to traverse these craters and get on with using the other tanks. Definitely a must.

The island itself is huge. When you get to the edge of a screen it takes to reveal the next one. Fortunately your superior installed a navigation system on your tank just

before starting the mission. This comes in the form of an eight by eight grid. The screen that you move is highlighted, also in your possession is a short range scanner. This shows the tanks that you can see and the mines which are invisible to your normal sight. The status screen provides details on shields. If you are involved in a particularly bloody battle then you may lose the use of certain items of equipment. Once your shield is destroyed a single direct hit finishes the game for you. The status screen also provides handy information on mines and mines remaining.

The further you progress into the game and destroy the veins that the faster the enemy tanks become to fight.

Presentation 79%
Detailed instructions.

Graphics 60%
A bit crude for the Amstrad.

Sound 52%
Hardly likely to cause a stir in your ear drums.

Playability 57%
The slow speed of the game takes the edge off the initial fan suite stability.

Addictive Qualities 70%
On the understanding that you can cope with the speed you should be kept interested for a while.

Value for money 50%
Poor programming doesn't make for a bargain.

Overall 57%
A nice idea shame about the game.

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BATTLE OF THE CHESS GIANTS



Chess is one of the most fascinating of all computer games, if a chess program does not feature in the monthly list of top computer games (and new versions often do) you can be sure that chess programs will be selling consistently well when many other computer games are long forgotten.

Perhaps it is the hint of artificial intelligence that provides the fascination — or the passionate thought that it has been calculated that the number of possible moves in the game of chess (greater than 10 raised to the power of 100) exceeds the number of atoms in the universe and that for a computer to calculate all the legal moves in a perfect game considering every possibility could take many thousands of years. After one move in each side there are over 1800 possible positions, after two moves this increases to over a million.

Obviously a computer chess program cannot calculate every possible move but must use a system of algorithms to calculate its best course of action and it is here that the skill of the programmer lies. How the programmer sets about this task is a source of study in itself and there are really books on the subject including a very recent one Chess Computer Handbook by the International Master, David Levy.

What should you look for when choosing a chess program for your Amstrad? First of all make sure the program you are buying is chess and not Space Invader Chess or some other novelty variation which might make a first appearance on the software racks. Graphics must be clear and the chess boards and pieces easy to recognise on both the Amstrad 1000 and green screen monitors.

The program must understand all the rules of chess including those by British and Russian rules and by the fifty move rule — when a draw is declared if there have been ten moves without a piece capture or pawn

move. Chess computers should play a reasonably strong game of chess at a fast response time, no matter what kind of chess player you are, there is little point in waiting patiently for a inferior computer to make a perfect obvious move. If you are a club chess player — or thinking of joining a club after practising on your micro, the computer should play a challenging game of chess at tournament level — about 10 moves in one hour. If you like chess problems or wish to study middle game or end game positions the program should have an easy set up mode and for those who want to experiment with opening variations, a take-back and also forward options are useful. Of course, you can use these options to cheat so that you never need lose a game against your micro, but they are useful for the serious chess enthusiast.

Other features to look for are — the ability to reply a chess game from computer memory, print out a record of the game either move by move or as a complete record, the ability to change sides in mid game, offer hints if requested, have a host of menu options and be able to display the computer analysis of the board position at any time. Chess clocks for computer and top end are included in some programs and if there is a Super-vision mode you can play chess against another human while the computer merely checks the legality of each move, if a learning level is included in the program together with the ability to offer hints these learning chess should not be discarded, if a computer chess program can be a very patient tutor. Those chess

BATTLE OF THE GIANTS

Cyrus 2

Colossus 4

Graphic Display	2D	Very Good	Four Good Effects
Levels	20	Good	Good
Moves by Computer	Yes	Yes	Yes
Moves by Opponent Entry	No	No	Yes
Moves by Joystick	No	No	Yes
Opening Book	1800 Moves	2000 Moves	Yes
Take Back	Yes	Yes	Yes
Step Forward	Yes	Yes	Yes
Rescue Moves	Yes	Yes	Yes
Look Move Game	Yes	Yes	Yes
Game Mode	Yes	Yes	Yes
Set Up	Good	Good	Good
Problems	Up to mate in 8	Up to mate in 8	Up to mate in 7
Force Move	Yes	Yes	Yes
Hint	Yes	Yes	Yes
Change Sides	Yes	Yes	Yes
Draw Board	Yes	Yes	Yes
Analysis	Yes	Yes	Yes
Draw by Repetition	Yes	Yes	Yes
Draw by 50 Move Rule	Yes	Yes	Yes
Draw by Insufficient Material	No	No	Yes
Human's Human	Yes	Yes	Yes
Draw Ben Neumann	Yes	Yes	No
Reset Move Option	No	No	Yes
Endgame Play	Yes	Good	Good
Change Display Colour	No	No	Yes
Display Legal Moves	No	No	Yes
After Thinking Time	No	No	Yes
Full Time Controls	No	No	Yes
Full Screen	No	No	Yes
Help Menu	No	No	Yes

programs are available if you like your computer to talk to you and a feature added to some recent programs is the ability to display the chess board on screen in a three dimensional view in addition to the usual flat chess diagram approach.

Two feature-packed chess programs for the Amstrad are Cyrus 2 Chess programmed by Intelligent Chess Software for Amstrad and Colossus 4 Chess programmed by M. Brown and published by CDS Software. Both programs are aimed at the

chess enthusiast as well as the novice player and they surpass almost all the best chess computer programs of only a short time ago, even many of the dedicated chess computers to be found in the High Street stores are out in the shade by these two micro giants — so how do they compare with each other?

Both programs open by default with a three dimensional view of the board set up ready to play. The Cyrus graphics are outstanding with black and

REVIEWS

DEATHWAKE



Downloaded from <http://ajph.org/> on July 28, 2015

[illegible]

CRITERIA

1 If you remember anything about LBJ, one of his out's early efforts, you will realize that Oldenburg is so thoroughly the same man. This game truly gave shivers to the hot, hot gay men who had the 1960s paper flowers that were used as a seal. I hope that this is the last time we see him.

ation and addition
but for graphics
they really do it
because the whole
is a tremendous
thing but if the pro-
cesses had been
improved, especially
on the graphics
front, I think it would
have been a much
better deal. It's a good
game with a good
appearance, and the
fact it does

2 As before, an eye on the *Arrested* go. *Arrested* is a more an impressive offering, though it is far freer the comparison with which it has to contend is far from amazing. It's a necessary bit distribution in places as well, the inspiration seems to have been supplied by *South Beach*, although *Arrested* departs from the original style set by *Lost* and *Gold* and is actually quite competent. *Arrested*'s main failing is the graphics, exceptional they aren't, but inferior to others are. Apart from that, the show is a decent one, and you can be able to get a comfortably amount of fun from this release.

3 **BLACK** **WALL** was a 1960s-era wall paper in a New York City apartment, in fact, there is a 1960s **BLACK** **WALL** while the building has improved its energy efficiency, the building is still the same. The different stages make it a bit of a challenge to see that I don't think the building is as good as it is.

The War that has been raging for the last four years is not going well for the allies. The massing of weapons has taken vast areas of land in the North and the west. At this time the allies need all the troops they can get to re-engage their floundering forces. While at the same time the enemy is nearing completion of a deadly master weapon. With this atomic weapon the allies are sure to fall to the black banner of the enemy.

All attempts to destroy the research have failed thanks to our victory. The alien language lies in the destroyed *The Undiscovered*. Plans obtained by spies show that the base lies in a narrow inlet in a range of mountains. Analysis of the plans indicates that if *The Undiscovered* can get into the channel here, it is possible of thwarting the enemy's attempt at world domination. Unfortunately for you the enemy knows you possess these plans and will put out all their forces to destroy *The Undiscovered*.

Evening of the game scenario and down to the city going about what the game is actually like. Destructoids is split into several pseudo-type sequences similar to a way to shoot! What? Between these pseudo sequences you are presented with a map screen which shows the position of both the allies and the enemy's units. On this screen you move your units to attack the enemy's and after a short while the computer decides the outcome and subsequent damage of any battles that have taken place. Then it's back to the arcade sequences.

The first assault screen has The Unlabeled and two other smaller ships piling against the enemy aircraft. You have control of a torpedo which you must move over the aircraft and fire in order to destroy them. Should a plane manage to get near to you there is always a torpedo, which must be dropped. The Unlabeled can only sustain three direct hits before the game finishes.

The second paragraph provides you with a sense about the facts of the document. This

you must first land off an attack from patrol boats. In the third sequence you must guide the *Unlabeled* through a mine field. Should you fail a mine field the ship, not only is it sunk, but the health gauge is lost. In the fourth sequence you are given the choice of three tactical options: attacking the water column, the *Yankee*, or the *Unlabeled*. Only the correct tactical maneuver will destroy a ship. The final attack sequence requires you to fire mines through the windows of the patrol boats they fly. Not an easy task as, once again, you must get the attention of your guns camera. The *Unlabeled* is equipped with a damage percentage rating, where this rating reflects a critical level. When the rating reaches the low but this time, favor of the

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Acceptable instructions but generally not followed

1000

United said that Armstrong is capable of roughly halving United's

1000

1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	2101	2102	2103	2104	2105	2106	2107	2108	2109	2110	2111	2112	2113	2114	2115	2116	2117	2118	2119	2120	2121	2122	2123	2124	2125	2126	2127	2128	2129	2130	2131	2132	2133	2134	2135	2136	2137	2138	2139	2140	2141	2142	2143	2144	2145	2146	2147	2148	2149	2150	2151	2152	2153	2154	2155	2156	2157	2158	2159	2160	2161	2162	2163	2164	2165	2166	2167	2168	2169	2170	2171	2172	2173	2174	2175	2176	2177	2178	2179	2180	2181	2182	2183	2184	2185	2186	2187	2188	2189	2190	2191	2192	2193	2194	2195	2196	2197	2198	2199	2200	2201	2202	2203	2204	2205	2206	2207	2208	2209	2210	2211	2212	2213	2214	2215	2216	2217	2218	2219	2220	2221	2222	2223	2224	2225	2226	2227	2228	2229	2230	2231	2232	2233	2234	2235	2236	2237	2238	2239	2240	2241	2242	2243	2244	2245	2246	2247	2248	2249	2250	2251	2252	2253	2254	2255	2256	2257	2258	2259	2260	2261	2262	2263	2264	2265	2266	2267	2268	2269	2270	2271	2272	2273	2274	2275	2276	2277	2278	2279	2280	2281	2282	2283	2284	2285	2286	2287	2288	2289	2290	2291	2292	2293	2294	2295	2296	2297	2298	2299	2300	2301	2302	2303	2304	2305	2306	2307	2308	2309	2310	2311	2312	2313	2314	2315	2316	2317	2318	2319	2320	2321	2322	2323	2324	2325	2326	2327	2328	2329	2330	2331	2332	2333	2334	2335	2336	2337	2338	2339	2340	2341	2342	2343	2344	2345	2346	2347	2348	2349	2350	2351	2352	2353	2354	2355	2356	2357	2358	2359	2360	2361	2362	2363	2364	2365	2366	2367	2368	2369	2370	2371	2372	2373	2374	2375	2376	2377	2378	2379	2380	2381	2382	2383	2384	2385	2386	2387	2388	2389	2390	2391	2392	2393	2394	2395	2396	2397	2398</
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1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

Additive qualities 100%.

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Abstract

Wavelength: 100 nm to 1,000 nm

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

Overkill 70%
Overkill appeared to stretch itself from the beginning to the end, resulting in a game of

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GET DEXTER

PSS and ERE: \$9.95 each,
\$14.95 each
Author: René Barbet
Graphics: Michel Rho
Music: Jean Louis Valleré



Remember *Minotaur*? Well, here is another French import from the complete *Utopie* line marketed in Belgium's PSS, 30 much for its background, what of the story?

You'd think that that, by the year 2812 mankind would have stopped thinking about love and blowing its fellow humans to kingdom-come, but no. Boys will be boys so to speak, and in this year there is still a problem with the different countries of the world running after their tails and stockpiling nuclear war pots. Worse still, that in this day and age this game stupidly doesn't just affect mother Earth, it has much farther reaching consequences. You see, apart from pouring technology into the development of even more

powerful weapons, man has been busy colonizing the stars, and this is where the 'familiar' reaches consequences!

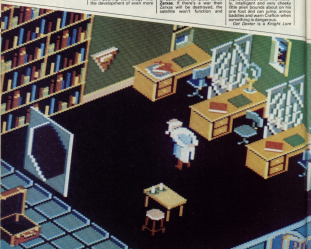
On the planet XLL 3 the populace are getting excited. News from Earth has just reached them and things aren't looking good — the Great Trade has been terminated and the Council of Sages has announced that war is inevitable. Bad news! You get better! If war happens on Earth then a by-product of the conflict will be that all life will cease to exist on the innocent planet of XLL 3. Why? Because all of XLL 3's power comes from an orbiting pyramid-shaped satellite which is controlled by an Earth-based computer called *Cortex*. If there's a war then *Cortex* will be destroyed, the satellite won't function and

consequently XLL 3 won't have any power! ...

As you can imagine, the people of XLL 3 are excited to see the best and they have drawn up a plan to send their best android, *Crafton*, to Earth to steal the *Cortex* Satellite Memory Processor, which not only controls XLL 3 but all other satellites from the solarized orbiting of XLL 66.

The mission is very hazardous and the *Cortex* defense system has to be fully penetrated before the processor can be recovered. *Crafton* hasn't been sent alone on this desperate quest and has a rather strange but very useful little alien as company, a Photographic robot. This friendly, intelligent and very cheeky little alien jounks about on his own foot and can jump, attack satellites and even *Crafton* when something is dangerous.

Get *Dexter* is a Knight Love



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"EXCELLENT GRAPHICS, SOUND AND GAMEPLAY PACKED FULL OF ATMOSPHERE — ANOTHER WINNER!" AMSTRAD ACTION MARCH '86.

(DOMSDAY BLUES is the game your Amstrad has been waiting for. VERDUGACEL — 14.82.86.

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THING ON A SPRING

Gremlin Graphics, £8.95



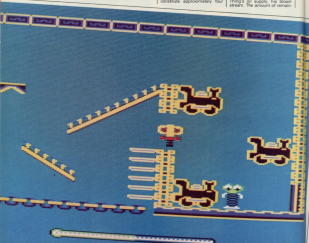
Watch out there's a Gremlin about! Well not in this game, here there's only a nasty Goblin. The Evil Toy Goblin of the Evil Toy Goblin name has run amok and cast a powerful spell that summons ALL the toys in the world to his factory deep in the earth. However (luckily for kiddie writers and software reviewers everywhere, a reviewer has written, as might as he is now, Thing has ordered himself as the mega-hero needed to overthrow the mighty Goblin. Unfortunately poor Thing is not quite like the megaheroes yet and undertakes the mission the hard way. And in case you're wondering, Thing is a real green spritz with big, expressive eyes, all set on a bouncy spring.

Scattered around the perilous factory are nine pieces of a puzzle which must be assembled to give Thingy clues as how to rid the world of the nasty Goblin. Naturally the evil toy Goblin's assistant sort of guy who expects some handouts, dastard, young green fellow is always attempting to overthrow him so he has got many devious ploys for Thing to ponder over. Also scattered around the four-level factory are five switches which when activated have different effects, for instance one starts the lift. Until the switches have been activated you can not use certain items.

The four levels are linked by the lift, and each of the four floors featured in the game constitute approximately four

screens. To help you orientate yourself, the floor you are on is indicated beneath your screen. Every one of the screens contains a variety of slides, spring boards and collapsing floors. Just getting from one end of a room to another is a puzzle in itself. Between each room are subways. These are inhabited by various nasties which add interest in life is to make your mission harder.

The various rooms are also inhabited by all manner of things of all shapes and sizes. They also possess the ability to travel to other screens so you are never sure which one is about to confront you. The nasties must be avoided at all costs because they tend to deplete Thingy's jet supply, his blood-stream. The amount of remain-



AN FIXE COMPETITION

THE CDS MEGA CHESS COMPETITION

Win a Lewis Chess Set worth over £150 and copies of the
Colossus 4 Chess

The life of a competition winner, as I may have said before, is not a mind boggling one. Lugging the mailbags up and down the stairs and going through the trials of the day doesn't already sound like an odyssey. Here I am, before the sun of a planet, and this is what the sun of a Lewis chess set is made of. It's not what other people like CDS release and retail stores like Colossus 4 Chess than my brain gets any real exercise — like did you know that the game of chess was originally developed from CDS FURNITURE in the 18th century by the Hindus and was originally for four players who called it chess to see which you were better than? Well then, you probably don't know that modern took the game to

Perse where it became known as SHUTTLING and that by the 19th century it was played throughout Europe from where it made its way to England with the Norman Conquerors.

In those no end to the talents of a competition winner? Unfortunately that's all I know except that this bit of Lewis chess pieces, found at My in the Isle of Lewis in 1831, were made in either Britain or Scandinavia around the 10th century and are currently in the British Museum.

So now you know that what you don't know is that CDS are offering a Lewis chess set and board worth about £150 and a copy of the program to the first entry pulled out of my mind and business.

All you have to do is... how, how this one should get you as our own always Malcom, of worst purpose here, has come up with a real prize.

Then send us your pin a chess board in all of you what can seem to be 1000. If there's you were to put one grain of

wheat on square one, two on the next, four on the third and continue to double the number with each square, how many grains of wheat would you have in total when you had covered all 64 squares? I tried to do this on an old 100 notepad but used up all the stock so you could always use your wonderful friends to help you.

When you've got an answer, or a down on a postcard or something to specify if you'd like a chessboard or that version of the game on. Whenever you'll receive a copy for their hand work. Send your entries to: CDS/MAH/AM/100, P.O. Box 10, London, EN9 1AD to arrive at my house before the 25th of May.



THE MUSIC SYSTEM REALLY IS GOOD

JON BATES casts a tuneful eye over one of the best music utility for the Amstrad.

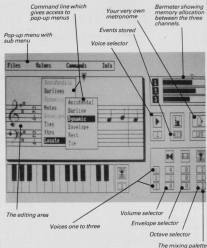
Here it is as promised in our special preview in February: The Music System. As you have so doubt noticed the amount of music programs for the Amstrad can be counted on the digits of a three-toed sloth. But guess no more. In fact looking further, The Music System (hereafter referred to as M3) enables you to create, edit, and store tunes and sounds. It can be used in real or step time and displays all with excellent graphics and notation.

It was designed originally in a shortened form for the BBC, extensively reworked for the Commodore 64 and now it is available for the Amstrad. It is by the time you read this available in two forms: 1985 and the Advanced Music System, which is only available on disk. Unfortunately we couldn't get our mitts on the 4840 version for this edition so a further update will follow.

It is best described as a music processor (as opposed to a word processor). Having said that, it is not an instructional program. Knowledge of music is assumed and so it could be quite tricky at first. However if you can leg or purchase a keyboard tuner, preferably one of those for single keyboards, it wouldn't take too long for you to master the art.

