

ST FORMAT

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Internet Country

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Sample text adventure and Word Wide Web software

REVIEWED THIS MONTH:

VISION ● PAGESTREAM 2.2 SE
● EZ DRIVE 135 ● MAKING THE
MOST OF MIDI ● ROCK IN SEQUENCE
● EGO ● SHEER AGONY ● ISHAR
TRILOGY ● POWER DRIVE RALLY
● NISHIRAM ● SONGZ ● EKO SYSTEM
DEMO ● AND MUCH MORE...

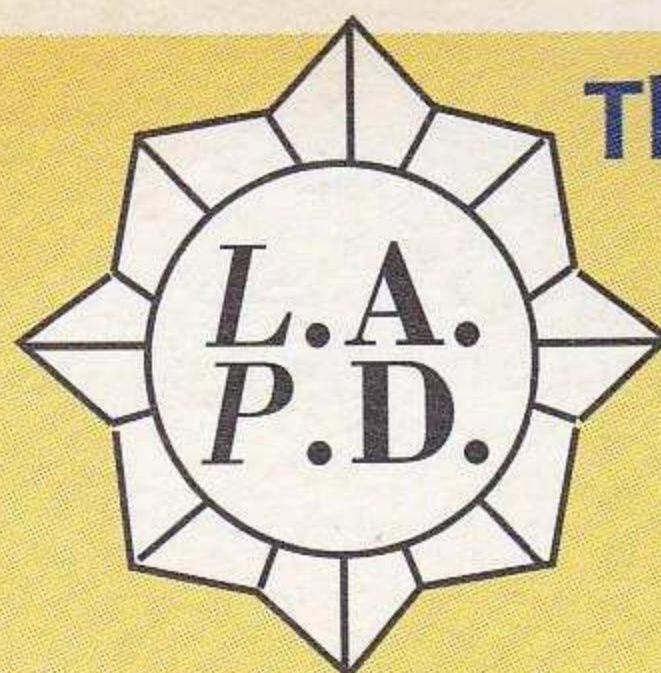
A WORLD OF YOUR OWN

Write your own
text adventure
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how in our
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L.A.P.D.



The faces behind L.A.P.D...



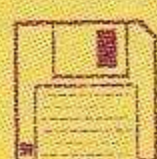
Software at realistic prices

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Same day service, quality virus-free disks

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LAPD HAS NOW BEEN VOTED TOP PD LIBRARY BY ST FORMAT READERS.



ALL DISKS BELOW ARE ONLY £1.50 UNLESS OTHERWISE STATED



games

• • ARCADE • • • • •

- G.449 MICHIGAN MIKE & THE LOST CITY OF ZOROG: Super new platformer in the rain forest ***NEW***
- G.454 TRAPPED II: Ten levels of fast 'Light Cycle' action (1Mb, STE, S/W) (Order G455 for STFM) ***NEW***
- G.448 H.E.R.O.: Human Extraction & Rescue Operation: One time commercial platform game ***NEW***
- G.450 THE ORIGINAL: Colourful 'Boulderdash' type diamond mining puzzle game ***NEW***
- G.457 DEADLAND: Search and rescue mission 'Cannon Fodder' style ***NEW***
- G.456 SUPER CHICKEN: Collect eggs with a giant chicken using escalators and ladders. ***NEW***
- G.433 GENOCIDE: (1Mb, STE, S/W): Fast space 3D shoot 'em up.
- G.417 STAR VOYAGE: Intergalactic action - requires 2 joysticks (Ex Star Trek - TNG). (2 disks/£3.00, 1Mb)
- G.413 COMBAT: Fast action military shoot 'em up in style of Operation Wolf
- G.410 PACMAN ON E: One or two player classic 'PacMan' with sampled music (1Mb, STE)
- G.405 ULTIMATE ARENA: Beat 'em up in the style of 'Mortal Kombat' (STE, 1Mb, S/W).
- G.403 SQUARE OFF: The ultimate tumbling block 'Tetris' game (STE, 1Mb) (2 disks/£3.00).
- G.398 ASTEROIDIA (STE): Classic asteroid blasting action - order G399 for STFM version (1Mb, S/W).
- G.400 FRANTICK (STE): Superb fast action kinetic combat simulator - order G401 for STFM (1Mb) (2 disks/£3.00).
- G.247 MEGAPEDE: The classic blast the caterpillar 'Centipede' game (1Mb).
- G.395 DYNABUSTER: Bomb laying and dodging arcade game (STE, 1Mb).
- G.366 DAVE MUNSIE GAMES: 9 games from the master programmer, including Frogger (1Mb).
- G.355 WING LORD: Aerial duelling game in the style of the classic 'Joust'.
- G.380 STARBALL: Pinball game - arguably the best PD game on the ST!
- G.381 MAX: Help Max find his girlfriend. A 'cute' arcade platform game (1Mb).
- G.333 SUPER PSYCHO KART: High speed platform game to rescue piglets (1Mb).
- G.286 ROCKFALL - SPECIAL EDITION: Tunnelling/diamond collecting puzzle game.
- G.281 PSYCHO PIG: Platform shoot 'em up with Rambo-esque pig. (2 disks/£3.00).
- G.279 OPERATION GARFIELD: Frantic action blasting flying Garfields. (STE).
- G.80 TETRIS & PILE UP: Two very good versions of the 'Tetris' arcade game.
- G.171 HACMAN II: 1 megabyte version of PacMan, 100 new levels!
- G.110 LLAMATRON: 100 levels of fast arcade action with wicked sound FX.
- G.201 BLATI: 'Tetris' style three in a row, falling blocks with many added features.