On loading the screen is separated into seven accessible work areas. The Command Line is accessed via the function keys. It is used for all filing, changing values of notes and other music parameters and providing info and help. Any function accessed will display a pop-up menu that superimposes itself mid-screen. Each menu has sub menus which are accessed by highlighting the value you wish to change.

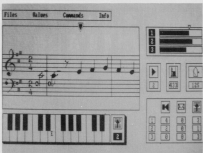
The best approach is to dive straight into the play mode via the piano keyboard on screen. The notes are played from the top two rows of the qwerty keys. I think some sort of override could be useful here (perhaps you could improve with a set of sticky labels). Having played about you can record your tune by entering the record mode





which thoughtfully uses the same controls as a cassette recorder. To keep yourself in time a simple metronome ticks away at whatever speed you select. On screen your notes are faithfully notated so even if you can't read music your Amated can write it for you. It even has a 'visualiser' interpreted which smooths out your duff playing into musical terms, graded in sensitivity from idiot to expert. You can jump in at any point and also reset either by playing or by going into solo mode.

Here the real stuff starts as notes can be individually printed, printed, or otherwise stored according to the laws of music. Again this has an 'idiot proof' function that effects your



The little keyboard echoes the notes as they play.

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outline and key signatures and generally takes up the time your score is in. For music buffs you can enter lyrics note by note on this mode. This is useful if you are not adept with the old fingers and can cope from a music store. Alternatively, your composing skill may be of such a high order that this is the only way to do it. The top right-hand corner of the screen shows you how much space is left in the note memory. Because it is a three-note chip you can add two more harmony lines to the previous masterpiece. Not only that but via the spreadsheet commands you can change the sound of each voice individually. And of course the notes generator gives full rein to the percussive and other noises and speeches you may desire.

The sound is limited only by the sound chip which does not let any real freedom changes to be made. To give TMS its due it does just about everything possible with the sound but with no filtering and very few, many times you see a bit latched. It comes with fourteen preset envelopes but you have the option to create and store as many as you want. The envelopes can be stored as a set in the files and recalled for future use. Your masterpiece can be stored onto the files and generally chopped about so that sections

repeat, voices change, and it all sounds a little better. Should you decide that you need to get into the middle (middle inspiration) can be too that, a notepad facility allows you to write up to 1000 notes and insert them anywhere provided you have enough space.

To sum up it is the best music utility you are likely to find for the Amated. For me, it's about it if you want to save money and time just buy it. They've thought of everything possible although an option to double around with the stereo would have been nice. It comes with a set of demo tunes to suit all musical tastes and you can change the screen colour if it offends you. The Amated version has a printing mode for words and music, a chain sequence that will take your songs into one huge work. The Amated Opera anyone! And, of course, has it that the boys at Newfield are listening away at a MIDI interface option that will really open up the system, allowing it to control lots of synthesiser drum machines etc etc. Don't worry about writing, you can send 'Mid' back and forth a moderate fee it can be isolated into the AMT. If you write anything on it that you think is worthy then why not send the file to us. You never know we might even turn it into a competition.

Laser Genius

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THE ASSEMBLER

A full two-pass macro assembler (convenient with obj editors) which supports input/output from tape and disc, conditional assembly, intelligent assembly of subroutine libraries and inclusion of named files from tape or disc.

3 Built in calculator with access to symbol table after assembly.

4 Symbol table may be saved and loaded for cross reference and selective assembly of subroutine libraries.

5 256 addresses can be freely mixed with Phasex, a high level sampling language.

THE MONITOR

Has all the usual features of a relocatable front-panel debugger plus:

1 Disassembly to screen, printer, tape or disc with CALL and JUMP labels automatically generated. Disassembled files can be loaded into the assembler, edited and re-assembled.

2 4 slow running modes with a trace facility that allows the path of a program to be stored so that bugs can be traced back to their source.

3 17 types of breakpoints are available - up to 8 can be set at any one time. Options include "down-count" and a series of slow run modes.

THE ANALYSER

A completely new concept in program debugging. This unique utility allows you to execute up to ten analyser programs that monitor your machine code program while it is running. When a particular condition is found the program will break with an option to trace the path taken.

For example, if a program crashes, writing erroneous data to the screen, the analyser can be set to run the program up to the point that a "write" is made to a particular area of the screen. The path can then be traced to find where the error originated.



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Our recent feature on cassette-related problems prompted reader JIM COLLIERHEAD to write in and offer us advice which he has gained from his work as an AUDIO/VIDEO engineer for a number of years.

preferably with an adjustable 'tape level' control. Unless the volume control will 'double-up' as an input control during recording. Of course, an APC 404 owners won't have this problem, he said with a supercilious smirk.

the maker says on the play card. By far the best method is to clean the tape head with soft, moist tissue paper. BFP and other good brands from the local chemist. A useful aid to inspection is one of those mirror-prism which that chemist uses when looking at your eyebrows — a small 'top of mirror' attached to a bent 'pin' of wire. Such a mirror would do sterling service as an alternative. What you are looking for are brownish deposits on the face of the head — oh and check the motor head while you're at it, too as it's best to re-orient them (and shift of some point, don't you?) well.

Provided you are careful not to get it tangled, the pinch roller can be cleaned by putting the deck into PAUSE with the flap open and no cassette inserted, then pressing a strong, clean cloth gently against the roller as it rotates. After doing the pinch roller, press the PAUSE button — without Disengage PLAY — and hold the cloth against the capstan like silver 'pin' that the roller presses and clean that also.

ADJUSTMENT REVISITED

Not every cassette recorder has an adjuster head for this adjustment and, even if they have, it can be broken beneath a glance on the first time which you'll have to press off carefully with a knife. If you check out if you can't see the side that the other is fixed. The spring side is, of course, the adjustment side and you are aiming to get the head as perpendicular as possible. Surprisingly, of misalignment, apart from not getting the a 'woolly' sound to the tape or music when played through the speaker together with a drop in volume, but as these are the same symptoms as those given by dirty heads it's always wise to try a spot of cleaning first. It is possible to align heads by ear (but not on the 404) by playing a tape with lots of tracks on it — violin music is ideal — and adjusting for the 'sharpest' sound but sound the horns or parts of a tune the same way so that you can put the head back if no improvement is heard. After adjustment, risk some tap with a pen from an available female and paint the top of the screw and head is locked with it.

This effectively locks the adjusting screw with the tape. If turning when the deck is used, without being so permanent that it cannot be re-adjusted in the future. If, after all this, the sound is still 'woolly' then I'm afraid it's a doctored job as chances are the head is too old. Before taking your recorder to a service department, check the minimum charge as this may often be approaching the cost of the machine, especially once the cost of any parts fitted has been added to this.

GETTING TO GRIPS WITH CASSETTE PROBLEMS

In this helpmate article I am going to cover faults that can occur with a previously working system, so that if your machine has never loaded or saved anything at all then your particular problem may not be covered. I will, however, mention one particular exception to this article because it was the devil of a job to pin-point. Although the fault occurred with a Dragon 10 (better than?) it is equally possible with any machine using an external cassette. The symptoms were that programs recorded on the cassette would keep giving a read error but commercial programs would load perfectly. Listening up the screen, check and then use the well fault-finding technique. I'll go straight to the explanation.

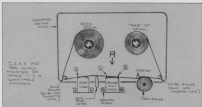
The cassette in question possessed an Auto-Level Control

circuit which was designed to make recording audio as easy as possible. When you loaded it up to a computer, however, the ALC (auto-level) began its heaving dance and resulted by turning the wick right up on the meter. Suddenly — POOF! — it comes the leader feed in time. ALC says 'Overage!' and turns down the sensitivity to hear the, allowing it to rise slowly as it gets used to the signal. Unfortunately, the head is always being set and out during this recovery time and was consequently lost. The solution was effected by poking the 'leader length byte' which was fortunate in fact, to give a longer header and allow the ALC more time to recover. I don't know if this is possible on an Amstrad but if it isn't then it's hard luck around 'You'll have to get a cassette without ALC built in,

DEBASSING AND SUCH

I hear cries of 'Do-wo!' — well Debussing is simply the term an (old) professional uses to mean de-tangling and, much as I hate to disagree with him, in 10 years of repairing all shapes and sizes of music centre and cassette recorder I never once found the need to use the head dog-woop. Furthermore I would like to hear an explanation of how these so-called head cleaners/de-tanglers actually work, as the device I was provided with was a maine plug-in job which was basically just a transformer with a soft iron core brought-out of the case (unless you're well up on AC electrical theory an explanation of this wouldn't help much). If anyone knows better than I how my head is difference but, so far as I know, the dog-woop was mainly a hangover from the old reel-to-reel days when heads were made of more easily magnetised metal than modern cassettes.

As for cleaning its concerns, I would heartily dissuade anyone from using a head-cleaning cassette for a number of reasons: they're overpriced, they are slightly abrasive and over-use can lead to premature head death. They are thicker than normal tape and some decks can jammed by tangling the cleaner tape all round their spools. You never know when the cleaner tape has lost its effectiveness — despite what



① TAPE TRANSPORT SYSTEM MECHANISM IN 'PLAY' POSITION

This month Gary Jackson casts an eye over some of the technical letters received during the month, and answers the questions, comments and queries. If you would like to contribute thoughts relating to the AMTTECH section of AMTIX, whether it be comments on articles published or thoughts on products available, or if you have any products, using any hardware or software, write to AMTIX, PO BOX 10, LUGBORN, SHROPSHIRE SH6 6BB.

ON GETTING A 486

Dear Sir,
I am presently taking a Higher National Diploma in Computer Studies and require a Computer for my home use. After looking at yours in a few, I have not yet decided upon the Amstrad CPC464. But before purchasing it, I hope that you can tell me whether I can buy Color and Pascal computers for the machine. Unfortunately Color and a kind of my advantages, it has over the other two.

Peter Wither, Dean, Bolton

Firstly, Peter, may I be so bold as to suggest that you buy an Amstrad 4128. If you intend to use the computer in the way you have indicated, you will need at least one disk drive, in which case the 4128 would suit you.

You can get both Pascal and Color, but none of them are cheap. Most market at a good price, but not at a good value. The language which suits for 4128/26. Digital Research have now started selling their Pascal/MT for the Amstrad, this package would have cost you £200, a few months ago but now it is down to £150. But buying a Pascal/MT I can't speak for any particular package.

Color is a little bit more difficult since, as far as I am aware, no one markets a version specially for this hardware. Having said that, there are a number of CP/86 packages on the market. The prices range from £750 for the Microsoft version, to £200 for the Novate COROL. For details of these you will have to get in touch with the relevant companies. In Birmingham (021) 2258713, they will be able to advise you and ultimately put the software onto a 5 1/4 disk.

WHAT PRINTERS ARE AVAILABLE FOR 484?

Dear Amstrad,
I am writing to ask if you can list the printers that are available for my CPC484. I've seen the ones advertised in your magazines but being keen on finding a printer for a cheaper one.

Paul Adams, Helgair Drive, Sheffield

Amstrad themselves produce quite a possible line of printers. In the name of DMP 2000. At only £150 the capabilities provided really are quite impressive. It, however, you want something a bit more upmarket, given the current situation, any modern type printer will fit onto your Stratus. There may be some restrictions though since only seven bits are allowed for data on the Amstrad's printer port. Most printers use a serial cable to get data, and some 1200 baud. It is a particular problem that 630 baud is a disk printer port for a more £170-180 including postage and packing.

GAMES WANTED FOR 8255

Dear Sir,
Like so many, I was unfortunate enough to buy a VCR. When the price rose of its highest and I was up to its highest capacity.

Now I am on the lookout for a machine that will satisfy the children's needs for a good games machine and mine for small business use. The PCW 8150 seems to fit the bill but being a VCR I am trying to find out what is available for it as well as what I can do.

Despite the letter from J. Jenkins issue 41 which

prompted you to say you would include a list of compatible games across the range most games reviewed in that issue did not have an indication. Indeed these software indications say 'machine at', Am I to take it for granted that this includes the 8255?

Might I suggest your magazine include a summary of software available for the Amstrad reading something like this: Software name, type (disk/tape), price, machine, requirements (memory/tape/monitor etc.), and also include details of when it was reviewed in the magazine, if at all. This should aid software sales as well as sales of back issues of AMTIX and give the customer more information on what can, and will not, be used on their particular machine.

K J Williams, Rastford, St Helens, Merseyside

Since the 8255 was tailored specifically for word processing it is an entirely different thing to get any 164/164/4128 games up and running on it. All of the arcade games reviewed to date in AMTIX are really incompatible with the Joyce. There is a lot of things which go on a second processor but I don't see a games machine that the Joyce talks to keep the price low. Most notable exception is that of a proper graphics chip: only the equivalent of mode 3 is available. Text adventures are still possible and the excellent Infocom range is available from Softway. As for the software that, well it would take an evaluation of time to get to grips with a task as extensive as that and the already made recommendations. I am sure that AMTIX would be able to make a list in the future. It may be possible to do a special feature including such a list in the future though.

MODERN MONOPOL

Dear Sir,
I am writing to you to voice my opinion over an apparent miscommunication and consequent increase in the price of moderns for the Amstrad 4128. When I moved up to this computer I intended to buy a modern to continue my interest in Bulletin boards. The Major Modern was advertised as a complete package for under £180. With the well renowned Honeysoft software included, it seemed too good an offer to miss so I rang Datasat Systems to let 164 tell about calls that they were in discussion with Honeysoft over the price. News indicated that Honeysoft had agreed the price on Datasat who had some dropped plans for an Amstrad interface but would not supply a modern.

On 164 Honeysoft who said they had lost exclusive rights to

Pace and dropped all plans for an interface to the 4128, as the Pace Nightingale does not require it. Comparing prices (Pace £170, Major Modern £180) in 164 I thought maybe I could buy the Major Modern and the Honeysoft interface and software to suit it. I was assured the connections were the same and offered the PC223 board for £200 and the ROM board for £75. And the software to run it £15. So, only Pace could supply that and oh yes, the boards are for sale and computer. I would have to solder that on myself. In 164, I thought, so I rang Pace. Now a quick look at their advert shows a modern price of £175 including VAT, and an all in price of £180 for the PC223. Surely, subtracting my own leaves £15, the obvious price of the interface and software. Oh, one can expect a slight mark up as I was not buying their modern. On getting through to them they were very unimpressed that I was not buying their own thing. You see I have exclusive rights to Honeysoft, well actually it is two programs, Small and View Data, and we call it Datasat.

Well, I supposed, can I buy your interface and software on a second processor but I don't see a games machine that the Joyce talks to keep the price low. Most notable exception is that of a proper graphics chip: only the equivalent of mode 3 is available. Text adventures are still possible and the excellent Infocom range is available from Softway. As for the software that, well it would take an evaluation of time to get to grips with a task as extensive as that and the already made recommendations. I am sure that AMTIX would be able to make a list in the future. It may be possible to do a special feature including such a list in the future though.

Looking at your problem it seems that I have the Honeysoft ROM and ROM2. Surely, subtracting all you need is the new 164 CPU/ROM that makes up the Datasat package. The price of these, according to Pace, is £24.95 but including postage and VAT is £25. Once all this is subtracted it is a possibility you may be free to call the binary use of bulletin boards.

TAPE TRANSFERRED GAMES WILL NOT RUN

Dear Amstrad,
I am writing to ask for your help in purchasing some tape-based games that I have transferred to disk to run. The games in question are Asterix, Gun Combat, and Monopoly, as all of them revert to the tape system when the first program is loaded. I would be grateful if you could supply me with listings to run these programs. By the way

The screenshot shows the AMTIX bulletin board interface. At the top, it says 'AMTIX - BULLETIN BOARD'. Below this, there are two columns of text. The left column lists message numbers (e.g., 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000).

AMSTRAD LEARNING SOFTWARE

In their *Usborne Computer Books* Usborne have published an outstanding range of books which are readable by anyone with an interest in computing. They set out to explain the intricacies of micro-electronics in such a clear way that the books can be picked up for an enjoyable read which is encouraged by colourful illustrations and lively cartoon characters who make their appearance to make a point. Early books in the series contained listings for the most popular home computers — before this *Amstrad CPC 464* appeared — so if you are keen on typing in listings you might have to make a few changes to the short programs in the books but nevertheless they are well worth a look at.

Expanding your Amstrad

Expanding Your Amstrad is a beginners' guide to computer additions and interfaces and deals with most of the queries that the novice computer owner is likely to have when thinking about buying a device to attach to the computer. It contains 40 pages of text with diagrams, photographs, circuit diagrams, flow charts and the usual light, point, modern and user parts. A good book to help cut through some of the computer jargon that might be otherwise a nuisance by a less than helpful computer salesman.

Indications are that this year will see notable work for serious applications for home micro and it is not unusual for young children to become involved with word processing at school. The first serious program considered for any home computer is usually a word processing package (of some sort) — particularly in the price of computer printers is starting to fall and at current computer models have a typewriter style keyboard with moving keys. Touch — surface and rubber layered micro are now products of a by-gone age.

Those who argue that the traditional "QWERTY" type-written keyboard was not designed for the age of computer and a better one is probably right — but its use is widespread and we must cope with it for some time yet. In their usual helpful way Usborne have produced a book which not only takes some of the mystery out of the issue that you are likely to meet when learning to use a typewriter or when exploring a word processing, but turns the exploration itself into an enjoyable activity.

The Usborne Introduction to Word processing & Typing

Within its 48 colourful pages *Introduction to Word Processing and Typing* contains a vast amount of information at clearly explained and beautifully illustrated. From the uses and advantages of word processing to the different levels of printer — laser, offset, dot matrix, thermal, jet and laser beam the equipment is thorough. There is also a section dealing with cassette recorders and disk drives as many beginners will start their word processing started in a tape recorder. The section on "Showing your text" (formatting) deals with margins, tabs, line spacing, pitch line number of characters per inch and with extended print commands.

There are puzzles and practice pages and exercises in help sheets on typing and many will find the advice on choosing a printer valuable. There is advice on looking after your hardware and, thoughtfully, the authors have included advice on how to help avoid scoring mistakes and what to do if you do.

At the end of the book are two layer's guides — the software guide is useful as it lists the features of twenty word processing packages and indicates the type of users they will run. The *Dedicated Word Processor* (Mayer's Guide) lists the features of the most commonly used makes of dedicated word processors used by large business concerns. This compares the wonderful images of business documents being through the pages of the *Micro* introduction to *Word processing* under their respective desks — actually, they could do a lot

more.

The *Usborne* introduction to *Word Processing & Typing* (£2.95) *Expanding Your Amstrad* (£2.95) Published by *Usborne Books* and widely available from good bookshops.

Run Course Tutor - Mathematics

Secondary School Students taking entrance examinations this year (S.E.E. O-Level (S.E.E.) possibly after a disrupted school year could be looking to their *Amstrad* to offer a little help with some of the studying. There are many Revision packages available — making a single-handed word electronic version of textbooks that not nearly as useful to well thought out revision and diagnostic aids.

The *Run Course Tutor* is one of the latter packages offering an interactive course containing well written computer software with an equally well written book of *Maths Revision Notes*. Although not a study and revision pack for 'O' level the course should be useful to anyone who wants to revise their *O' level* mathematics. In addition to the 220 page *Maths Study Aid* there is a guide to help students plan their revision which includes diagnostic tests to help pinpoint weak reading revision.

The *Run Course Tutor* is on two tapes and is made up of six modules sub-divided into thirty sections, each module has a test and analysis section which will be tested by your *Amstrad*. The modules deal with: Arithmetic, Algebra, Geometry and Trigonometry, Graphs, Probability and Statistics, Matrices and Transformations, The Geometry and Trigonometry module tests in eight minutes and presents a display divided into three with a clock at the top, the top half of the screen, the bottom left quarter is used to describe and set the problem and the bottom right quarter is reserved for 'hints' and advice which only appear when needed. If you choose to solve a problem at your first attempt the computer will go on to another question, if your solution is incorrect you will be given a second opportunity and if this too is incorrect, advice will be given on screen. Advice can be given in several ways — in the form of a mathematical equation, the correct answer — or a page reference to the author's accompanying *Maths Study Aid Book*. At the end of each module the computer displays the number of correct answers reached without using the advice option and suggestions for further work.

The page references in the program mean the *Study Guide Book* essential to get full use out of the software and the course is designed to be an integrated unit. The *Study Aid* does not replace the teacher and it does suppose some prior knowledge, used in conjunction it acts as a tutor and is a well thought out course tailored to computer assisted learning. *Run Course Tutor - Mathematics* is published by *Mill Man* (Usborne and *Pan Books* at £13.95) (Paper, For the Amstrad CPC range).

Magic

Magic is published by *Mill Man* (Usborne) in their professional *Touch* series which combines a booklet with software in each pack. The aim of the series is to both instruct and entertain and the first title deal with the leisure interests of young people. The 32 page booklet which accompanies the software in *Magic* is introduced to the secretary of the *Magic Circle*, it deals briefly with the history of magic and then goes on to teach a number of simple tricks each requiring no more than a little practice and a few props. The booklet is attractive, easy to read and understand, and is full of hints — the last page contains advice on using the software, after reading you are first asked to try a password to prevent others from using the program. If you magic, and then invited to enter your stage name.

The first menu has the options: "Tricks", "Options" or "Show". "Tricks" will for nine items of magic stored in the computer memory. "Sequence" will allow you to put them in any order you wish and "Show" is for the actual performance with an audience. A secondary menu offers "Magic", "Magician's Tip" and "Rehearsal", these descriptive options are explained how they are done by scrolling through the screen and the "Rehearsal" option allows you to practice them.

Screen displays are attractive with flashing capital headings and a number of pictures which are drawn first before you begin your 'act'. You can have musical accompaniment between magic shows, with a little practice the computer can take on the role of an electronic assistant which adds a touch of reality to your magic show. Although the tricks are not spectacular and couldn't be learned from a book many young people will find this use for the computer much more absorbing.

Magic is published by *Mill Man* (Usborne and *Pan Books* at £13.95) (Paper, For the Amstrad CPC range at £13.95).

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SAVE Load any file to any address (including internal)

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LIST Any file location

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RECOVER Copy in files from 1 disc to 2
RECOVER Recover corrupted files

INFO Display total, free, garbage and file length
SAVE Save state of memory on battery to RAM

PLUS MANY OTHER USEFUL COMMANDS

PROGRAMMING UTILITIES

Available commands for BASIC or machine code (in parentheses)

END End any BASIC program or BASIC entry

REPLACE As FDISK, replace any region, device or sector

READ List all variables

REPLACE List memory

FILE List machine code information, allowing setting of segments

EDIT Powerful memory editor

MOVE Move BASIC text

SAVE Save BASIC text to disc

LOCK Lock BASIC text

UNLOCK Unlock BASIC text

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PRINTING & FUNCTION KEY COMMANDS

PRINT Print BASIC program

PRINT Print BASIC program

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PRINT Print BASIC program

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HELP List ROMs showing number and description

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ADVANCED AMSTRAD CPC6128 COMPUTING

by Ian Sinclair, £9.95, Collins

Until recently it was taken for granted that the buyer of a home computer would know very little about the machine or its programming language. Now small computers have evolved to the stage of the Apple II, C64 or Spectrum, the buyer can be expected to have some experience and it is for these buyers that this book has been written.

Although the manual for this computer is good as a reference book, the user, especially, prefers to be introduced to topics in a suitable order and to know which are most likely to be important initially. There will always be a few first-time computer owners who go to town to get the last new bit of new machinery, and since the BASIC programming language of the CPC6128 has so much in common with that of the older CPC464 it would probably be a good idea to have a look at the author's first book, *Advanced Computing with the CPC464*, before diving into this one.

This book deals in the main with the differences between the earlier Amstrad models and the CPC6128 and with the more advanced concepts that can now be used. There are many differences, and several of them are very significant indeed. One major difference is the use of an integrated operating system, CP/M Plus, which is custom built for this machine. This is different from the older CP/M 2.2 that was used on the disk version of the CPC464 and is a much better system for the CP/M user who is not so well-served. In fact it may help stem the flood of Amstrad

owners joining the CP/M User Group in search of help!

Another major change has been the provision of extra RAM, making a new total of 128K. This extra memory is not a case of queuing in lines programs in BASIC, though it offers some more memory for CP/M programs, but it can be used both for graphics and as a form of random access filing system. Details of the use of the extra memory is dealt with in the book along with some illustrative programs. The graphics instructions of the previous machine have been retained, but with useful improvements that make for much easier programming of graphics from BASIC. The speed of the Locomotive BASIC is such that there is little point in going to machine code for many actions, but if you are curious, then another book by the author, entitled *Introducing Amstrad Machine Code*, originally written for the CPC464 but also applicable to the CPC6128, will be of interest to you.

Ian Sinclair assumes the reader knows how to program in BASIC and has a reasonable knowledge of computing terms. The topics in this book take over from there, introducing the reader to the use of the disk systems, both Amstrad and CP/M Plus, to disk filing techniques, more advanced graphics and sound, the use of mathematics, and to various fonts and tips which make programming, and the use of the Amstrad C88 easier and more effective.

Malcolm Harding

PROGRAMMING THE REAL WORLD

By Marcus Watney, £9.95, Century Communications.

Many computer books have the bad habit of containing long listings accompanied by only a single page of explanation, in the assumption, more often than not, that the underlying logic is as clear to the reader as it is to the author. In order to avoid this trap, Marcus Watney, has devoted a considerable amount of his book explaining how each program functions as the reader can extract the fundamental principles for use in his own non-given software.

Although the listings in this book have been prepared for use with the Sinclair Spectrum because the algorithms are described in detail and because every variable is defined, those interested in difficulty concerning the software to run on Amstrad machines.

To make it easier the

documentation programs have been divided up into manageable chunks. After each chapter, additional program lines are provided to illustrate the text and these are then added into the existing program using the MISCAL facility. Readers can therefore expand each program as much or as little as they want, and are not distracted by those program lines whose purpose have yet to be revealed.

On a cassette tape (for Spectrum only) which is also available from the publisher all programs have already been MISCALed and are ready to run. These are positively unimpaired and do not cause any permitting or non-permitting to the listings.

As for those mathematics problems not needed or even needed but use is made of the printer. Nothing absolutely

vital is ever sent solely to the printer, so these without use may still use and enjoy the programs. Yet the hard copy often carries details which are not displayed on-screen but which illustrate the workings of the program effectively.

In the book's introduction author, Watney explains what

Although some of the topics rightly belong in the A level category or higher their implementation involves mathematics which are accessible to the C level student. As for the physical principles approaches are summarised in the final appendix.

The book only gives a glimpse



the listings do not include, 'in preparing them', he says 'my prime consideration was not speed or sophistication but ease of comprehension. Shortcuts and initial conditions have been placed without regard to speed of execution, and long but meaningful variable names have been used freely. The use of a number of sub-algorithms means the programs run much more slowly than some people may wish. But my reasoning is that more sophisticated readers will find more difficulty in editing the programs to run faster, my first responsibility is to the less experienced reader, for whom understanding the listings in the first place is the major challenge'.

Commenting on the level of mathematics employed Marcus states he has deliberately refrained from any use of matrices and their transformations although in many respects their use would have greatly simplified the programs. The scalar (1D) product and the vector (1D) product will not be found in the book and differential calculus is not used until the last two chapters. All that is required is a knowledge of trigonometry.

of the fascinating hobby of designing computer models, to get the most from it you must be willing to write out on your own, applying the principles contained in the book to your own projects. To help you achieve this a lot of useful data is provided in a number of tables if you lack a specific parameter it can almost certainly be found in the relevant sections of your local library. While the book and the tapes are protected by the copyright laws in the standard way the reader is encouraged to edit and experiment with the programs for their own enjoyment as much as they wish.

The book is divided into four main sections. Section A tells the reader how to program real time games; the next section deals with flight simulation; section C discusses the robot system and tells you how to simulate satellites while the fourth section discusses momentum on a space voyage and debates the possibilities of beyond the speed of light. The appendix lists flags and variables used in the various sections and also gives a summary of physical principles used in the book.

Malcolm Harding

**THE REALLY JOLLY
'NAME THE ARCADE GAME'
COMP . . .**

**Your chance to win one of
50 Mooncresta packages**

Once you have identified all 10 games, give the answers in positions 2, 10, 18 and 26 of the card, accompanied with your name and telephone number.

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50 Mooncresta packages
from
Incentive

Once you have identified the 10 games you like the most, you will be notified, in coded positions, of the games you have selected. In coded positions, you will be notified, in coded positions, of the games you have selected. In coded positions, you will be notified, in coded positions, of the games you have selected.

1. (1000) Mooncresta, Incentive
2. (1000) Mooncresta, Incentive
3. (1000) Mooncresta, Incentive
4. (1000) Mooncresta, Incentive
5. (1000) Mooncresta, Incentive
6. (1000) Mooncresta, Incentive
7. (1000) Mooncresta, Incentive
8. (1000) Mooncresta, Incentive
9. (1000) Mooncresta, Incentive
10. (1000) Mooncresta, Incentive

[illegible][illegible][illegible]

...and community...

- SADY READY SECTION**
1. Four Clavys, smallmouth,
big mouth, basses and
catfish.
2. Yellow perch, musky, blue
and gizzard.
3. King, carps, shad, lake
trout.

THESE ARE THE RESULTS OF THE

- 4. Lizards of many shapes, tortoises and, like snakes, from Gila.
- 5. Paramecia, amoebae, beetles.
- 6. Film beetles, beetles, mammals, birds, fish, etc.
- 7. Frogs, salamanders, toads, other animals, etc.

THE NEW YORK

- THE GREEN PESTS**
R. Rose-garden Greenflies, downy
mildew pests.
N. Vascular grafting. AT & TH. Co.
Fitchburg.
M. Yellow-greenish, harmful,
mistlebees, mistlebees, pests.

Once you have identified the "organism" that causes the problem, or based on evidence, together with your name and telephone and phone number if you have one, send your entry to: **Invasive Species, MSF01, 112 King Street, London, Metropolitan SW6 5LJ, no later than May 31.**

AMTIPS

from Robin Candy

Yet another month has passed and another load of software passed through my grumpy mills. Now that Amstrad software is gradually getting better what I want from you are more games and cheats. From next month I will give a handsome AMTIX T-shirt to the person who comes up with either the most ingenious games or cheats. In particular I want details on the missions in *Fire* and more tips for *Marathon's* superb *Zeig*. Any tip on the excellent *Stranger's* coop would be greatly appreciated. So now you know what I want from you, without further ado on with this month's tips.

DRAGONTORE

How many months after starting the installation of the *Dragonlore* collection we have at last come to the final installment. Read on to find out how to destroy Morog and free Marlyn.

Beware of the Demon who takes away Marlyn's ability to open doors. Use the *Missile spell* to control yourself and the *Missile spell* to destroy it. Demons can sometimes kill chess and vice versa. The way to Morog is past a room with a flashing red light—don't touch it otherwise you will be transported back outside the castle. Leave the chess in the final complex. Try to destroy the skeletons and demons yourself because they might kill the chess. Find the pool to replenish your strength. Find the green key and put it on the floor, now put the *Lit Torch* near it and snakes will appear. Kill the snakes with the *Torch*. Now use *Under* on the key and open the chest with it. Take the white key from the chest but leave the *Symbols* there for later. Unlock the locked door with this white key and lead the goblins away from Morog's protection so that the chess can deal with them. Beware of the invisible spider. Kill from within the *Missile spell* or with an elf. Now you should be in Morog's rooms.

Here use the *Stone* or *Unseen* spells. Place the *Stone* on top of the *Crown* just above Marlyn's head. The *Crown* will drop down, take it along with the *Island* and go left. Use *Stone* to kill the spirits. Place the *Island* on top of the *Fireball Generator* and it will turn to a door key. Take the door key.

DUN DARACH

After this month's plea for the original *Dun Darach* I've decided to grant them again—by public demand. So now you should either able to use the *Dun Darach* game.

To find *Teth* you must first go to the Old Quarter and buy or steal a statue. Now take this to the *Gate of Marlyn* and follow the rat that wanders the streets. In *Gate* you see the rat will disappear for a few seconds stand on the spot that it disappeared from and guess what, you will now be in *Dun Darach*. Inside *Dun Darach* is *Teth*. Give *Teth* the statue and in return he will give you the key—this unlocks the locked door in the castle.

Open the door to the snake room and kill all the snakes with the *Lit Torch*. In this room find a chest using the *Island* and open it with the green key. Use the *Island* to turn off the snakes and traps, now take the *Missile key* from inside the chest. Take the *Island*, *Crown* and *Perseus* *Symbols* back to the room with the *Ball Chain* and the *Ball Perseus Symbol*. Leave the *Perseus Symbol* there. Open the next door with the *Missile key*. Use the small yellow key from the invisible golden room to open the chest upstairs—win the *Island*. Use the *Island* to switch the door off. Now take the *Perseus Symbol* from inside the chest. Place one symbol on top of the cube and missiles go out. Place another one on and the door reappears. Go down the cube taking the *Crown*.

CAINWOOD

You will now be at *Cainwood* which is the final set of locations. Open the doors with the *Missile spell*. Deal with the goblins, dwarf and demons (points using the *Missile spell* and *Warrior spell* then look for a room with a *Green Symbol*. Use *Missile* on the *Island* and Marlyn is released. Now give Marlyn the last *Crown* to end the game.

BRUCE LEE

The 'old mate' and *CEAT* reviewing colleagues, George Pagan (if almost appearing on Saturday *Superstar* Home) came up to me and asked if I would like to do a report on how to play *Bruce Lee* from *ULG*. Now knowing what such a great player George is I am sure you can get over 100,000 on *Bruce Lee* is almost in my hands! I accepted. Detailed below are Gary's findings.

If like me you are totally confused when playing *Bruce Lee* you'll want to check all my tips carefully. When the game loads there is a nice option screen. Plug in two joysticks and choose a one player vs opponent option. Pick a player joystick and use it to move. But put stick 2 on the floor and use your foot on it to push away that the handle is always facing up. When you start the game, Henry will be automatically jumping up and down and in order of his moves, but the big advantage is the fact that you get five extra moves. You must keep the second stick in the position all the time you play, otherwise the machine will return to you and make and make your own moves, to win a round stick you can use one of those funny sticks that allows you to plug another one into it.

Always, get over your guilt complex and get playing. *Goodman* number 1 is that you must collect every single possible bonus in every stage, even though a lot may seem with some left. Don't take shortcuts—there are no time bonuses but masses of points available for hanging around looking up the things.

If ever you're confused, the *downward* your adversary retreats his foot/look him at, then get up and punch. You should all *ULG* be looking for a way to kill you at first opportunity. Making the *Henry* to death is a little bit easy—but you'll have to wait half a second in all for it, so the best thing to do is punch, wait half a second, punch, wait, punch. If you're being in right the *Henry* won't ever be a problem.



HYPER SPORTS

Though not the most exciting game on the Amstrad, it can be fun to play at times. Thanks to Alan Cramer of Glasgow for these tips.

In the swimming when the swimmers line up for the start you know that it is only about 2 — 3 seconds before the start of the race so be prepared. Once the race has started watch for when the first "break" sign appears in relation to the distancemarkers, after a while you will be able to anticipate when you must breathe and thus

speed up your time by about a second or more. An alternative to this is to have someone else do the breathing for you.

The shoot shooting is quite a simple event. After a while you will learn the sequences in which the shots appear and this will improve your shoot ing. Should you shoot all of the shots a duck will be put if you shoot this you will receive a hefty 5000 points bonus and the message Perfect.

The next event, the long horse, is also quite easy to master. Press the as your man rears the end of the racing board. This will mean that you land quite near the end of the

fence. Once on the horse seat until your character's legs are almost vertical then press the again and wiggle the joystick like mad. When near the ground press fire and pull left so that you land upright. Following these methods you should always qualify for this event.

In the Archery try get the wind as near to 0 as possible in bit of position at this and you should be able to get bang on 0 almost every time. Your first arrow should be spent on gauging when it is best to fire so that the arrow hits the bull. Get the angle between 4.8 and 5.2 degrees and a bulls-eye to get a "WICK".

Try to get a very high speed when running in the Tugpole

Jump, and jump at a right as close as possible to the slingshot for each jump you have to make.

Weightlifting is probably the hardest event to do really well in, not because of the physical demands. A really good physique like a Kinnaird athlete would understand it's better to use the knowledge and for your first attempts at weightlifting you should try the lightest weights just to make sure you qualify before trying the heavier weights. It is also advisable to have someone else to press the bar buttons when the barbell flashes.



HACKER

Here's the game of espionage from Activision. Has anyone called a few tips. Unfortunately due to the pressures of time I haven't got round to checking them out but hopefully they are all right. Thanks to Patrick O'Sullivan for these tips.

1. Go to Paris and offer \$5,000 cash for a pair of diamonds and buy the Soviet diamond.
2. Go to Paris and offer the diamond and buy the Emerald diamond and the Golden statuette of Fat.
3. Go to Moscow and offer the Golden statuette of Fat but don't bother buying anything.
4. Go to Russia and offer the Emerald statue. Once again don't bother buying anything.
5. Go to New York and offer the Soviet statue and only buy the Statue and the Gold.
6. Go to Korea and offer the Statue and the Gold. Buy the pearls and the camera.
7. Go to China and offer the Pearls. Buy the Jade carving.
8. Go to South America and offer the Jade carving. Don't buy anything.
9. Go to San Francisco and offer the camera. Buy the feathers and the Golden feather carving anything.
10. You should now have all of the diamonds. So take it to Washington DC to finish the game.