• • FANTASY/ROLE-PLAY • • • • •

- G.425 ANORAKS OF DOOM: First person view fantasy role-playing game. (2 disks/£3.00)
- G.124 SPECTRAL SORCERY: Excellent game of battling wizards.
- G.172 HERO II: Detailed graphic role-play adventure (1Mb)
- G.416 DANGIMERE: Detailed fantasy role-playing game. (1Mb, 2 disks/£3.00)
- G.412 NISHIRAN: Classy sci-fi, first-person view role-playing game (1Mb) (2 disks/£3.00).
- G.198 OMEGA: A large and complex wilderness and dungeon adventure with hours and hours of play (1Mb)
- G.431 REALMS OF REALITY: First-person view dungeon exploration and monster-bash.
- G.351 TOWERS: First-person view role-playing fantasy adventure game ***NOW COMPLETE*** (1Mb) (2 disks/£3.00).
- G.452 LAP OF THE GODS: Complex German language fantasy role play game (1Mb, mono, 2 disks/£3.00)
- G.308 WALLS OF ILLUSION: The ultimate 'Dungeonmaster' clone with English instructions (1Mb).
- G.426 WYRD WAYS: Magical combat in a maze of sliding walls (1Mb, S/W).
- G.5 MORIA: A complex fantasy D&D based role-play game. (1Mb).
- G.370 MINDMELT: Fantasy adventure with an overhead view.
- G.288 DARKLYTE: 'Space Crusade' type droids wargame.
- G.237 CHAOS: Madcap game of battling wizards by Martin Brownlow (1Mb or 0.5Mb)
- G.262 ALIENSI: Space Marines v Aliens strategy combat game.
- G.115 MYSTIC WELL: Complete 'Dungeonmaster' style adventure game.

• • PUZZLES • • • • •

- G.436 SHRINKING WALL SOLITAIRE (1Mb): Challenging and addictive 'Match it' type game. ***NEW***
- G.443 WORD QUEST: Construct and play word squares. Over 50 puzzles on disk ***NEW***
- G.446 THE FRENCH COLLECTION: Three puzzle games; MANCIOLA, QUINZAIN & MOLECULE.
- G.404 MEMORY RECALL: Challenging memory test with digi pics & sound. (1Mb)
- G.387 SPACESWEEPER: A challenging 'Minesweeper' game in three dimensions!
- G.311 JIGSAW: A computerised jigsaw puzzle (1Mb).
- G.269 QUIZMASTER: Multi-choice answer general knowledge quiz (STE).