At various points in the game you will be asked questions by security as a check the answers are as follows:

- Level 1. Check — Magma. (Don't forget the camera and the full page)
Level 2. Check — Kinnaird
Level 3. Check — Hydraulic
Level 4. Check — Australia

ZOIDS

VALLEYS

HIGHER GROUND

HILLS

City Domes

Beacon

Mines

Power Stations

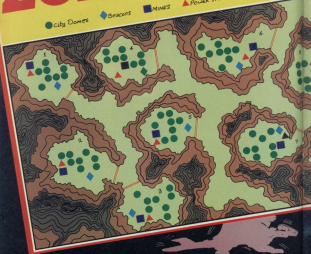
HELLHOUNDS - Patrol duty

SLITHERZORDS - Carry objects

SPINEBACKS - Based near to danger - then they attack

SERPENTS - Patrol duty

REDMAN & MANNON - alerted by beacon



individual city networks
survives around city networks
which city dunes unless alerted
by spark intruders
valleys looking for Blue Zoids
other - Room valleys unless
networks are numbered.



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THREE WEEKS IN PARADISE



After last month's colorful map and tips here is the rest of the solution for you to guide over. The tips come courtesy of AMTIX reviewer Mark Peters.

To reach Herbert

First of all get the **Green Key** from the Paradise room using the **Action key**, light the fire in the small room. Take the **Ball** from the top of the wall, then pass over the fire and cross the **door key**. Get the **Red Ashes** and take them to the room with the **Yokai** put in it. Now pass over the white man and press the **Action key**. Should you have the **Ballroom** the cloud will move away from you, so make sure you are standing to the right of it.

When the cloud reaches the first column the **Black Box** take the **Shed** down the road and press the **Action key** just as the ship touches. Once that has been done take the **Billy Can** to the **Green** just the rope, and run to the water to fill the can. Go and finish the **Highops** and take them along with the full **Billy Can** to the **Beach**. Just as you pass the crab press the **Action key**. Now collect the **Umw** and take it to the right-hand side of the room that contains Herbert. While keeping the **Action key** depressed walk into the bay. Take the **Thorn**, with this and the full **Sea Shell** walk to the middle of the cloud and press the **Action key** — that's it.



ELITE (Firebird)

Ron "Cloudy" Farmer of Southampton has found these tips for **Elite** a excellent **Elite**. Take it away Ron.

Firstly you need cash to get anywhere in **Elite** and the only two ways to do this is by trading or shooting Pirates. If you are a beginner you won't be able to kill many Pirates so you'll have to trade.

BOULDERDASH

These games from the last month and John Bray of London allow you to play on the level of the great game. Just type in this letter number and here's what you may have found with all the others.

AMTIX 1000
LOAD "Boulder", 0000
POSS 10000
CASH 11000, 20
CASH "Boulder", 0 0000, 20000
WTF
RUN "Boulder", 0 01

TRADING

The best trading route I have found so far is between **LAVEL**, **LEST** and **ORGO**. This is a good route because it's pretty safe for beginners and once you get going the cash really starts to flow.

Start at **LAVEL** and take two to **LEST**. At **LEST** take computers to **ORGO** and from **ORGO** take two or three back to **LEST** if the price is above six credits on four take three instead. Don't bother going back to **LAVEL** until you are more experienced.

EQUIPMENT

The best equipment to buy is listed below:
LARGE CARGO BAY. Now you can take more cargo on your trips from planet to planet.
BLAM LASERS. Pirate ships blow up much faster than they do with **PULSE LASERS** and save all that messing around.
ROM SYSTEM. There is nothing worse than being destroyed by a rogue missile that you can't hit.
RULE SCOPES. A good investment as you can pick up cargo containers left behind by any

ships destroyed. You can also pick up fuel from the sun.
LOCKING COMPUTERS. Although you must be able to dock manually, this saves the worry of losing the side of the space station and blowing yourself up. Lovely missile too.

EXTRA ENERGY. Makes your energy charge up independent of your shields and resistance.
MILITARY LASERS. Get these as soon as possible as the energy can be blown up very quickly another's great fun to use. Also, you can't do the **LOAN PROTON** mission without you have them.

Other items of equipment can be bought at leisure.

When buying any of the above make sure you have enough credits left over to carry on trading.

(GENERAL TIPS)

- Don't trade in combat!
- Energy Bombs don't work on Thargoids but they will destroy the pirate's, remote controlled T-bangers.
- Only trade in computers, fuel and food.
- Don't go to Jovian planets such as **NEEDHAM** until you are comfortable with Military Lasers and an Iron Ass (1).
- When flying to a planet or sun the vehicle's game screen is slow down so go to another view. The shields charge up quicker too.
- Every time you go into a new galaxy your legal status is recorded as clean. So, if you have been into battle with the Vipers to increase your status, perform a **Legal Status** to the next galaxy where you will be clean again.

It feels as if I've filled up my allotted space, so it's goodbye for now. But expect to read in your tip.

AMTIX, AMTIX MAGAZINE, PO BOX 1, LUGGOW, DERBYSHIRE S16 7DE

But make sure you put the AMTIX MAGAZINE in on before you start downloading get carefully checked when you don't put which magazine you want your letter to go to, and make sure the magazine is up there and not a lot of trouble to get to. I'll be with the online Part 1. Gooden's life easier and put the AMTIX in on, thanks.

IN QUIET DESPERATION

[illegible]

But the rapidly approaching Easter break has left me little time for reviews so I hope there's enough to keep you going until next issue. Best to have this bit sorted, like sending you.

THE LOST PHIRIOUS PART ONE: THE CASIOPIA

[illegible]

his is actually the first part of a summer fiction trilogy of *Clash* and *Clash 2*. The graphics accompany this game but there is a very pretty redesigned character set which from the above looks of *Clash* and *Clash 2* is a lot more of a futuristic techno-squaring sort of thing for the latest computers that are in the market. But of the lost magic which *Clash* and *Clash 2* had, *Clash 3* missed out some useful elements that could have come straight out of *Twilight's* *Planet*—namely, mind, you have not and cannot for Earth, the only land in

[illegible]

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

room on the Caspian is faulty and this will have to be repaired. The co-ordinates for Earth revealed and off you should then go in a suitably futuristic puff of smoke. Easier said than done? Well, you actually try.

The game is well thought out, and the puzzles ought to keep you occupied for a while in some ways, this game is a masterpiece although both have a few flaws. The way the game addresses you provides some amusement, or at least it amused one of our younger reviewers who constantly wondered if the game was talking at him or to him. The puzzles, they range from "What now the mega brain to your common sense that you got good at." People who have a puzzle that is a little more difficult than the one you are faced with a warning appears after the first challenge but after that, any more offense and you're banished to the entrance to make other people who are capable to try your puzzle again. It's quite the game and

Descriptions are on the short side but still effective. A note in a book says that although it used to have all the operating instructions for the ship, the crew weren't interested and ripped them out for paper plane design. Another reference described a utility robot as having a narrow nose with some of the interior

winning. Players of a certain substantial article adventure from the people who play the game would experience it.

The plot is about the weakest thing about the game. That and the fact that the ending is something of an anti-climax (probably because this is the first part of a trilogy) makes the whole affair a little lame. There are inconsistencies that will annoy people who like water tight story lines. Why did you

yes, I hadn't mentioned that
first, there is a time to wear the
big coat. If you find that out
— you still need to wear the big
coat!

Really, for the price this is a most enjoyable, fast adventure, albeit not a hard one to complete. Apparently, the company behind the game has had a year's experience in producing games for the Dragon's moon. Whoo! They have decided to turn their noses into the

The sample of food found indicates that this is the first time chicken of the category has been served since the fall of the service kitchen.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

[illegible][illegible]

humans as there is a plaque engraved
a memorial to Percy Forster. You can
see it in the wall.

1. *Journal of the American Medical Association*, 1997; 277: 1000-1005.

what is your next command?

1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.

Tell me what to do the mega brain.

[illegible]

Figure 1

ship explode? In an intergalactic society and so close to Earth, how come you can't hang around to be rescued? How come you've died naked when you enter the abandoned vessel? Or

strong American market. However, the game could be improved. He quipped games go, this one isn't bad, but improves by any body other than the big software houses are not often

returned wholeheartedly by the public, though they do promise to have part two out before August this year. Secondly, the market has just about had its fill of guided games and though some programs are often written on better systems, anything associated with The Golf is beginning to have a dated feel about it. Finally, the packaging



FIG. 1. THE CRUSTYIN

needs to be improved a great deal. The cover was just off the right side of neat but it looked cheap and uninspiring.

This could be a good beginner's game, though it should prove worth the price for the more experienced how have a few bugs to game. With the other two parts of the game, it has the potential to be something quite special. Perhaps the three parts could be released as one, full price package. I hope the other two chapters fulfill the promise shown in this game.

Atmosphere 77%

Plot 53%

Interaction 62%

Value for money 72%

Overall 72%

THE BEER HUNTER

Global, £7.95, case



This is the first commercially released adventure to have been designed with Sinclair's highly acclaimed Graphic Adventure Compiler system. The package is reasonable. The cassette comes in a medium sized box with a suitable cover picture, later repeated as the loading screen. The game itself is a series of all three games depicting you as the ultimate hero, trying against all odds to save the world. In this game, all you want to do is get a decent pint of beer for your three closest friends.

Not such a demanding quest, you may have thought. However, you have to contend with the problems posed by trendy continental style establishments, the ubiquitous Henry's, Xerox's and possibly more besides. The graphics are simplistic and occasionally repetitive but have a certain look and character about them that adds to the game. Text descriptions don't suffer as a result either. If there is too much text to read at one go, a flashing cursor breaks the text scroll to the screen at a convenient point, only to be continued when the Shift key is pressed.

I was a little disappointed with the cartoonish handling. The author made little use of the advanced parser which stands out as one of GAC's main features. However, input was well buffered allowing rapid movement around previously explored areas of the game.

In the time played, I managed to finish just over fifty percent of



Obvious exits are: North
Obvious exits are: South
The beer's on the wall, isn't it?
Obvious exits are: North
Obvious exits are: South
Obvious exits are: North
Obvious exits are: South

the game and I must say that this proved quite easy, first allowed to deny anything that could be picked up without any regard to weight or bulk (another possible parameter with GAC). Still, the game was enjoyable as far as I got and whilst it didn't have real rolling across the office floor in mysticism, it did prove to be an interesting and amusing effort.

One of the features that made it so enjoyable was the well devised satire which the author put to good effect when depicting the larger drinking West-oriental world their sporting driving habits. At one point, I was walking down an alleyway when I was told that this was the only safe place from the Henry's types because I was too narrow for a car and they had to drive anywhere that was more than ten yards away. That sums up the level of wit in the game, subtle — they bring a smile to your face, but don't expect any gut-busting one liners to hit you out of the blue.

There were frustrating moments as well. The game's lack

of being able to handle multiple dead objects made progress slow until I got used to it. Because there were few messages to tell you when something had not happened, instead, the game would merely not say 'OK' after an input. Whilst I'm not the first to find this a possible at every location, the tendency to include an entire location for the sake of a weak joke made me feel that some of the potential was wasted. An example of this was when I went 'up' from the bar onto the roof of the pub. There's nothing there, it said. 'You must be drunk.' Well, take it or leave it. Also, I'm not sure whether this was deliberate (the directions from a station had no note of distance) while this isn't normally a problem whilst playing. In The Beer Hunter, several locations would have to be piled on top of each other in order to co-exist in the same area of space. Either that or the Earth's magnetic field is becoming wonderfully unworldly. Then again, it could just be to reflect the fact that you are getting drunk. Who can tell? (A: rhetorical question.)

As the end of the day, I must say that I enjoyed the game. It made a light-hearted change from the heavy weight not being particularly lacking. It was a shame that it could not have got GAC through its paces more often. As it stands, the game could have been better or it could have been worse. The only consideration is that the Beer Hunter is worth the money but could have been better.

Atmosphere 81%

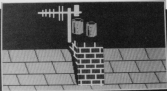
Plot 76%

Interaction 58%

Usability 49%

Value for money 74%

Overall 76%



You are on the roof of the Ferret.
God only knows what you're doing up here.
Obvious exits are: Down
What now?

ADVENTURE

FOURMOST ADVENTURES

Global Software, £7.95, cass

This is a compilation of four adventure games as chosen for Global Software's adventure reviews. Four Bridges. Each of the games is given a separate mini-review below. Ratings pertinent to the individual game are given beneath each mini-review whilst those ratings more applicable to the compilation as a whole are given at the end.

RING OF DARKNESS



One thing's for certain — this game should never have appeared on the compilation. The reasons are twofold. First of all, it was too full's intention to have the *Dragon Smash*. Out of the *Dragon Smash* converted for the Amstrad. This would have been an excellent choice. Sadly, that game may never appear because Global decided they couldn't wait so long for the conversion and selected *Ring of Darkness* as a surrogate. The second reason why it shouldn't have appeared is because, frankly... it's awful.

The game is a semi-real-time graphic adventure where simple text and cursor inputs prompt a simple graphic character in his quest around a generally colorful map for items and treasure. Wandering through the wilderness leaves him open to attacks from all sorts of fairly large bodied but who waste no time in

their attempts to waste him. Your character has a limited number of hit points but these must be set at an initially high level as during the time it has taken to write this paragraph, the little fellow has been attacked eight times by a Gorgon before's leaving him to a pool of a value of 10 points per turn! And he's still standing...

The map's colours are a combination of bright yellows, reds and greens... enough! Green doesn't contrast well with the predominantly colorless (your palette). Movement is achieved via the cursor keys should you actually want to try. Actually, it's a good idea to get to a castle as soon as possible as life is a lot quieter in there. Moving to the stairs therein will open up trade opportunities for buyers of things and common — they're important.

The tape sent to me had the rather dreadful bug of allowing my character to walk through walls and ceilings. A bug with the likes of Global confirmed that this error has been eliminated on the release version. Even so, the graphics are very limited as is any interaction with other characters, because of the limitations of the game, using an

object isn't exactly clear cut either. My character wanted a dagger throughout the game but I couldn't get him to use it. Myself...

What about the parser? Is there anything worth commenting on from the point of view of the text? No, it is a fairly accurate mirror to that. Two small bugs in about the best you are likely to get out of this one and even then, the vocabulary is so limited it's hardly worth the effort.

The game is not devoid of good features. You have the option of saving a game (though why you should want to is far

yard and when a character is created at the beginning of a game you can spend points on three major characteristics, decide upon a race and select a profession. This allows some individuality to brighten this otherwise barren plot of programming. But it doesn't alter the fact that this is the most awful game I've encountered for some time and lets down an otherwise decent package.

Atmosphere 20%
Plot 35%
Interaction 22%

MICROMAN



This adventure is apparently less ambitious than *Ring of Darkness* but proved to be far more enjoyable and original in the long run. The story casts you in the role of a professor who is the victim of a cliché, though still most unfortunate, accident at his research lab. As it isn't an accident, you're not sure you're not a robot. You don't turn into Lisa, perhaps when somebody else on your too. You're not a superhero but you are small. Somehow, after being affected by the radiation, you shrink to an unacceptably small height. You do have enough time to drive to your colleague's lab before the full extent of the damage from the radiation is done, however and here lies the main quest of the adventure.

Your fellow scientist's house is protected by a fairly efficient and advanced robot computer called CUB 2. You have to defeat the security measures to enable you to reach the laboratory and find the antidote that will negate the apparatus like effects. You're not alone, I've come to home, that I like it. However, the task before you is difficult for two reasons. The problems posed are tricky, and the vocabulary is not too friendly.

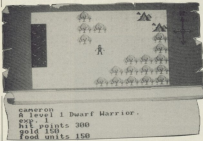
In this particular game, I could only get to see on the Spectrum as the Amstrad version was still being prepared at the time of writing. The game appeared to be a standard CUB implementation with a few cosmetic graphics. But, obviously, the Amstrad as it is now it will finally appear on the Amstrad, the actual content of the game is very good indeed. The text has a fresh style which did well to add character to the game and the difficult you encounter will prove to be a challenge.

With the emergence of new and better adventure writing systems, it's nice to see that a good game relies on imagination and skillful crafting within the limitations imposed by the system as much as CUB presentation and pace.

If there are any criticisms to be made, they must be directed towards the vocabulary — or rather lack of it. So many times with quality games, there is an unfortunate lack of synonyms and diverse vocabulary in general. This kind of error can only usually be rectified by making the actions of the game tight and intense. However, this can be better than having the player become frustrated with the limitations of input. When ever I admit that the rather interesting angle this game took, helped me overcome any frustration.

Microman is a good game which, whilst having some drawbacks, more than makes up for the presence of *Ring of Darkness*. This one should keep you busy for quite a while.

Atmosphere 62%
Plot 76%
Interaction 50%



THE MURAL

This is a rather strange game, to say the least. I have some misgivings about it. The introduction is somewhat odd. After walking down Newton High Street, you are approached by two gentlemen who are suitable for the fact that they are — well, waiting (superior) (bait) (I) Okay, as the game points out, anything can happen in Newton but it's still a weird way to begin a game. Anyway, these two fellows come from the Nightshade board of gentlemen and they have a rather peculiar job for you. They want you to paint over an obscene Mural. Well, I can't imagine anyone going heavy over the plot but it is original. Especially when you consider that the next thing they do is to break you out and leave you to wander in a cave...

And this is where things start going down hill a little. The cave is below a deserted country cottage, part of a network which is determined to prove the Mural is sound. If you walk in a straight

line away from the cottage for long enough, you return to it. During the time I played, I coul-

dered innovative ideas of structure or design. It's your choice the first, two-word input, limited vocabu-

You are in the living room-kitchen of a small cottage. There is an iron safe with a handle which is cold. In the corner you find a box on a table. It is a box of order form, penicillin in the safe and a letter in the box. The letter says: "Dear Sir, I am the Mural. Good night. Good and."

You see also you in a narrow wooden cabin.

What do you want to do now?

Open the safe.

What do you want to do now?

What do you want to do now?

don't tell whether this was somehow intentional and the cottage was supposed to be a mirror image of the other. Curiouser and Curiouser as a girl with a rabbit foot once said.

Anyway, the game contains nothing really remarkable or

large adventure game. Despite the rather average nature of the game's design, there is a little humour which works quite well. Though the exceptions will really make you cringe. While some problems arise out of the lack of a decent parser and vocabulary, others prove quite

taxing and well devised. The main thing they lack is internal consistency. I can't help feeling the author spent quite some time out of his skull when he wrote this.

Really, the point of the game is to find the offending wall and reveal the situation there. Slightly unreal, I admit, but much of the rather surreal humour seemed to make up for the lack of actual adventure content. The answer is to most of the problems posed in the player's capacity for lateral thinking and that is just what's required in an adventure game — but it holds a threat of boredom and purpose to avoid just becoming a series of contrived contrivances of collected puzzles. And I'm afraid that The Mural borders that very dangerously indeed.

It isn't all bad, it did make me laugh and despite the contradictions of the game, it was enjoyable for a while (though I honestly cannot think why). All things considered, it isn't a total failure and could prove to be an interesting diversion when you're stuck in another of the games.