• • TEXT ADVENTURES • • • • •

- G.158 LOTTERY: Adventure in the red light district of San Francisco
- G.411 ROBOT REVOLT: A sci-fi text adventure.
- G.162 AROUND THE WORLD IN EIGHTY DAYS: Try to emulate Phineas Fogg.
- G.184 HEATHER'S EASTER EGG HUNT: Adventure for 7 to 12 year olds
- G.394 THE SECRET PARK: A text adventure with graphics for children 8 years upwards.
- G.362 MARCH OF THE MODS: Strive to become 'Ace Face' (contains mild swearing, violence and drug abuse)
- G.225 CAILYNVORN: D&D type fantasy adventure set on a far earth-like planet.
- G.140 A NIGHT ON THE TOWN: An adventure with the opportunity to meet the girl of your dreams and ...well, the rest is up to you.
- G.91 QUEST FOR THE HOLY GRAIL: Pythonesque madcap humour.
- G.202 UNNKULIAN UNDERWORLD: Highly rated large scale text fantasy adventure.

• • GRAPHIC ADVENTURES • • • • •

- G.383 MOBSTERS' CITY: Track down twelve gangsters.
- G.246 HYSULA: 3D virtual reality fantasy adventure.
- G.217 THE MAZE: 3D adventure game loosely based on 'The Crystal Maze'.
- G.321 INVESTIGATION: Graphic adventure in the style of Sierra On-Line (2 disks/£3.00)
- G.356 ENDURANCE (1Mb): Space station adventure in 3D virtual reality
- G.200 ANARCHY ACADEMY: 3D graphic adventure to blow up the school!
- G.222 GRANDAD AND THE QUEST.....3D graphics adventure by Ian Scott. Shareware (1Mb).
- G.303 GRANDAD AND THE SEARCH FOR THE SANDWICHES: Graphic adventure (1Mb, 2 disks/£3.00).

• • STRATEGY & OTHERS • • • • •

- G.437 BINGO! (1Mb): Simulation of the seaside game with voice. ***NEW***.
- G.438 RACE (1Mb): Try to succeed in the 'Rat Race' of life (Board game adaptation)
- G.432 MIDI-WIZ: Fantasy war game with similarities to 'Civilisation'. (1Mb, S/W).
- G.131 STAR TREK - THE GAME: Defeat the Klingon threat to the galaxy (1Mb).
- G.427 AIR TRAFFIC CONTROLLER: Control comings and goings at a busy international airport.
- G.386 STAR TREK - KLINGON WARS: A Starship Enterprise battle simulation (1Mb).
- G.431 REALMS OF REALITY: 'Dungeonmaster' type exploration and adventure (1Mb).
- G.421 WAR: A wargame construction kit (1Mb).
- G.290 SOFTWARE PROJECTS: Run a software company business sim.
- G.390 INTERNATIONAL MANAGER: European Nations/World Cup management game.
- G.391 ANCIENT GAME OF GO: Two computer versions of the Oriental game (Gnugo, Amigo).
- G.344 CHESS-MATE: A chess/draughts game analysis tool.
- G.332 CAESAR: Strategy game set around the Mediterranean in 200BC (S/W).
- G.330 GNU CHESS: French chess playing program for all levels.
- G.388 STRATAGEM: Two player strategy world war game (2 disks/£3.00).
- G.329 PEGASUS: Space strategy game. Seek out and colonise planets (1Mb) (2 disks/£3.00).
- G.287 THE COARSE ANGLER: Angling simulation game (1Mb).
- G.324 IMPERIAL CONQUEST: Complex ancient Mediterranean game of conquest (S/W).
- G.325 SOCCER MANAGEMENT: A complex simulation of soccer management (S/W).
- G.173 PENGUINS: Move your penguins around the screen 'Lemming' fashion.
- G.10 VEGAS: Roulette, poker, blackjack and slots... without the Nevada sand!

budgie uk

- BU.119 FOOTBALL TACTICIAN 1: The original £19.95 Premier League version of the soccer management game!
- BU.111 INTERNATIONAL CRICKET II: Animated 3D game (1Mb).
- BU.90 MATCH IT: Possibly the most addictive game ever devised.
- BU.89 HORSE RACING SIM: Quality sim from the sale ring to the track.
- BU.86 QUATRIS: Superb 'Tetris' style puzzle game with falling cubes.
- BU.71 DARK WARS: Role-playing adventure with a 3D view.
- BU.70 PACMAN ST: The definitive version by Robert Leong.
- BU.50 SPACE INVADERS: Classic arcade action by Robert Leong.
- BU.30 QUEST FOR GALAXIA: The 'Galaxians' return to your ST.
- BU.10 MONEYSPINNER: Slot machine action with nudges, holds, gambles and more.
- BU.8 SPECULATOR: True to life features market simulation.
- BU.5 PRO DARTS: Mouse controlled 501 match play.
- BU.4 OTHELLO: An immaculate implementation of the board game.
- PRO.1 ELECTRONIC BANK STATEMENT: Home money managing program.