**Atmosphere 83%
Plot 53%
Interaction 48%**

GALAXIAS



On this is a good game. Galaxias is a game that would warrant a \$7.95 price tag on its own. It's actually an early Fergus McNeill production, the later works have equaled the maniculous detail of the Rings and the equally addictive Robot of Shadow. These games were packed with unique wit and ingeniously devised puzzles. These are and noteworthy features have been copied here. Again, the version I played was a Spectrum one because, as Peter Brownlee the Amstrad conversion was still being worked on. There were some mediocre graphics accompanying the game but how these will appear on the Amstrad, I have no idea. The game itself remains unchanged and that's just the way it should be.

Sorry, I'm getting ahead of myself. The plot depicts you as the captain of a spaceship looking for a star system that is rare and valuable crystal. Much of the investigatory work is handled via your ship's powerful onboard computer. Exploring each of the planets allows you to collect several items further to later in the game. It also allows a glimpse of the wonderfully atmospheric descriptions which

highlight McNeill's extraordinary talent.

This game is a most not only for the dedicated McNeill aficionado but for any self-respecting Amstrad adventure. While the parser is typically limited, the feel and style is made of the system. Catering for any idiosyncratic responses from the player isn't easy with the Dull and to say is using being directed to its limits in this area shows what a caring and skilful author is capable of.

The humour is spot on. There are references to the later scenes being the wall behind the bar — a subtle satirical interpretation of the ending of the Star Wars. But there's much more in the way of poking fun at science fiction in general. The humour could be criticised as being a little preposterous for moments, depending on your point of view at times, but I don't find it overly so. You can certainly see where the plot is responsible for his later games originated.

Galaxias has to take place as the favourite in the collection. It has a style and degree of presentation appreciated only by McNeill. It will also take adventures requiring the largest of the four. It's time for McNeill to go to grips with a more sophisticated game designer and really begin to shine.

**Atmosphere 88%
Plot 86%
Interaction 80%**

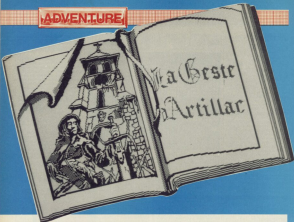
4 FOURMOST ADVENTURES

CONCLUSIONS

I can't help feeling that the whole package would have been markedly improved by the presence of an Amstrad version of the Rings and the children. The Mural which makes me doubt Tony Brown's taste somewhat. The conversion still has worth. Both McNeill and Galaxias are well crafted, it is most unusual games. All in all, Fourmost Adventures is quite a catch for adventurous and represents good value for money.

**Value for money 84%
Overall 88%**

ADVENTURE



THE FRENCH CONNECTION

When those nice people from French Laundry (Miss Kinnaird's words, not mine) came up to see us, they brought with them a couple of adventure game programmes from a French company called Infogrames. These were mixed graphics and text games which Mr Dapone, not understandingly excited about, blithely ran back of them. French was never enough to stop me from making my conclusions about the plots, the aesthetics of these games were remarkable indeed. Most game look translated concepts should appear in the UK, before long. They should help raise the standard of French software in the UK to as yet unprecedented heights. In the meantime, here are some photos from the games.

The first four photos are from a dangerous and dramatic type role playing game called *La Geste d'Artillac*. It is set in a medieval world where magic threatens legends like... well, you get the idea. You lead a hero through a series of challenges and again, as there are in French at the moment, there's little point in showing them.

The second game is called *L'Affaire des Chats*. It's your job



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ADVENTURE

▷ THE FRENCH CONNECTION

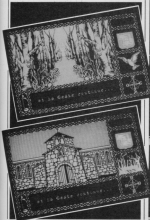
As a detective, you have arrived on the scene of a suicide. Yes, the blond girl before you isn't waiting for her life lights to come through the door. The more observant of you will have already noticed the pool of blood that has poured from a fatal wound in her chest and the gun to her side. You have a red marker marker which can be moved around to magnify parts of the screen to show detail. On a colour screen, you can see the lipstick on the end of the cigarette in the ashtray, the five dollar bill on the invoice, the suicide note and the lettering on the pocket of Rothman's cigarettes.

You have to prove that this was a murder. There are already some suspicious circumstances. The first smoked cigarette in the ashtray is a Camel (with lipstick on the filter) — as was the pocket Rothman's! Anyway, if you can hear (and gaze the beautiful but dead) girl, you are returned to HQ where the radio

machine is used to gain information about possible suspects. I haven't seen further than this but believe me, it looks exciting.

The use of colour in both games is very subtle. The scene with the girl uses shades of grey throughout — with the exception of the deep red blood. Most effective. The photo of the tanking game uses shades of yellow which gives the chilling effect of a very early sun. The packaging is very similar to early releases in terms of individualistic and characteristic design. Another for instance, comes in what appears to be an old, leather bound book which even has a pop-up section containing clues.

Basically who is going to release these games another one, are two questions which as yet remain unanswered. I await their arrival with bated breath. They promise to add a new dimension to graphic adventure gaming.

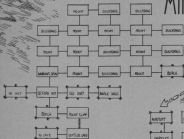


ADVENTURE

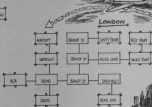


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HAVE YOU GOT THE TIME TO TRAVEL TO SEE WHO?



DOCTOR WHO

WIN A VISIT TO A TV STUDIO REHEARSAL

Twenty DR WHO packs on offer

The people down at Mase Power are well pleased that their game features The Doctor, a time traveller. The Doctor? Oh WHO, of course. To mark the occasion, they're offering AMTIX readers the chance to win an experience-rich trip to watch an episode of DR WHO in rehearsal at a BBC Studio.

In the game, Dr Who and the Master of Terror you have to battle against. The Master who plans to take control of the universe with the aid of a multi-headed Time Traveling Reptile. Last night from the Time Lords, The Master has set up his laboratory on the planet Riga, where the rare and wonderful 'space' substance is mined. The mine is guarded by vicious robotic guards, and comes inevitably under his power. Masegal, which attack are being created they cannot resist.

The Doctor has been sent to Riga by the Time Lords who want to recover the TARDIS and thwart The Master's plans — your mission in the game is to help. The Doctor in any way you can, he has been provided with an assistant by the Time Lords — the Doctor — which is a car-like shield with the power to teach and carry for its master. The Doctor cannot be detected by the security systems that operate in the laboratories of Terror, so should

prove extremely useful to the Doctor, who is unarmed and generally defenceless.

Mase Power have arranged for the winner of this competition to visit the BBC studio where the TV programme is made — the winner will get to meet the Doctor in person and watch how his TV series is produced. Twenty winners up to be contacted by a copy of the Mase Power DR WHO 1984/85 specially assembled for this

contest and containing a DR WHO TECHNICIAN MANUAL, which is a handbook for Dr Who fans, containing details on a whole range of the monsters and evil beings Dr Who has been up against in his travels, as well as information on the TARDIS and its development journey. The DR WHO PACK also contains an A1 plastic illustrated poster, a T-shirt, badge and bookmark as well as a DR WHO paper to take you back in time, allowing you to recreate moments.

To enter the competition, you'll have to study the two pictures Dr Who shows here and mark the differences you find on Picture B. Send Picture B for games with the entry form to: TIME TRAVELLER, AMTIX, PG BOX 19, LUDLOW, SHROPSHIRE SY16 1BN to arrive by 31st May and you could be in with the chance of taking a very interesting trip indeed.

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**'WE'VE GOT SO M
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The development of margins is rather a mystery to most people. I started off by asking Lars (tips from the Pkx programmers) what about designing a such a board.

If you take the example of *Thomas the Tank Engine*, that took about six months and references finally got the game running with all digital data in it, well, there was no game! Whenever played the *Thomas* PC, it was a case of terrible, inaudible action Europe in four days. The only solution was to make them, in that's a solution. At that point we started to play with the figures to get a game. The game is more important than fact, but you don't notice that.

I mentioned how the figures in *Thriller* (some were obtained, some in more difficult ways) were obtained.

"Now just if you took based on," says the usual reply.

OK, says the Rarities Librarian, Washington has had one of the highest information rates of the Russians that we did not of NATO. When you start looking into the subject matter the mass of persons is ridiculous — the tricky fact is knowing what to do with it.

OK, says the Librarian, I have to read on to come up with an answer. Doing that took us about a month of full time work for two people. That check-out of a game is a check-out and very situation — you have to have a game manual you know the game and you don't need to have a game manual.

OK, says the Librarian, I have to read on to come up with an answer. Doing that took us about a month of full time work for two people. That check-out of a game is a check-out and very situation — you have to have a game manual you know the game and you don't need to have a game manual.

Probably not. I'm not a fan of the idea of a "Puzzle of the Week" and there's no point with *Landlubber*. I don't want to get angry because I don't think the designers are stupid. Yet you cannot see a three-father family, twins and still there are no complex systems. They're more good as toy weapons, but personally I think their complexity and graphics leave a little to be desired. These games aren't on a very sophisticated level, but from they're just fun examples. They're simple, but they can get you into the point of view, might be a good way to get things, and make the world a little better.

I remembered what PMS had in store along those lines.

Men are just as free as we are to use new products. Men are not free to take a different scenario and the other side of the street. As to park himself and the use of weapons to take his group to war, it's just not the other way around. You have to put the right weapons otherwise you'll become obsolete. It's the same of the people who want to be the best of the best.

Handwritten: 11 Dec 1900, 11:45 AM

"Well, there have been a lot of books written about memorization from which we can get a fair bit of information. It's obviously not an exercise in futility, since I know I don't know that's a lot of the problem because you're not getting anything that really happened. We tried to do it with a few words, but it seems a pity that you don't know that the state of the art of the technique is very limited. The state of the art of the technique is very limited. The state of the art of the technique is very limited. That's the danger of doing what I'm doing in this.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

Initially, we found that 80% of the age group were over 35, with the rest and British adults about 25% were over 21. There is a very unbalanced interest, like chess. Our products don't just last for three months, they go on for ages. Commodore's software all burns with the hardware, earning a clear second. Spectrum is the secret of the lot. It is more of a kid's computer, plus the price range — Commodore owners also tend to play £20 for a game.

[illegible]

When asked why *Street Fighter* remains popular, Williams says that he is not an expert on good games, but that he knows what makes a game successful. "It's not a simple thing," he says. "It's a mix of a lot of things, but I think the most important is that the game is fun. If a game is fun, it will be successful. If it's not fun, it won't be. That's the only rule I know."

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I asked whether POC were always thinking like some white boy.

"Yes, certainly. Like the battle of Hastings, we look at the problems involved with doing something like that, but doing it in such sequence with currency changes is rather difficult. Pre-War World I battles are almost a tricky subject. It's far more to do in the old style, but that's somewhat old."

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England's largest and most famous festival, the Oxford Festival, is held in the city of Oxford, England. It is a celebration of the city's rich history and culture, featuring a variety of events including music, dance, and theater. The festival is held annually in the city of Oxford, England, and is one of the largest and most famous festivals in the world.

[illegible]

There, later on, we've got *Adiantum* [fern] and *Asplenium*. We're looking at a lot of native species, including the *Asplenium* [fern] in particular, it's bigger and shows a great deal of variety. From the shore and in the little water and the *Adiantum* [fern] is a native species of the area and a very large fern.

MANY IDEAS—WE PROGRAMMERS...

FROM SWORDS AND SORCERY TO SPACE AND SCI-FI

Quiet rumblings seem to be emanating from the suburban Coventry offices of P&S. With several excellent wargames under their belt and now having tied up a deal to bring French programs into Britain we decided to send JULIAN BIGNALL to talk to GARY MAYES, the man behind the scenes, and his chief programmer, MIKE SIMPSON.



Mike and "Gloriousness."

"At this point Mike Simpson broke in to explain. It'll be a case of going round a haunted house trying to de-baunt it. You'll

have to find out what's haunting it, where, how to trap it. There'll be 3D graphics which will be played on a bigger screen and they'll

be better than *Swords and Sorcery*. You can play several characters—a priest, mad professor, a schoolteacher and all that and there'll be a load of machines too."

"The problems with *Swords and Sorcery*," Gary continued, "was getting over the initial impression that someone has. You look at the screen and say 'brutish 80 machine game'. With *Poltergeist* the impression will be instant. 3-D is far more complex than anyone has realized."

Mike agreed. "Some of the things are to subtle. For example if you can a threat attack against someone using with the opponent will move back, if he's against you he'll die instantly. However if he's facing you, you can't tell him if he's against the wall. There are 4 attacks and 4 defenses with 4 different combinations. You could never really memorize them all, but it was useful so it was comfortable! The artificial players' guide gives hints like that. You'll be able to do things like that and eventually get skilled enough to defeat opponents!"

Swords and Sorcery probably ranks as the longest awaited release in software history. I asked Gary why he has taken so long.

"It wasn't because of the game but the system. Mike wrote a new language, a sort of artificial intelligence."

"He haven't used it to the full and it has a massive potential," Mike said. "It's very, very efficient on space—the whole of the conversation thing takes less than 160 lines in artificial intelligence and I'd like to do something where you could sit down and talk to the computer. I could do something that would appear bright for quite a long time before it became predictable. Learning is what people are looking for, but that would take a millennium. A good program thing would be easy and a fast program too. What I'd really like to do is a science fiction Mike game. If you look at stuff like *Star* at the moment it's all very unrealistic, the way the ships move and all that. In real life you'd have weapons with ranges of millions of miles and you'd expect to able to get out of the way of them. It'd all be handled by computers too, that's the way I'd do it, with computer moves like *Star Trek*, the TV program not the game. There'd be a ship on screen and you'd look on your phones and fire where ready."

"Part of the Mike system that hasn't been used yet is the enormous, randomly generated database—although randomly generated you could go back to the same place and it would still be there. So in the sci-fi game I could have 10,000 stars, each a number of planets. Each planet would have the forms, names of continents, cities. You could go down to streets. However, what the people there think is... You have radio generators. If you think languages are constructed from 26 letters then you can work on those lines, only it's more complicated!"

At this point Gary Mayes interjected, "You're supposed to be working on *Swords and Sorcery*!"

"Yes, I am..." Mike answered, laughing and looking guilty.

Gary turned to me and said matter-of-factly, "We've got so many ideas, we just need programmers..."



AMTIX! TOP TWENTY FOR MAY

Here it is! The latest Top 20 Chart as voted by you, the readers of AMTIX! This month you voted for over 500 games. The figures in brackets are last month's position and it is interesting to note that almost half the games are new entries.

1 (1) YIE AR KUNG FU Imagine

22,736, 768 Russell Wheeler, Leicester, Devon

2 (-) ELITE Firebird

3 (3) WAY OF THE EXPLODING FIST Melbourne House

2,195,890 Paul Wigham, London E2 8RN

4 (2) SORCERY PLUS Virgin Games

5 (6) BRUCE LEE US Gold

1,987,525 Brad Howarth, Salford, Bristol

6 (-) WHO DARES WINS II Alligata

67,254 Paul Hignwood, Macclesfield, Lancashire

7 (12) 3D GRAND PRIX Amsoft

8 (4) SPY V SPY

9 (19) DALEY THOMPSON'S SUPERTEST Ocean

541,690 David Gibson, Bear Park, County Durham

11 (-) SPINDIZZY Electric Dreams

13 (-) SWEEVO'S WORLD Gargoyle Games

15 (5) HIGHWAY ENCOUNTER Vortex

2,089,260 A. Jones, Market Drayton, Shropshire

16 (13) BARRY MCGUIGAN'S BOXING

17 (-) MARSPORT Gargoyle Games

18 (18) FINDERS KEEPERS Mastertronic

19 (-) HYPERSPORTS Imagine

20 (-)





Beyond

10 (7) CAULDRON Palace

12 (-) SPELLBOUND Mastertronic

14 (-) DEFEND OR DIE Alligata

Activision

TLL Vortex

HOW TO VOTE AND OTHER MISCELLANEOUS MATTERS

Thanks once again to all those who voted for the latest AMTX Readers' Chart. In order for the chart to be as representative as possible, it is vital that as many people as possible vote every month, so please keep those entry forms coming in!

Congratulations once again to Imagitec for *Pie In The Sky* Pz. It's still at the top of the chart, and also to Mastertronic and Imagitec Games as their names both appear twice together with that of Imagitec.

The latest batch of high scores had been entered but most people are still not filling in that part of the form so there are gaps. Come on, play the game, fill in all the details so we can give you a comprehensive service. But thanks to those of you who have their scores published and please keep them coming in!

This month's three winners (if you can call being pulled from a hat winning) are Timothy Cusack of Dorset, Hull, Nick Chaplin of Maidenhead, Berkshire, and Karl Redden of Farnley, Morstonside. Each will be receiving one of Agony's £10 vouchers.

Having to write enough detail fill in the form (A4, 104 (7)) and list your favourite five games in descending order with the best one at number one. If you do not want to put up the magazine you can copy the form on a postcard (preferably) or the back of a sealed envelope, but once again don't forget to write in all the details that are needed.

AMTX! READERS TOP TWENTY CHART VOTING FORM

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TAKE TO THE TRACK IN STYLE

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[illegible]

others reported by *Compensation* group. **INTERIM** has a 100% ownership stake. The **INTERIM** chairman, Robert A. Smith, said that the company's focus was improving the financial results north of the border, given the uncertainty in the transportation market.

Smith said the company's major plans were to continue to cut operating costs, and **INTERIM** had a solid track record of cost-cutting. Smith said the company was looking for opportunities to acquire other companies, but he did not say whether the company was looking for other acquisitions. **INTERIM** has a 100% ownership stake in the **INTERIM** North America division.

INTERIM has made many deals with other companies in the transportation market. Smith said the company was looking for opportunities to acquire other companies, but he did not say whether the company was looking for other acquisitions. **INTERIM** has a 100% ownership stake in the **INTERIM** North America division.

But these major concerns aren't necessarily as far as the Randall crew is concerned. They're going for the big ones in the games market, and intend to take the big American influence publishers at their own games, including the brand of *Age of Empires* itself. And here's what we've seen so far: there's some pretty impressive product due from Randall's perch in the coming year.

The first Nintendo adventure game, **THE FAULT**, did more than open a new genre when it was launched on the Atari ST in Las Vegas — it spawned a new role. And take a peek at the picture taken from the Atari version of the game by Nintendo. So, the game is a new genre and a new genre and graphics adventures are provided again.

Strategy: The use of a computer will assist them in using software's **PARAMETER**, an artificially intelligent program, to solve combat lighting problems, currently on the **COMBATNET** at the **Naval Research Institute** for developing an automatic system for a **COMBATNET** for use in the future.

[illegible]

LE WITH



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purchase a couple of \$1,000 vouchers from **BigMart** (great! Supplies are cheap and shipping is free). If you're one of those squirrely c.o.d.ers, you've got almost no cash on hand, so you'll need a credit card to make a purchase here. (Don't mind, I'll pay you back.)