ST FORMAT TOP 10 GAMES - ONLY £12.00

A special bargain bundle of the top 10 PD and shareware games as selected by ST Format magazine in issue 75. They are 4-7-11, Colortris, Drachen, Grandad and the Quest for the Holy Vest, Grandad and the Search for the Sandwiches, Llamatron, Ozone, Starball, Stello, Super Breakout and Towers.

dave munsie games

Munsie Games, some of the most playable and fun-filled games on the Atari, can now be registered via L.A.P.D.! Send us the code number from your game and we'll send you the pass-code giving access to extra lives, extra levels, etc.

Cost is just £6.00 per title.

Games that can be registered so far are Asteroidia, Frantic and Square Off. All registrations receive a FREE copy of Dave's SEA WOLF game! Pre-registered complete versions of these incredible games may also be purchased as follows:

- L119 ASTEROIDIA: The classic game 'Asteroids' with 3D rendered asteroids. (STE, £7.00).
- L120 ASTEROIDIA: The STFM version of the above (STFM, £7.00).
- L121 FRANTICK: Fast action kinetic combat simulator Frantic (STE, £7.50).
- L122 FRANTICK: The STFM version of the above (STFM, £7.50).
- L123 SQUARE OFF: Falling block puzzle game in the style of the classic 'Tetris'. (£7.50).

FREE MUNSIE DISK'O'ZINE

For a free copy of Dave Munsie's magazine disk with information and screen shots about his games just send a blank disk and an s.s.a.e. to the L.A.P.D. at the address below:

L.A.P.D. Licenceware Games

Possibly the best licenceware range on the ST

Licenceware means that for every copy you buy the author receives a royalty payment from L.A.P.D. This ensures that the authors receive suitable recompense for their hard work thus encouraging them to produce even more excellent programs for the Atari range of computers. It saves you all the fuss and hassle of shareware payments. Licenceware programs are complete and ready to run, there are no hidden fees!

strategy games

- L.136 TRADER (£3.00): Sea trading game set in 14th century northern Europe ***NEW***
- L.135 ANNEX (£4.95): 3D role-play inspired by 'Dungeonmaster' and 'Doom' ***NEW***
- L.128 BLUDGEON V.2 (1Mb, £3.00): Computer moderated fantasy combat system for one or more players. Includes two free adventure scenarios.
- L.129 BLUDGEON ADVENTURES #1 (£3.00): Six additional solo adventures for the above BLUDGEON game.
- L.124 THE SANDS OF MARS (£3.00): Govern a Martian mining colony.
- L.132 SEA WAR (1Mb, £2.50): Hi-tech version of 'Battleships'. Design and fight your own fleet.
- L.105 CONQUEST 2 (1Mb, £3.00): Rule over a medieval kingdom's economy and armies.
- L.104 WAR OVER THE REICH (1Mb, £3.00): Plan and execute a campaign of WWII raids against twelve German cities.
- L.98 WORLD AT WAR (1Mb, £3.00): A game of economic and military strategy on a grand scale for one to seven players.
- L.22 GRAND PRIX MANAGER (£2.50): Simulation game of running a Formula One Grand Prix team.
- L.79 DARKLYTE II (1Mb, £3.00): A sci-fi space/strategy game in which you must destroy the Darklyte forces. Reminiscent of the 'Space Crusade' game.
- L.59 ARTHUR OF THE BRITONS (1Mb, £3.00): A strategy game with arcade sequences.
- L.60 CONQUEST (1Mb, £3.00): A 'God' game in which your task is simply to survive for one year.

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e-mail: Clive@lapd.demon.co.uk or Leigh@lapd2.demon.co.uk

24 hour despatch on all orders No waiting around for disks to arrive!!

arcade games

- L.130 DESERT HAWK (1Mb, £3.00): Control a Black Hawk helicopter through different missions.
- L.87 STORM (1Mb, STE, £3.00): Arcade action clearing aliens from a stricken space-freighter.
- L.91 STORM (1Mb, STFM, £3.00): As L87 above but for the STFM.
- L.86 FLUFFIES (1Mb, £3.00): A platform game across many levels as you guide a blue fluffy creature in an attempt to rescue his girlfriend.
- L.117 FISH TANK (£3.00): A game for younger players who must find food for their fish without getting eaten.

adventure & role-playing games

- L.131 WANDERING SCIENCE (£2.50): Solve the puzzles on an alien vessel. A graphic adventure.
- L.125 PATHS OF GLORY (£3.00): A sword and sorcery role-playing game.
- L.115 DEMON II (1Mb, £3.00): A fantasy adventure game with an overhead view and detailed point and click interface.
- L.114 TIME MACHINE (£3.00): A classy text based adventure with over 100 locations and over 40 graphic screens.
- L.112 CRAGHAVEN (£2.50): High adventure in a fantasy land.
- L.97 STONE COLD SOBER (£4.00): A traditional adventure game but with a point and click interface.
- L.69 BIO-HAZARD (1Mb, £3.00): A first person perspective game to clear a space freighter of alien creatures.
- L.21 DEAD OR ALIVE (£3.00): A large, complex and humorous text adventure game.
- L.31 THE CURSE OF AZRIEL (2 disks, £4.00): A graphic fantasy role-playing/trading game.
- L.41 MURDER ON THE ORION EXPRESS (£3.00): A murder mystery game with an almost infinite variety of solutions.
- L.50 DEMON (£3.00): Trapped in a stone cell, your first task is to escape before the resident demon gets back. 3D view.

puzzles

- L.133 LAZER (£2.50): Use mirrors to direct a lazer around mazes. ***NEW***
- L.102 DCS COMPILATION #4 (£3.00): On this disk are: BRAIN DAMAGE, test your brain to the limit. SHAPES, make shapes from 16 different pieces. LINK, form a chain across the screen. QUIZICAL, multi-choice question and answer game.
- L.101 DCS COMPILATION #3 (£3.00): On this disk are: OUTRAGEOUS FORTUNE, a collection of logic and maths challenges. MATCH MAKER 2, match symbols on hidden cards. FRAME OF MIND, a gambling game. CRYPTOGRAM, based loosely on the TV program 'Countdown'.
- L.100 DCS COMPILATION #2 (£3.00): On this disk are: QUEST FOR KNOWLEDGE (1Mb), seek out 12 hidden icons from mazes. REBOUND, a bat and ball game. GALACTIC FRUITBOWL, a combination of the fruit machine and the trivia quiz. GREY MATTER, a word game.
- L.66 HEARTBREAK (£3.00): An infuriating and highly addictive puzzle game played on a 7 x 7 grid.

art & graphics

- A.99 MINIPICS II: All resolution picture converter and cataloguer (1Mb).
- L.77 AUTO-STEREOGRAM: Create your own 3D 'Magic Eye' pictures (1Mb) (£3.00).
- L.71 ARTIST FREEHAND: Complete art package with multiple screens, animation, etc (£3.00)
- A.107 ASCII ART: Hundreds of images rendered in ASCII characters.
- A.95 VISUAL ILLUSIONS: A collection of 24 'Magic Eye' 3D pictures.
- A.98 STEREOGRAM ANIMATIONS: Now see 'Magic Eye' pictures move!
- A.36 KOZMIC 4: Complete version of the stunning psychedelic pattern creator.
- A.1 ANI ST: Commercial quality animation program (once cost £60.00 to buy!).
- A.84 GEMVIEW: Load, view, convert just about any picture format (1Mb).
- A.45 CRACK ART: Demo version of the excellent German art program.
- A.75 POLYFILM by Martin Brownlow. Make films from multiple 3D polygon objects.
- A.44 FANTASY SLIDESHOW: Spectrum 512 pictures on fantasy theme (over 16's only).
- A.35 IMG UTILITIES: Convert Degas, Neo, Spectrum Mac and Tny files to IMG.