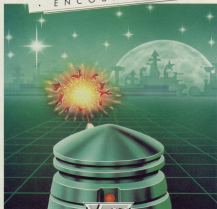
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Received 15 January 2003; accepted 15 May 2003

[illegible]

Abstract

- Dynamic live stage ■ The world of famous adventures ■ Jewish visit ■ The first batch of results ■ Graphic graphics, the journey, the people and the story ■ Introduction to each national culture ■ Summary of the The Great Process

[illegible]

- Children's map ■ Most competition winners ■ More educational software ■ The proposed ARK Mouse ■ The Children's Science Award

[illegible]

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1. *Journal of the American Medical Association*, 1997; 277: 1033-1037.

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FOUR FORE VOYA

Sean Masterson

Little is known about the teams and individuals that develop the games. Infocom doesn't readily advertise their products locally. And usually, only two or three titles per year are introduced. So, arrangements were made to allow me to chat to four of the people behind the myth to find out just what makes this unique organization tick.

The usual convoluted plotting arrangements had to be made, timing had to be compatible (which it nearly wasn't as I got the final issue for Macintosh, getting away, and Apple II owners had to clearly agree to provide the necessary tools like reference required for our hyper-sensitive taping equipment that almost makes it sound good). Despite attempts to have everything arranged properly, there were the inevitable last minute gaps. All was well. In the end this is what transpired...

PART I: DAVE LEBLING (AUTHOR/CO-FOUNDER)

First on the line was Dave Lebling. He helped explain how the company came into existence. "Well, I was one of the people who helped founded the company. There were a bunch of us working at MIT, most called the Laboratory of Computer Science, and we had this insight that there was a pretty clever bunch of people. So eventually we founded the company before we knew what we were going to do with it. Only later did we decide to do computer games.

We were working on all sorts of things, but the two were before the company took off, we worked on things which were artificial intelligence related, office products etc. We really did a variety of different activities.

Dave went on to describe how the first Infocom titles came about. "Well, we saw the original adventure game, the one that was written by Don Woods and Bill Crowther, often referred to as Colossal Cave Adventure. We really were quite excited by it at the same time, we thought it had some limitations and decided to write a similar sort of game but better! So we did.

"It was written on and off, over a period of about six months to a year. The original version,

every few games get reviewed in magazines or journals outside the specialist computer press like AMTIX! You won't find many platform game reviews in The Times or in Punch. But you could find an Infocom review. Infocom started working in the late seventies, formed out of an Artificial Intelligence development team at the Massachusetts Institute of Technology and grew rapidly into the most respected software house in the world.

the very simplest part, was done fairly quickly. But we kept adding. So substantially, what you see today in Zork I, II and III, it was written as one piece first and then split up into a trilogy. When we split it up, we added a lot of new material. Maybe, I don't know, a couple of it for each of the games. Zork I was all original material. Zork II had new characters and so on.

The first machine for which the game was released was the IBM PC. In fact at the time, the only candidate machines were that and the Apple. Possibly the Atari as well. What we did, this requires going into our technology a little bit, when we first designed our system, we designed so that we could easily transport our games from one machine to another. Most of the code could remain unchanged. Only a small section, maybe 1 or 2% would have to be changed. In fact, when you're talking about machines with a similar architecture, like the Apple and the Atari, the changes would be even smaller.

"So planning for other machines was part of our design right from the start beginning by when we realized this was going to be a rapidly changing market and we didn't want to have to spend a lot doing such conversion. That's why we had other games on that part of our work called Interactive Fiction is simultaneously released.

"The first game I worked on after Zork I and Zork II was Zorkness, which was a parody of our games... and a little bit on Zork II. When Infocom, after that, then Zork and most recently, last year, Spellbreaker, concluding the trilogy we started with Zorkness.

Many people have said that of all the Infocom games, Zorkness is the most difficult. So where did Dave get the inspiration for such a masterpiece? "I've probably read hundreds, more likely thousands of science fiction books, stories magazines etc. I've always been interested. Zorkness was really a homage to a story between Arthur C. Clarke's *Encounter with Rama* and various Larry Niven stories. The Niven connection is in the fact that there are a variety of ex-

travels. I'm afraid, strange devices and particularly the stopping doors. The end and then stopping doors that feature in a large number of problems are based on the stopping doors from Larry Niven's *Known Space* stories.

But as Dave added, the factor was very different to other games at the time because of its complex magic system. "Well, that comes from fantasy — reading fantasy as opposed to science fiction. Indeed really, Zorkness was inspired by reading Ursula K. Le Guin's *Earthsea Trilogy* which, I think, is one of the best fantasy novels or series ever written. Zorkness, well... most of our games really take about nine months to write. I'm not too sure whether Zorkness took slightly less, or longer. Thinking about it...

On and off during writing the early Zorks, if you notice, there's not much in the way of magic or magic spells in those games and I was thinking for a long time, when before we started splitting Zork into episodes, that magic spells would make an interesting addition to the game. Eventually I came up with a scheme for adding magic, spells and the game reached...

So was it intended to be so as a trilogy like by predecessors did? And what about the characters in the series, the recently released Spellbreaker, was he satisfied with that? "Yes, I was pleased it might be a trilogy, and then part way into it, near the end I guess, Steve Meretzky and he had to do a second game. So we talked about it and we had some really good ideas and still, to be honest, Dave had been fed that, he started work on Zorkness.

"I think I would say that I got most of the things into it (Spellbreaker) that I wanted to. Something that I had actually started thinking about at the time that Zorkness was written that ultimately appeared in Spellbreaker was the idea that you could actually write things and create things yourself in the game. Beyond that, I think the only thing you tend to regret when you're finished, is you always wish there had been that extra bit or 10%. The game Spellbreaker, for instance is something of the order

We saw the original adventure game, often referred to as Colossal Cave Adventure. We thought it had some limitations and decided to write a similar sort of game but better! So we did.



The firm seems to have split in two directions. We have these big games, called the Interactive Fiction Plus series which are much bigger and have a richer environment made possible by the size of the few machines they run on. We have the classic games — the ones everybody knows and I think we'll keep doing both because the classics have a certain charm.

You put in a special response game which is usually funny; if you can think of something funny, or if really if you happen to be in a bad mood when you write it.

R MINDS EVER AGING



ature, not just 50 and fantasy but mystery, adventure, as I noted that I'd never do another one until... I will do another mystery once we have a better game. You need it for the characters. It's too frustrating given the limitations of the conversation.

Probably, I would say that the favorite is a toss up between Enchanter and Sorcerer. I like Sorcerer because my real love is the just hard M — stories which move the plot along with action. A lot of the pictures are done like that in the game. I enjoy that. I enjoy that kind of story.

The firm seems to have split in two directions. We have these big games, called the Interactive Fiction Plus series which are much bigger and have a richer environment made possible by the size of the two machines they run on. We have the classic games — the ones everybody knows and I think we'll keep doing both because the classics have a certain charm.

So we'll keep doing that, but more importantly, I think what we want to do is keep... well, we want to get it so that play is better, interaction is a lot richer and more conversational than it is now. What we have done over the last year is pretty little so there are improvements in it, but I think over Enchanter but we still know we're going to concentrate in talking to other human beings. The closer we can get to that, the better our games will be because

you don't want to spend most of your time playing what we call games that need. Our stories have very large vocabularies. A third I never finished has over two thousand words. On the level, that's still not as much as you would like. The level of English understood is good but not as good as we would like. So we say in our packages, we're never satisfied.

All this was very interesting, but where did the strange Conversation project fit into the picture and what's coming — what was Conversation? Conversation is a business product. It is the first in a line of business products and it uses similar technology to the games. That is to say, there is a large core which doesn't change on different machines. So far, we've only put it out for the IBM PC and the Apple series. It may come out for other machines in the future. We not internally refer to it as our second game.

PART TWO: STEVE MERETZKY (AUTHOR)

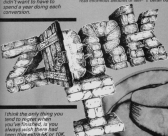
With that, Dave disappeared to be replaced at the microphone by one of the most famous members of the Infocom team, 38-year-old Steve Meretzky who began by telling me how he first began working for the company. I've been with the company about four years. I started as a games tester. Well, I worked on the first two games that Infocom did, that is Zork I and Zork II. The first one that I actually did as an employee was Dwellers.

How did the plot for his first game, Dwellers, come about? Well, I would say that it was pretty typical of most of our designs which is that you start with a storyline and it changes somewhat along the way, but before you begin, you do have an idea of at least roughly what the

Planning for other machines was part of our design right from the very beginning because we realized that this was going to be a rapidly changing market and we didn't want to have to spend a year doing each conversion.

of 50 — since it's inside the system, so a lot of things have to be left out just because of the lack of room.

Dave explained which of the games he found most difficult to write and which had become his favorite. He also made a point about Infocom's aim in game design. "Deliciously Support. For real enormous amounts of that



I think the only thing you tend to regret when you've finished, is you always wish there had been this extra 64 or 128.



I've probably read hundreds, more likely thousands of science fiction books, stories, magazines etc. I've always been interested. Space was really a bridge to a cross between Arthur C. Clarke's *Earthquake with Flame* and various Larry Niven stories.

story's going to be. As you begin doing the actual programming, you get new ideas on things you want to do.

Then when people begin playing it, you get suggestions. The more you see things that they try to do, the more you get additional ideas. So usually you start with the story and then it evolves over the whole design and implementation.

All of Niven's games have had an exceptionally good reception from all sides of the press. When I asked him how he felt about

this, he modestly answered from the point of view of the company. "Well, we feel pretty good. I mean, each game takes pretty close to a year to make. After spending that amount of time on something, you feel pretty good when people like it."

Fair enough. I asked him if working on *Intercom* created any problems, as he was already in Dave Laidlaw's territory, *Star Trek*. "Well, in some ways it was easier and in some ways it was harder. I was easier in that there wasn't so much independent thinking that I had to do because the game setting was already created. However, it was also harder because I didn't have as much flexibility but it was an interesting change from starting with my own universe."

I wondered whether Dave had considered any present subjects with this game. "No not really. I just wanted to do a game that was very much oriented. Planfall certainly has its share of puzzles but it has much more in the storyline than *Intercom* did. I really wanted to do it to do something that was almost entirely puzzle oriented. I think that the real mine puzzle is the hardest part of *Intercom*."

Intercom was one of the first *Intercom* games I had played. One of the first features which, as I learned later, was emphasized in all these games, was the use of contextual, unexplained, or even obscure terminology. I think the opportunity of taking Dave from these times about "Contextually, the way they looked at players, they play the game. They say, 'I tried to do this and didn't get a response so a response which didn't make sense to just a default response which isn't good enough in this case.' So you put in a specific response for that case which is usually funny. If you can think of something funny, or is that if you happen to be in a bad mood when you enter it. Or it's a particularly annoying thing that the person tried to do. If it was a stupid thing to do, then you might be a little kinder in your response. Or it is something that a smart Alex would try to do that you might be kinder as well. That's the idea. Then when you really get a lot of opportunity to put humor into the game."

Probably Niven's (and perhaps *Intercom*'s) most famous game is their adaptation of the much richer *Conan in The Galaxy*. *Intercom* talked a little about its origins. "Well, most of the writers here were familiar with and enjoyed the books and the radio shows. Douglas Williams was familiar with and enjoyed some of our products, and so a mutual friend of Williams' and Douglas', introduced us and we got in off pretty well. About a year after that, we started work on the rich *Conan* game and I was basically chosen to do that because I was available at the time and I had done *Planfall*, which was basically science fiction.

"It started out with him coming

over here and we worked together in Boston for about a week. Then we connected up a computer mail network and conversational pretty much on a daily basis that was. We talked on the phone once or twice a week and then about three months after that first meeting, I went down to England and spent a month there. After that the design was pretty much done and I was left alone to do all the testing and bug fixing type of work and then Douglas came over here for another week right before it went out, just to do some last minute polishing. Basically I did all the programming and he did most of the writing and we designed most of the puzzle-solving together."

Niven's latest masterpiece is called a *Mind Game*. *Intercom* but unlike their normal games, this one only runs on desktop computers. "There already is an *Intercom* version. *Intercom* games run on both of those two (SI and Amiga). *AMFV* is the first game in our two-player series. Basically we now have two levels of adventure games: the original line and the plus line which are much larger and won't run on the lower end machines but the plus games and the originals all run on the more powerful machines."

More recent moves to run about on ideas (then again, neither do the rest of the game. Certainly, *Intercom* is the first of the series) is a new software to make *Intercom* a home computer. "I think it's really hard to highlight where the ideas come from. The only thing that made it possible was the system which allowed a lot more complexity and, you know, just a lot more time in the game. Without the Plus system it would have been impossible to have a longer geography or an attack test on anything like that. I also, when I was doing *AMFV*, I wanted to have a game which was more serious and had a message in it which was something that we hadn't done before. And as far as the individual or more specific ideas, they came about the way *Intercom* always just conceptual thinking about it, talking with other people and rejecting ideas and re-examining the scenario."

After all this hard work, had Niven considered one game in particular to be his favorite? "That's really hard to say. I enjoyed all of them for different reasons. Probably *Planfall* was the most fun because it was the first and so nothing was repetitive and it wasn't like anything I had ever done before."

NEXT MONTH we turn talks to *Eric Galtrey*, Senior Games Designer, and learn that there are no "heroes" at *Intercom* and to *Carl Simonson*, Art Designer, about *Intercom*'s unusual packaging, including the famous thing about that kept falling off shop shelves.

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THE ICONS

When SHADOWFIRE originally appeared on the Spectrum and the C64 about a year ago it caused quite a stir. In fact it showed that a strategy, adventure and arcade game could all be combined successfully. Now one year on Devco Designs' original hit has found its way on to the Amstrad.

Shadowfire is a really original concept. When it first appeared it was the only game to use icons as a control method. In Shadowfire, the game, it's about the hero's job as the mission of a crack team of elite fighters, aliens and cyborg mercenaries known collectively as the Omega Team (see page 10). The time is the distant future, the mission that The Emperor has elected these mercenaries to undertake is to overthrow the dictator General Zoff.

Zoff is in rebellion against the Empire. The mission itself starts with the Omega Team taking off in their freighter, finding Zoff's heavily defended command ship (the Zoff VI) and burning aboard. Scattered somewhere amongst the network of passages and rooms is the Ambassador Koyne. Included in Koyne's spine are the plans for some space ship that can jump from planet to planet — a formidable weapon in the wrong hands and Zoff's hands are itching. The job of your mission is to rescue Koyne from the clutches of Zoff, capture the General himself and destroy the Zoff VI in the process. Unfortunately Zoff is extremely good at interrogation and it will only be a matter of time before the plans are located (100 minutes to be exact).

The control system employed in Shadowfire is ingenious. Once you have selected either joystick or keyboard you have control over the main cursor. From there on all you have to do is point the cursor at an icon and press fire. There are numerous icons which, as you play the game, become familiar to you and consequently easy to use. To perform particular actions you may have to use a combination of icons. Should you wish to make Savaria pick a lock you must first go to the **OBJECTS** screen (then select the **WHEEL** icon and then



The character under control is Savaria (right-hand icon in top left block). Top left block is an objective icon, above the state of all weapons. Bottom left block — Savaria's status icon showing strength, movement, resources and experience level.

Shooting gun icon. Bottom right block — control icons for changing camera screen to viewing in main menu. Top center — the map is presented separately.

select the **WHEEL** icon. If you are next to a locked door Savaria will then start to pick the lock. Though this is daunting at first playing the game it is only a matter of time before you are combining various icons to make characters perform complex actions.

From the premiere copy of the game (owned by us) Shadowfire promises to be an interesting release. It certainly has the same addictive qualities of the original. Hopefully if it is completed soon there will be a full review next month. Shadowfire will be available from Beyond period £9.95.

ROBIN CANDY



Map is selected (in control). Here the centrally placed map window is set, showing the location of characters, objects and objects.



Savaria is selected for control. Her profile appearing in the top right block (above right-hand status icon). Characters, objects present in Savaria's location. The control block icons are (in right-

directional movement, possible movement, shooting, changing camera screen to viewing in main menu, and other icons. The top status icon is for changing in order control screen to viewing in main menu.

The former band was made up of bassist Jack Wilkins, guitarists Marky, Woody, and Larry, and Larry. All of these former members have since returned to form the original band. They were once again reunited and played a show in 1990. The band's reunion was a surprise, as they had been apart for over 10 years. The band's reunion was a surprise, as they had been apart for over 10 years.



the arcade addicts can admit to having not enjoyed such fables as **Miami Vice** and **Glenn** back in their heyday. That's a long time ago, you may all cry, but you can't keep a good thing too up close. **Innovative** programmers have managed to successfully translate the arcade genre to the Internet, right down to the scrolling through that appears at the top of the screen. They've even simulated the arcade machine's vertically-oriented screen. The major difference between this and the arcade original is that you don't have to pay for each game.

For those of you not familiar with the ins and outs of Moon Cuts, here they are: you control a three-lane sub. You are placed on a backdrop of a rolling stage of sublimenous alien-appears. The aliens always attack three-lane and as you progress through the game the stages get harder and harder. As a human, the better players really are docking stages at various points through the game. In these sequences you must find a stage of the spaceship with another (human) one remains. If you are successful you then have control over the stages joined together and thus increased fire power. In all these are the nature of aliens to control with, and should you manage progress through all of these levels then it is back to the top to fight all more alien. But progress increased speed

The reason of these Costa that was kindly shown to us, to improve all the characters of the original. The first reason I was not convinced this month was the game was not an interesting delinquency. As an added bonus for having the game. I think it is a serious matter. I think you need a competition entry form that allows you to make a competition, with a chance to win the real money. **Costa** was better - otherwise you've put in progress through a certain level of skill in Costa (Costa) but you can enter. Soak heads of the game show it to be an extremely enjoyable shoot out. Look out for it in a shop near you - It's very good.

MOONCRESTA, the old arcade hit, has spawned many derivatives from the time of its release a few years ago. Now courtesy of **INCENTIVE**, the arcade classic has finally reached the Amstrad.



PREVIEW

Have you ever wanted to fly an Apache Advanced Attack Helicopter? Now thanks to Digital Integration you can at least fly a simulation. We take a look to see if **TOMAHAWK** can improve upon the standard set by EA's previous release, **FIGHTER PILOT**.

3D MILITARY MAYHEM!

Unlike EA's last simulation, **Tomahawk** puts you at the controls of a hi-tech helicopter. For those of you lucky enough to have been in a helicopter you can appreciate that the control methods employed are substantially different from those used in a jet fighter. For a start you have a vertical take off system instead of having to travel down a runway — the place where most crashes occur.

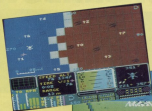
Similar to **Fighter Pilot**, **Tomahawk** features banks of instruments to be mastered. Unlike **Fighter Pilot** the bulk of the controls is seen in realistic vector graphics. The game context of **Tomahawk** has been nicely improved upon — now you are pitted against tanks, anti-aircraft guns plus other helicopters all of which are shown in wonderful vector graphics. The principal part of the game, though, is dedicated to simulating the Apache helicopter. As is to be expected you wipe the gauges from the pilot's eye view with the control panel situated just below the horizon window.