clip art

- (Where PCX and IMG formats are offered you must state which you require)
- A.103 OFFICE CLIP ART: 33 IMG or PCX images of office related items.
- A.107 HANDS CLIP ART: Over 70 IMG images of hands; pointing, waving, writing etc
- A.100 ANIMALS CLIP ART (5 disks/£7.50): Over 170 IMG or PCX images of animals.
- A.101 ASTROLOGY CLIP ART (3 disks/£4.50): 36 IMG or PCX images of zodiac signs.
- A.102 SPACE CLIP ART: 38 images of the final frontier in PCX or IMG format.
- A.106 CHRISTMAS CLIP ART (3 disks/£4.50): Over 150 images in PCX or IMG.
- A.70 COMIC BOOK HEROES: 22 Superheroes in NEO format.
- L.26, L.27, L.28 TYPE WRITE CLIP ART: 4 disk sets of quality clip art in IMG format. (£10.00 per set).

authors: As a leading P.D. library for the Atari ST and Falcon computers we are always seeking to maintain a catalogue of the very best and newest titles around. If you wish to get maximum distribution for your work either as PD, Shareware or Licenceware then please send us a copy to the address above. We respond to ALL submissions and enquiries.

utilities

- U.80 ZORG: A 'Disk Doctor' type organiser.
- U.77 THING: Alternative desktop (1Mb).
- L.111 SUPER HACKER: Replace a picture in almost any game or demo with your own! (£3.00).
- U.67 ST TOOLS: An exhaustive collection of Atari ST utilities.
- U.53 TERADESK V1.36: Replacement desktop for the ST/STE (1Mb).
- U.20 FASTCOPY 3: Excellent disk copier for cover disks.
- U.48 PREMIER PACKERS: 13 of the best program packers, plus a de-packer.
- U.42 PICTURE HUNTER: Rips picture screens from other programs.
- U.66 BEFORE DAWN: Animated screen saver that will use your own animations.
- U.47 PROBE ST: Handy utility. Grabs music/graphics, disk/memory editor, etc.
- U.52 VAULT & TURTLE: Fast hard disk back-up utilities.
- U.44 THE DUPLICATOR: High speed copier for any unprotected ST disk.

ST FORMAT PRODUCTIVITY PACK (TOP 40 UTILITIES) FOR £25.00

A special bargain pack of the top 40 PD and shareware programs (excluding games) as selected by ST Format magazine in issue 75. The programs are: Atomik 3.6, Autosort, Cardfile, Chameleon, Compact Office Manager, Crack Art, DB Master, Easy Text, Elf Backup, ESS Code, Everest, Fast Copy 3, GEM Spool, GEM View, Hypergem, Idealist, Kivi Qwk, LHArc, Marcel, Magic Story Book, Mouse-ka-Mania, Movie Master, Octalyser, Opus, POV Ray Trace, ProCalc, Revenge Document Displayer, Sagrotan, Second ST Manual, Selectric, Soundlab, SpiritEd, ST Diary, Superboot, Sweet 16, Teddy Term, Teradesk, Tom Shell, Turbo 407 and X Control.

miscellaneous

- M.189 NATIONAL LOTTERY SIMULATOR: The fun way to pick your numbers. (1Mb, 2 disks/£3.00).
- M.177 LOTTERY COMPANION: Valued statistical assistance with your lottery entries.
- M.195 ELEMENTS PLUS: Information/help disk for chemistry students ***NEW***
- L.134 FILM DIRECTOR ELITE: Multi-media language system - from slideshows to packages (2 disks/£4.95) ***NEW***
- M.194 ROLL IT: Selects lottery numbers randomly and calculates chances of winning a prize ***NEW***
- M.193 OUT OF THIS WORLD: A 'fun' typing tutor - type the tumbling letters before they crash.
- M.183 HOUSE EXPENSE MANAGER: Daily household expense management program.
- L.103 LEXICON: The ideal program for word game fanatics. Solve crosswords, anagrams etc (£3.00).
- L.111 SUPER-HACKER: Put your own picture into demos, games etc. (£3.00)
- M.146 AWARD MAKER: Design and print awards certificates.
- M.155 ROUTE FINDER: Route finding program for England, Wales and Scotland.
- M.161 THE GARDENER: A special database for gardening enthusiasts.
- M.175 FISHERMAN'S DATABASE: The ultimate record program for the keen angler.
- M.19 AIR WARRIOR: Flight sim with World War II aircraft.
- L.17 ADDRESS BOOK: Neat and easy to use database for names and addresses (£2.50).
- L.18 CIRCUIT: Easy to use electrical circuit diagram producing program (£2.50).
- M.93 STITCH MATRIX: Pattern making program for knitting machines.
- M.77 THE BIBLE: King James authorised version (3 disks/£4.50).
- M.76 FORM-FINDER: Proven horse race analysis and prediction program.
- M.81 NEWSDISK: Construct your own newsletters and magazine disks.
- M.100 GERMAN TRANSLATORS: Three programs to translate German text to English.
- M.26 GENEALOGY: Two programs for the family historians to trace their forebears.
- M.5 YOUR SECOND ATARI ST MANUAL: Text files to supplement the official manual.
- M.17 WORD PUZZLE: Stuck with word games? Then this disk may help.
- M.30 EXTRA WORD LIST: 70,000 extra words to use with disk M17.
- M.190 YALE STAR CATALOGUE & STARCHART: Programs for the serious astronomer.
- M.111 NORTHERN & EQUATORIAL STAR ATLAS: Superb serious astronomy program S/W.
- M.1 PLANETARIUM: Excellent, easy to use, astronomy program.
- M.8 ASTRONOMY & SKYWATCH: Programs for the technically minded sky watcher.
- M.173 THE BIBLE: Complete King James, Old and New Testaments (3 disks/£4.50).
- M.176 FUCHSIAS DATABASE: for the keen specialist gardener (or breeder of anything).
- L. 89 GOLF: Database for the golfing sports-person. (£3.00)