There is plenty of weaponry at your disposal now paired with which you can create havoc, although it tends to be wisely employed.

Though Digital Integration's Dave Marshall can represent pilot as well as programmer has packed a lot into the game, the main menu, lets you almost completely customize it. There are options for soundbase (and the depth of it), crosshairs and turbulence, skill level and whether you own a green screen or not. Should you manage to master one level there is quick attention on the main screen can present you with a whole new challenge.

From the preproduction copy pictured here I can safely say that **Tomahawk** promises to be an outstanding release. Look out for a full review in next issue. **Tomahawk** will be available from Digital Integration priced at \$60.

ROBIN CANDY



TOMAHAWK's main menu showing your position in relation to other friendly objects and targets.



A successful hit on a target causes the helicopter to vibrate about its axis.



A typical map screen, showing your current position in relation to the fairways, greens and surrounding holes.



Previous score, hole played — club selected, cup range in display (bottom left) — stroke direction (middle left) in right with course air indicating selected direction, positioned to it, attempt to start up or down. Course ready, up

ball — hole also (bottom right) shown before ball — course in preparation, top right — wind and wind strength (bottom right) — accurate size. The main screen is placed just below the map screen.

PLAYING

The prize money for winning International Golf Championships (Mind Games) are about to release a program that might help you to break up your stroke play in time for this year's British Open.



Like the best of the three versions and to make up for having had to wait so long for it to appear on the Amstrad after its Commodore and Spectrum releases last year.

To grilling enthusiasts, British golf champion Nick Faldo needs no introduction, but to putting tyros the course map. The version I was given to look at had no instructions with it, and still required much work in at least 15 areas of the course

I THOUGHT the idea of a game about a pop group was a little odd. But then I read about FRANKIE GOES TO HOLLYWOOD, and I was hooked. The idea is simple: You're Frankie, and you're going to Hollywood to become a star. The game is a parody of the pop industry, and it's a lot of fun. I can't wait to play it. It's a game that's as much about the pop industry as it is about the game itself.

WELCOME TO THE PLEASURE DOME

Frankie Goes To Hollywood, the pop group, catapulti-
ed to fame by ZTT and their notorious song RELAX,
have had their own game for sometime now but it has
taken eight months for it to appear on the Amstrad.
We take a look to see if Frankie and OCEAN have got
another number one on their hands.

A typical suburban street scene in Manhattanville—this isn't New York, it's Manhattanville, you just have to look at it.



An example of the subliminal effect which allows you to see a hidden figure within what the Commodore and Spectrum versions of FRANKIE first appeared.



ON AN OPEN SANDWICH

It may still graphically blink, however, it must respect it is an exact copy of the earlier versions, and for the sake of this review I'll assume it's only because that it is still based on last year's Open/hold at Royal W/League, London. The documentation provided with the floppy and Commodore versions explained the course and its layout, denoting each of the 18 holes.

The screen display offers a series of camera-driven icons in the lower half, with the top of the screen given over to a large close-up plan of your current position on the course. The left-hand block of icons allows club selection, stroke direction and strength of shot. On the right, details of the hole are provided—the par, yards and the flags taken on the hole and in total. In the centre, dominated by a nice graphic of a golfer, is a round watch showing wind direction, and a bar graph depicting the wind strength. An icon allows the player to change the selected hole, upon doing, while another selects a large-scale map showing you in relation to the tee, fairway and green. A final icon, a golf ball on a tee, is for activating the slow-motion and when this is done, the golfer springs into animated life, swings at the ball, and you watch as it flies over the trees and off the screen. At this point there's a transition to an aerial view as the golf ball sails through the air, growing larger and smaller in 3D according to its proximity.

Mark Falter's Open is the easiest house golf simulation yet, and should provide fun for everyone, golfer and non-golfer alike. Watch out for the full review next.

ROGER REAN

FRANKIE has a rather peculiar objective as far as games go. In short you've got to become a **Great Person**. At the beginning of the game you are an **Unperson** devoid of personality, a mere shadow of what is to be. Should you manage to become a real person then and only then will you be able to enter the hidden rooms of the Pleasure Dome.

Of course the prestigious group aren't going to allow any old person or unperson into the Pleasure Dome so this is where your personality comes in. Manhattanville in which you live is not really as dull as its outward appearance would leave you to believe, there's magic everywhere behind that TV screen, through the pictures on the wall, just behind the sofa. There is a whole new world waiting to be discovered. Unexploiting certain areas or just completing certain tasks such as feeding the cat you get awarded **pleasure points**. These pleasure points are represented in four bars which symbolise the figures of the famous Frankie equation, certain tasks increase certain bars. Also scattered throughout the game are various sub-games which must be mastered if you are to complete the whole game—plus there is a murder mystery to solve! These games are humorous and various—and involve the completion of the ZTT logo while another has you saving Monty Python from marauding lumberjacks. Completion of these games results in a bonus for your ever-growing ego.

The control method used in Frankie is quite unique. The entire game is played using the joystick or trackball but only at certain times are you actually moving your character. When selecting objects to use you are provided with a menu containing graphic representations of the objects available, you then select a graphic (hard over the object of your choice) and press fire. The bulk of the game is played using a windowing system. Previous to the coming of Frankie this had never been used. When you perform certain actions small graphic windows appear which allow you away to another screen should you happen to slip into it.

Devcon Design have provided Ocean with an extraordinary game that captures the flavour of Frankie Goes to Hollywood, their songs and their ethos. Full review as soon as we get the production copy.

ROBIN CANDY

AMTIX !COMPETITION!

Give a **Crown**
either an
courtesy

Back in the good old days everyone used to respect their elders. Cheerful wagsy having old persons enjoyed the twilight years of life, content with the reassuring knowledge that their young'uns would look after them. Sadly, this is not the state of affairs in the world today. After slopping away at a lifetime of full oners are not able to retire with comfort, and have to seek out invisible jobs to scrape together a few coopears to supplement the government's pitiful pension.

Such a person is Maxine, our illustrious Editor. After years of dedicated work at his place of employment, they shocked him with an early retirement. AMTIX! Fellowship was the only thing the labour exchange could provide and so the distinguished personage was sent to our employ to make his way among the rough and tumble world of software reviewing. Through a slippy slip in his youth the years have taken their toll and

WIN A £120, TEN GEAR MILK

Five 12 month AMTIX! subscriptions up for
HATS AND T SHIRTS for runners up

Poleigh's MILK RACE SPECIAL racing bike is a pretty impressive piece of machinery with Sachs-Huret gears, Italiane handlebar and a close clearance racing geometry frame. Soles, a lousy AMTIX! reader will be cycling round one of these bikes courtesy of Poleigh, the publishers of AMTIX!

We're offering this bike together with an AMTIX! T shirt and an AMTIX! hat to keep the sun from beating down on the runners while the winner is cycling round wearing off his or her prize. Ten runners up will also receive AMTIX! T shirts by way of consolation, and five AMTIX! readers won't have to buy a copy of their favourite magazine for a whole twelve months - we're giving away subscriptions free.

To enter this competition and stand a chance of cycling round in style, we want you to hunt through the workbooks that appear here and find as many names of AMTIX! writers and contributors as you can. Jet the names you find on a piece of

paper, complete the entry form and return it off to AMTIX! CYCLES LTD, PO BOX 16, LUDLOW, SHROPSHIRE, SY8 1DE to arrive before 15th May and you could be pedalling round in style.

Don't forget to add your spin size to the entry form as well as the size of frame you'd like your Milk Race Special bike to have if yours is the first all-correct entry

out of the hat. Make the number of AMTIX! T shirt names you found in the workbooks on the back of the envelope as well, please, to make the judging just that little bit easier. Go on, pretty please. It's not much to ask, saving us not giving away a bike, is it?



Crumbly Editor a hand and win Amstrad PCW 8256, or CPC 6128, or AMTIX!

the poor man is finding it hard to cope with the hyperactive young misbehaving species that have been put into his charge. He needs a hand and this is where you come in.

AMTIX (willing to give away an Amstrad PCW8256, better known as a 'cave' or a CPC6128 depending on which you prefer) is the cleverest personage who can provide a design for some sort of gadget that will help the aged editor get the rest of the afternoon's work done. For those not quite so lucky, or at least a dozen almost lucky, there are 12 lovely AMTIX T-shirts to be picked up.

The main problem faced by poor old Mole is to cheer the

young people's interest away from playing their riotous punk music into the latest in Amstrad games. First an easy task. What we need from you is a blueprint of your editor-forsaking device that will send all the AMTIX staff scuttling off to their word processors to get some work done. Just get your editorial power enforcement birds wings of models to AMTIX, HELP & CRUMBLY COMP, PO BOX 10, LUGBORNE, SUSSEX BN1 6BN by no later than the 15th of May.

Please ensure that all your entries are no larger than A4 size (210mm x 297mm), although they can be of several pages if you wish. And don't forget to put your name and address, T-shirt size (10-44-L) and postcode clearly on the entry!

**A JOYCE
OR A 6128
WHICHEVER
YOU
APPRECIATE**



K RACE SPECIAL grabs RACING BIKE



ENTRY FORM AMTIX CYCLING COMPETITION

M	U	M	M	Y	L	O	N	O	D	D	I	L
A	D	P	G	N	I	D	R	A	H	O	D	Y
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T	M	F	R	S	S	G	G	O	L	B	Y	M
E	Z	T	R	I	Y	E	S	N	I	K	N	L
R	G	F	E	N	L	A	K	J	O	R	G	O
S	N	N	A	E	S	S	E	Y	D	N	A	C
O	O	B	L	O	R	T	A	K	I	S	R	A
N	T	R	H	E	B	O	N	T	J	I	Y	M
W	W	E	V	A	X	H	I	J	F	S	C	U
P	A	I	O	M	A	L	B	O	P	R	E	Y
G	L	O	E	R	F	R	O	N	T	L	E	Y
C	L	O	R	A	C	N	R	M	T	O	N	Y

NAME

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POST CODE

T-SHIRT SIZE

FRAME SIZE

(Circle One): 21 inch, 23 inch, 25 inch

Virgin

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NEWS

STOP PRESS!

UK release: *Amazing!*

PACIFIC

At the last moment, hot from France comes this
report and some pictures...



One International is a French software house that is now

FROM ERE!

releasing titles in this country through a back-to-back agreement with PLO. An Action Adventure sports in the price an PLO this issue and is currently looking for its own British publisher of Microsoft. European with (or Dancer) (published this issue), Dancer, Dancer, and Dancer under their new policy of developing games on the Amstrad in three languages.

The game is written by two French programmers, Philippe Bessy and Philippe Tournier. It's a one of two player game where you play an integrated three-wheeled life and limb to travel through the land of Atlantis. You descend through 1000 metres of sea, arrival with only your air tank and an eight-cartridge pistol. As you move around the screen with the joystick, various coloured banners of the deep-sea animals you, beautiful but deadly and you must avoid their touch to lose one of your three lives. Game format beneath you and computer program, where you can play a series of dynamic to test through the unending rock by moving them to the desired position and shooting them with the pistol. They make quite a bang, so you have to retire to the shallow (the real distance is far enough to die in the shallow). All purpose are found in some places but they don't always work and stick to the rules are much sensitive moves - indicated by shooting with the trusty pistol.

Your position can be determined by finding a constant, touching in and grasping the fire button. You are highlighted by a flashing dot and the second player by a stationary red spot. Ours gets to reveal your underwater position where ammunition and a clue to help can be found but finally traps protect them. If you can reach the lamp post then you've nearly reached your goal. What is it? A fish that would be better to say that it is quite surprising and highly colourful.

A phone call to PLO revealed that there are no immediate plans for the game's release in the UK at this moment, but it shouldn't be long. In the meantime, pass your time on the lovely graphics this issue in the French, which will be enjoyed to share. More as soon as PLO get us the details.

THE AMSTRAD ROAD SHOW VISITS MANCHESTER

The intrepid AMTUX team pack their bags, fill up the boots of their cars, and drive up to Manchester to inspect the goings on at the third Amstrad User Show and the first one outside London. MALCOLM HARDING reports briefly on the chaotic week-end.



Advertisement manager, Roger Bennett, points to the AMTUX stand. Left, Malcolm Harding, is obviously doing in thought.

It only seems a matter of days since my colleagues were digging themselves back from the mud in London yet here we are a couple of months later taking life and limb to travel somewhere to take position would go. Anyway, nothing ventured and all is lost so let's get on with it, back to the Amstrad road show, which is a truly printed AMTUX magazine and our super new brochure to go on stand 40/42.

Once again there was a distinct lack of software companies but one of the few to turn up including Design Design who, of course, only had to stumble down the street from their greenhouse suite to share off their latest games 21 (J&J) and Fortitude (Parker) both on disk and each costing £14.95. Simon Jackson had the laser on display and it certainly helped attract the punters.

Simon also were their usual hospital where and where to go, it's a bit of a National Computer Centre/Demonstration shop with Amstrad trying for the highest score on the Amstrad of the Amstrad. Ian Andrews of Insurance gave me a 1000 Credit 1000 and all of course a preview copy of the new game of the Amstrad. Also on display at the stand was their very successful Graphic Adventure Creator, which was on display with two new classic adventures (Mister Woodcock and the Mountains of Air).

With most of the games previewing almost it was fairly surprising the show was dominated by the small hardware and software manufacturers. Briefly a stall set through the various stands but in no particular order or preference.

IMPRESSIVE DISPLAY OF HARDWARE

BT Tronics had their usual impressive display of hardware

and at times you could hardly see their stand at North West Amstrad due to the most of the opportunity. Various Data-ware were again showing off their West Amstrad 1000 AMTUX experience boards and 1.4 mbyte disk stations for the CPC464. They were also launching their own 80 column word processor under their Dataware label entitled Dataware. A North West based company, Sandpiper Software have introduced in the new showing off their Sandpiper Accounts, a simplified integrated accounting system specially written for the PCW500 and also the Sandpiper Payroll an equally simplified integrated payroll system for Amstrad which could accommodate 100 employees per data disk, seven overtime rates, 13 pay and post tax deductions and was compatible with GUP, tax and national insurance.

Samper and Smith's Software had their latest software and their own range of CP/M applications software and were showing a demo for the first time. It is a full function electronic mail and Postal system for use with the Joyce Interceptor. Also showing their own extensive range of software and utility products. Harlow Computer Centre have had their own stand to make available a vast selection of Amstrad products while Value Electronics Ltd were showing their Computer joystick and the new Mini-Micro-Switch joystick which allows precise finger tip control and high performance.

STEREO SOUND AMPLIFIER

Vanguard Leisure Limited of Preston showed off their new stereo sound amplifier, the Amstrad. The package consists of an amplifier, two speakers and a headphone and a demonstration cassette. At

other companies, RMP Business Software of Torquay were selling their integrated software package which consists of Wordmate, Database, Mailmate, Editmate and Termimate. RMP were demonstrating their new range of programs for the 464, 564 and 6128 machines including Pocket, Adventure, Librarian and Locksmith. A new range of low-priced files could be seen on Electric Studio's stand, along with their Music Box, a light pen controlled music system.

Compu Software were introducing their entire range of software for the Joyce. Calicut Screenplay Plug it together an on-line help facility and a step-by-step tutorial. Compu Software specialists in hand-working software for use in the small business environment, already had their bookkeeping program, Simple Accounting, is available for all Amstrad machines and the latest program Alpha. On the Compu Software stand they were showing off Money Manager, a file based financial system for personal and small business use.

KDL Electronics had a vast array of hardware on display including the PWS20 serial interface, 8 bit printer port, twin disk



Friends from the Amstrad North West User Club.

parallel port, sideways ROM board, power controller and Communicator 100 modem with full 8 colour Printal and download for the Joyce. One of the Amstrad stand visitors had the chance to enter the world of data communications with their low cost Compu Printal link for the CPC series of Amstrads. GCL Educational Software unveiled their 'Diploma' program which includes real speech. The show



Amstrad made the maximum use of our magazine as visitors took part in their national computer games championship final.

ominal sales of the CPC 6266 was evident by the amount of software on sale for it and Compton Software Limited assured their clients that the best by selling their Amstrad complete games set package for just £19.95. Cambridge Software were displaying their Cambridge range of professional business software which transforms the 6266 from a word processor to a powerful business computer capable of processing all of a company's accounting functions.

LOADS OF UTILITIES

Elcom Software were exhibiting the power with a range of Amstrad utilities including Master Disk which completely disk utility package, fast formatter, sector editor, etc, their Discopy any type to disk copier, Diskgen a headless tape to disk transposer, and Tape Utility, a new diskette printer. Diskedit was launched by Gembit Marketing Ltd at the show. They were also launching their Office Mate and Office Master range for the 624, 624, and 626 machines. Quest Business Soft were also demonstrating Cash Tracker together with the more Pro range of word processing, database and spreadsheet software. Pace Micro Technology have been producing numerous custom hardware and software for over two years now and they have shown the Ningitaple multi task, right-angled module, a powerful 6222 serial interface and a comprehensive Windows and Terminal software.

Gembit Ltd presented what they claim to be only known graphics-turn-digitizer just for the Amstrad range of micro, their own software-on-disk or cassette providing the ability to perform simple or complex drawings or drawings through paper thickness as well as being able to enter the Gembit! Gembit have (SageSoft PLC) showed off a full range of G402 business software while Amstrad Ltd, the pioneers of the Amstrad 620, were selling the well known Budget word processor plus new software including Franchise Plus, a com-

prehensive mailmerge package, and Prospell, a super fast spelling checker. Tassman displayed a crisp selection of its range of software including, I saw it! £19.95 and Fax-Spell. Micro Power launched its new version of the Super Power software ROM Card for the 624, 624 and 626 and also its Super Power assembler, disassembler, linker and code monitor. Northern Computers of Huddershire exhibited its Amstrad interface with 100 megabyte off-line disk storage on line.

Every show has to have its exclusive, and Carl Electronics provided it by taking the wraps off what they claim to be the world's first 100-ops/sec, true high resolution plot. It's too interesting to see what that's like in practice.

It was nice to see new releases from the Amstrad North West User Club. Their latest appeared to attract a lot of interest, and I hope they get increased membership from the 18 groups. Several publishing companies were evident including Phoenix Publishing who have launched Educational Software were offering a full range of interesting educational software.

That, in a nutshell, is the laydown on the first Manchester Amstrad User Show. I'm sure it will be the first of many in the North. The Amstrad team can look forward to some more responsibility about the next show, at London's Natural, is being held for three days in mid-June, from June 13 to 15 inclusive.

Oh, one slipper of help, information which is sure to embarrass our fair hosts in Manchester. Visitors to the show on Sunday may have thought some of the stand staff looked a little the worse for wear from an over-indulgence of alcohol on the previous night. That is probably true but a number of them also managed to keep an hour's valuable sleeping time because certain hotel management decided to start British Summer Time a week early and pull their clocks on an hour! Consider it their way of making call really early in the morning. Thank God I didn't use for a phone call to wake me up!

TALKING TO BE EXTENDED

DRG say they are bringing out an extended version of their AMTDC Associated 64000 for use in the very near future. The data is well known about the flying area, five miles objects flying around, loads of outposts, time results and special missiles to name but a few new goodies.



There has been a split within the Electronic Penetration Company, the independent programming team, while working on code for Manchester. Rupert Bennett and Paul Morris have announced the formation of a new programming team to be called Binary Vision.

Said Rupert "This was an amicable parting and we are happy with the way things went with EPC, we are now working on a new project for Palace Software which should be ready for the PCP Show in September. It is a yet unedited but can best be described as a tropical escape scene between the first and second world wars."

INCENTIVE'S GAC PLUS

Incentive Software, who are doing on the sort of a word thanks to the success of their Computer Adventure Creator, have revealed advanced news of their GAC Plus. The new program will be available for all Amstrads on disk and there will be a host of additional features, including a word editor, word and effect mapping, thousands of different and exciting patterns, mouse compatibility, and more.

The most significant addition, however, is a digit screen feature. This enables the user to create adventures at a glance of 128, GAC Plus will be available in June or July under the name of Incentive Software. It will be available for the GAC users and will be available.

ARIOLASOFT'S BIG BYTES

Amstrad UK Ltd has announced the arrival of Ariolasoft's big bytes in the game. The player is the ruler of a small town province in 1700 and manages crops and soldiers and has to overcome and conquer the other towns. Ariolasoft's £19.95 is an exclusive and substantial package. The strategy is to develop an island without being too hot to handle.

SPLIT WITHIN ELECTRONIC PENCIL



FLEET STREET EDITOR FOR 6250 AND 6120

Minisoft are to launch two new versions of Fleet Street Editor, its fast screen editor and personal publishing package, towards the end of May. These versions will be for the PC6250 and for the PC6120. Fleet Street Editor is expected to be in the region of £10. Minisoft is now going for further news.

CHESS GAME TAKES ON EUROPE



COB have launched their Colossus Chess 4 Amstrad game to Minisoft International thus giving them simultaneous release throughout Europe. In the UK, the program is available from leading distributors of COB from COB Software Limited. It costs £19.95 on cassette and £12.95 on disk and was written by Martin Bryson.

THEY SOLD A MILLION II

Quest are releasing another adaptation. They sold a million II. It's called *Quest II: The Secret of the Dragon's Lair*. It's a Mark Goodson's *Wheel of Fortune* and *Wheel of Fortune* is a *Wheel of Fortune*. The new edition will sell for \$19.95 while the old will cost another five.

SWORDS AND SORCERY

FAQ has announced the release of its acclaimed *Swords and Sorcery* for the Amstrad. Designed around the Dungeons & Dragons concept, it is a fantasy role-playing game set in a world where the DMND system, built from other adventures in their own game, you choose your character through the maze-making corridors of the underworld in a quest for water of physical and spiritual power. The sword is yours.

Within the structure of the game is a complete set of events. You begin the adventure as a novice with limited abilities in the use of magic, sword, magic, and sword, and you progress through the game as you progress. As you progress, you can learn new spells, and you can learn new spells. As you progress, you can learn new spells, and you can learn new spells. As you progress, you can learn new spells, and you can learn new spells.

£500,000 GOES BEGGING

The managing director of a leading home supply company has just had a million pounds to spend but as yet nothing to spend it on. Barry Boyle, boss of *Debutel Systems*, wants to invest the money in more new products but none seem to be available.

"I am prepared to invest money in products which may be gathering dust on shelves or in a shed, just waiting to have their potential realized," he said. "I could also be interested in products which may still be at the design stage." *Debutel Systems* are the

TIME WARP TIME AGAIN

FAQ has announced the release of *Time Warp* and an enhanced version of the *Time Warp* (also including one on disk for the Amstrad). It sells for £19.95.

manufacturers of the *Time Warp*. It was this project which proved to the company how easy it was for even an exceptional product to flourish without sufficient capital behind it. "We are not concerned like everyone else and do not intend to waste money but on the other hand we are prepared to take chances if the product appears to be good enough. I do not want to see potentially good products being forgotten or good ideas going to waste and I am prepared to spend money to stop that happening," he explained.

GIRLS AND COMPUTERS

Micro-Girl would like to hear from all female readers of AMTIX! If they can suggest topics for computer games that will capture the imagination of the female aspect of the home computer market.

The company has noticed only a small handful of females on the United Kingdom seem to show interest in this area, and *Micro-Girl* if the games were to be female oriented then the overall outlook of the home computer market would have to change to include the female perspective.

Any ideas can be sent to the company through AMTIX! We promise to send them and

SHOGUN IS COMING

Anyone who watched *Shogun* on television last year will be interested to know that *Virgin Games* have chosen *Shogun* as the name of the game for the Amstrad. Our spy at Virgin tells us the game should be on sale next month.

The game's aim game is quite simple to become a *Shogun*. There is a choice of characters at the beginning, and you have to learn 20 followers and eventually take over the existing *Shogun*'s place. There are no other rules or rules at the game. It's a good game. Watch this magazine for more news.

SAM FOX STRIP POKER GAME



Marked has announced that versions of *Sam Fox Strip Poker* will be released soon for the Amstrad 486, 686 and 486C computers on cassette and disk.

As a spokesman for *Marked* said they had been involved with the response from the public. "We did not realize how popular *Sam Fox* was," he said with surprising realism, "and it is this response which has prompted us to release so many versions of the game."

The tape versions of the game will cost for £9.95 while on disk it's £13.95.

As for the both on-going we offered by *Sam Fox*, the poker game itself is claimed to be very smart indeed, featuring a lot of interesting artificial intelligence of the new *Sam Fox* has displayed on breakfast TV, and some interesting programming techniques. "We'll be up against three poker players in the *Sam Fox* Strip Poker on one side of the cassette and each of them has his own personality, playing preference and skill."

And, "They can even 'sensitize' your skills of play which should add to the challenge."

The other side of the cassette, featuring *Sam Fox*, presents a very different challenge indeed. *Marked* claims this is no just over and is a lot of fun and playing skill will be needed before the clothes game. The bottom of your Amstrad screen and *Sam Fox* reveals her two greatest assets.

3-D CLOCK CHESS FOR PCW8256

CP Software have released a new version for the Amstrad PCW8256. Called *3-D Clock Chess* it is claimed by the company to be the fastest, strongest and most exciting chess game yet on the market and to contain every possible feature including unique 'Play against the Clock' for tournament realism. It sells for £19.95.



Our spy at *Quest* has sent these two screen shots from their new

game *Bat Man* which will sell at £9.95. Over to you Robin!



TONY RETURNS TO ALLIGATA

Tony Croxall, has signed an exclusive contract with Alligata

Software Limited to return to them as a full time games programmer. Croxall, Mike Mackery said he was confident Tony would produce some exciting releases in the near future.

STILL HAZY ABOUT DATA PROTECTION?

A recent survey, carried out by the Central Office of Information on behalf of the Data Protection Register, shows a large number of organisations misinterpreted the Act and yet appreciated the Data Protection Act 1988 applies to them. This is in spite of the Register's publicity campaign, helped by television media coverage, achieving the objective of ensuring most organisations are aware of the Act and the need for record data to be registered.

Of those organisations carrying out operations covered by the Act over three-quarters of smaller organisations (under 50 staff) and 90% of larger organisations appear to be aware of the Act and its implications. However, only 44% of the smaller companies, and 58 per cent of the larger organisations acknowledge the Act does apply to them.

Register, Eric Howe, believes the apparent anomaly points to a fundamental

misunderstanding on the part of many data users. The exceptions are being misinterpreted. Many data users do not appreciate the exceptions and seem to apply in every few cases", he said. "Better informed organisations I have been meeting recently have said that, having looked the implications carefully, they have come to the conclusion it is easier to register and comply with the Act than to meet the stringent conditions needed for exemption."

The survey also showed a majority of both smaller and larger organisations agreed the Data Protection Act protects the interests of ordinary people.

Details of organisations already registered under the Act are now available for public viewing. At present it is only available for examination at Springfield House, Water Lane, Wotton, but from August onwards it will be available at

Staines throughout the United Kingdom.

Companies, who have to register, must have applied to GO by the 1st of this year. Anybody wanting a registration pack can obtain one from a post office or ring the register's office on 0625-526112. The register shows the organisations registered, the type of information they hold on about individuals, for what purpose, where it is obtained, to whom it will be disclosed, and the countries outside the UK to which it may be transferred. It also shows the address from which information is supplied, but will be able to give details of the information held about themselves after November 11 this year.

FIRST LOOK AT NEXUS

The first game from Nexus, is an arcade adventure set in the headquarters complex of an evil drug ring. Called Nexus the player's aim is to survive long enough to gather vital evidence which may let us crack the drug business.

Nexus will be played through the joystick with the character able to walk, run, jump, kick, punch, shoot, hurl grenades and clamber as well as five plots



and sub machine guns. New skills, and therefore rules of play, will be introduced through practice weapons and the player can remain in practice until he has mastered a new skill.

Nexus the outfit has been going for some time, originating the game, but was recently cancelled by the addition of a regional team. Oliver Bailey and Bill Delaney.

Welcome to the regular column for user clubs and bulletin boards. The aim of the page is to allow the aforementioned to have printed space to write about themselves, offer advice and help to newly formed or planned organisations, notify others of any rip offs, and generally have the opportunity to sound off about anything and everything.

AMTIX! wants to hear from user clubs the length and breadth of Britain and indeed we would welcome correspondence from organisations abroad. Write and tell us how, why and when you set up the club, its aims, when and where it meets, how many members you have, any special events you have planned for the coming year, if you publish a newsletter, and if so how frequently it appears. Get the idea? Then get writing straight away.



By Malcolm Harding

In this issue we are travelling north to once again to feature the glorious city of Manchester. This time it is the turn of the city's North West Users Club to come under my scrutiny.

AMTIX! as it is commonly known, was formed in April last year because of general lack of clubs and meetings for Amstrad owners in the Manchester area. Secretary, Paul Clarke, wrote to an Amstrad magazine and his letter led to a deluge of enquiries from Amstrad owners. Many of the replies came from abroad and this surprised the club for they did not realise there was so much interest in the computer as other machines.

Since then AMTIX! has affiliated to British Amstrad clubs and consequently their membership has increased dramatically. In fact the new based on their photographing machine has been such that it has recently taken a break and they are now on the look out for a second hand machine to buy.

President, Cliff Hargrave; Treasurer, Dave Boucher; and Paul had been computer buffs for some time before forming the club. Having spent time working on the Orion and Spectrum machines before, in their own words, going on to "better things", that is the Amstrad 664. When they decided to form the club they managed to juggle some friends into buying an Amstrad before the club came into being.

Since then the club has grown in leaps and bounds and several software companies have joined the club, including Design Design, Jans Software and Votiva. The club boasts some exceptional programmers and super facilities, including Andy Colles, their own super programmer, telecommunications games, Barry Pickles; and electro-computer wizard, Mark Lee (0524 1400), who alone looked after it his home and only comes out when the reason is bright.

The club boasts a monthly newsletter which contains lots of information about games, utilities and so on, as well as local advertisements from computer shops that give discounts for club members. It just isn't the fact to teach people on Budget Software, No Data, Columbus Software and Computer World. The club's membership list is 25 a year and it means you have a meeting night at the Union Mill, an high school with an excellent charge of 50p which includes tea and coffee for all who attend. They do have quite a lot of young software members, but they would welcome more so if you were a parent and your child lives in Manchester what do you do in Manchester what do you do in Manchester what do you do in Manchester? You could be most welcome! Meetings take place between 7 p.m. and 9 p.m. and members can use a Gold Marine and Daisy Wheel printer.

One of the club's main activities is its regular monthly membership night of 1000 and they have something special in mind when it happens! They also intend to do something a bit special for the people, wherever they are may be. They have other plans to do so in the future, international. All problem the club has almost 600 members who live in nine countries. By the time you read this it is highly likely the club will have set up a telephone service with the aid of a modem and answering machine to let members call in.

Added to that the main aim of the club the trio said they want to provide an organized centre to provide the means whereby users can share knowledge, to encourage communications

members club users, to help members find products through help from staff either; to help financial members understand their machines more fully to provide unbiased reviews of hardware and software products; to provide an opportunity for members to air their ideas and views on the monthly magazines, *Amend* and *Amend International*, to offer members the chance to earn money selling original programs and to help members to get involved in local clubs and to be members on the club's list.

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The Advantage Computer User Group is sponsoring Norwich Computer Club and includes as it shows Advantage is now the world's largest independent user group for the entire range of desktop computers.

Armstrong, which came in for criticism in last month's issue, was mentioned November 1988 by David Hawker and has provided not a service for its members offering a regular newsletter and face magazine plus other publications of interest.

Acknowledges, which is Executive Chairman, Confidentiality, was formed in May last year by Jeffrey Green and provides a monthly newsletter plus documents on software published from the company's fast growing database. This includes packages of free Public Domain CPM programs which have been tested by the involved range. Documented and supported by the product.

That takes users to ArnetSuite's In-Depth Register window to purchase his other interests in computing and software. The eLibrary Advantage also provides the right support for ArnetSuite members. All existing ArnetSuite members will become Advantage members and will be notified in due course. All new registrants for ArnetSuite should be introduced to Advantage. M. Mahesh Chinnai, Director

AMULET COMPUTER
CONTACT ASSOCIATION

If you live in the Sheffield area there is an International Computer Contact Association for Amputees users on your doorstep. AMCLUT was formed to provide Amputee machines and to assist, in whatever way possible, members' needs. For details of projects and all sorts of help, contact us on 0114 275 2222.

President of the club, Carl Stevenson, said the club had several input forms. They included contact with users of dormitories with a view to helping them progress, find the right software and hardware for their needs, a computer-aided fault-finding service, members sent in details of problems and the club discussed them by internet.

post, the club's personal review of hardware, software, books and magazines; and write customised software for certain users who are undertaking a different interest to the magazine (these are seen to offer

The publisher also has links to other guides and documentation for users of certain products (with the approval of the manufacturer of course) and provides a link between software houses, manufacturers, and publisher retailers to find out the products most suited to them.

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Those are the kinds of small, rather simple, or even a little on the pragmatic side of the lines that we needed for solid support for Armadillo. They laughed at them, but they weren't laughing too loud, the said. The Association welcomes members and/or non-members from anyone anywhere, but it favors its alcohol. Membership in this year's KKKLLET would like to have from anyone who calls an Armadillo product. That is, any high school graduate who is a student of the completed in the field of the

On a first-name Carl said the associations could help with problems associated with raccoons, playing games, Pussies, Cobs, Lugs, and serious stuff. If you want further details about Adh. E. T. Carl's services in 1001 Northcreek Avenue, Suite 100, call 1-800-222-2222, telephone (704) 444-1111.

SEEKING A USER GUIDE

This month I am looking for a *apple snail* in the *Smithsonian* and *off Scotland*. *Queenie Taylor* has written for this looking for help in finding a new for the *Smithsonian* garden, *Queenie Taylor* and general information. His address is 2000 *Queenie Taylor*, 2000 *Queenie Taylor*, *Queenie Taylor*.

That appears to be it for another month. Keep the open meeting in it too and if you have any photographic material that is as well then please ensure they are black and white and white photos or negatives. The address, as usual is AMERICAN UNION CLUB
FLAT 10 BOX 18, 8991
STREET, LAKELAND, 98001-
0891 (206) 836

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ANDELE ANDELE
GUESS WHOSE GOTTA
ZE SOFTWARE
RIGHTS TO ZE ... 1986
WORLD CUP? HOLD
ONTO YOUR HATS.
ITSA COMING SOON...

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Retailers don't always have everything in stock you might want, but if it's within our power to get it for you, then we will, **ANY** of the software reviewed in this **OR ANY** issue of **AMTIX** can be ordered by using the form below.

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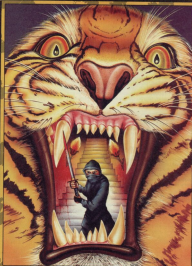
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THE TERMINAL MAN

[illegible]

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EXHIBIT - 1990
TUESDAY, FEBRUARY
1, 1991

CONCRETE
CRACKS —
 SOME THINGS AREN'T SUP-
 POSED TO BE BROKEN.
 BUILT BY: BAY
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1997

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 New York, NY 10038
 (212) 693-1100

I WILL TELL
YOU IF YOU WANT
TO KNOW. I AM NOT
SURE OF IT.

100

SCARLETT AND ROBERTSON
NEW AND USED - 1000
1000 CAN BEAT IT
1000

1980
 LYNCHBURGH, VA.
 LYNCHBURGH COLLEGE
 LYNCHBURGH, VA.
 LYNCHBURGH COLLEGE
 LYNCHBURGH, VA.

IT MAY NOT
BE. NEVER. — BUT
IT'S THERE — IN
THE CORNER.

TELL ME IF
IT WERE POSSIBLE,
WE MUST REACH
THE SOURCE OF
REPRODUCTION
THAT—AND WE
WANT TO KNOW

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BUT SAYS THE BOSS, BEING COMPLICATED THIS WAY (IT) THE ONLY "SOLUTION" CONSIDERED - THE "MILITARY" CANON IS "FIRE IT" AND "BURN IT" YOU CAN SEE THE "LIVE" SMOKE.

BURN? BUT IT WON'T BE "BURNING" UNTIL WE'VE BURNED DOWN THE LAST TREE.

WELL, SURELY, PEOPLE DON'T WANT TO GET INTO THE OTHER.

BUT I'LL TAKE WHATEVER I CAN GET.

WELL, SURELY, PEOPLE DON'T WANT TO GET INTO THE OTHER.

BUT I'LL TAKE WHATEVER I CAN GET.

[illegible]

YOU SURPRISE ME, FIDO! WELL... I THOUGHT YOU WERE A BLOODHOUND.

NO BUT THAT'S ABOUT THE SIZE OF MY MOUTH.

YOU SURPRISE ME, FIDO! WELL... I THOUGHT YOU WERE A BLOODHOUND.

NO BUT THAT'S ABOUT THE SIZE OF MY MOUTH.

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CONTRAPTION!

IT'S ON SO
VERY
Wacky!



I SAY, FRIGLEY,
HAVE YOU HEARD
WHAT AMTRK!
SAID ABOUT
THAT SUPER GAME,
CONTRAPTION?



YES, RATHER,
BUTTOLLEY!
THEY SAID.....

"This wacky platform and ladder game is really great fun. The graphics are really amazing and look brilliant in colour. The game itself is just a sort of Magic Mirror clone but is brilliant fun to play. The time limit make things hard but the challenge just gets the adrenaline flowing and makes it all the more enjoyable. Contraption is a truly brilliant game that I can recommend to anyone."

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THE FORM AND GET
OUR JOYSTICKS OUT!

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