programming

- F.53 STOSTESTERONE: A magazine disk devoted to programming STOS on the STE (issues 1 to 3 available).
- P.53 IMAGINARY WORLD: Easy to use language to write your own role-play adventures.
- M.107 RAMWORLD 2: Three dimensional object creator and viewer.
- U.76 LIBRARY CREATOR: An essential tool for GFA programmers to construct a single file.
- P.55 STOS CYBER EXTENSION: An extension to the STOS programming language
- P.44 GFA V.2: Full version of language with tutorial & compiler! (N.B this disk is not PD - L.A.P.D. have permission to distribute it.)
- L.68 SPRITE WORKS: New commands for games writers using GFA V3+ (2 disks/£7.00).
- DSP.1 SOZOBON C: A complete C compiler with documentation.
- P.24 MENU-MAKER: Make your own menus with music, sprite and scrolling message.
- P.33 ZX SPECTRUM EMULATOR: Emulate the old Speccy on your ST/STE (1Mb).
- P.17 68000 PROGRAMMING COURSE: 10 'How to do it' document files.
- P.19 GFA EXPERT: Massive text file and help routines for GFA-Basic 3.0.
- P.16 C ADVENTURE TOOL KIT: Write professional quality adventures in C.

how to order: By post: list the numbers and names of the disks you require on a sheet of paper and add your name and address. Payment may be by cheque, postal order or credit card. By telephone: have a list of the disk numbers you require and your credit card to hand. Orders may be left on our answering machines out of hours. By e-mail: as above BUT existing customers only who have ordered before and whose credit card details we already have may order this way. Do not send your credit card details by e-mail.

music

- S.160 GUITAR REFERENCE: Useful program for anyone learning or playing.
- S.4 YAMAHA PSS: Patch editor and facility to print tablature music.
- S.156 FINAL SCORE: A music score printing program (mono only)
- S.144 EKSEQ 1: A 100 track, 240ppqn sequencer with many features.
- S.145 OPTRONIX MUZAK: Rip and play music from other programs.
- S.8 NOISETRACKER: Soundtracker .MOD player with eight starter tunes.
- S.7 ACCOMPANIAST: 16 Voice Henry Cosh sequencer (full instructions on disk).
- S.19 ALCHEMIE JR: Impressive Swiss multi-window, multi-task sequencer (1Mb).
- S.158 SWEET 16 LITE: An easy way into MIDI sequencing.

business

- M.182 ST DIARY: A computer diary for the busy executive.
- W.25 EASY TEXT: Easy desktop publishing program.
- W.21 MARCEL: Super word processor with built in spell checker.
- M.106 ACCOUNT-ABILITY: Fully featured accounts program. 10 accounts, 2,000 transactions!
- M.148 INVOICE MASTER: Excellent invoicing system for small businesses.
- M.13 OPUS 2000: A superb spreadsheet program (1Mb).
- M.83 INVENTORY PRO: A stock control system.
- U.23 DOUBLE SENTRY: Impressive accounts package for the small company
- U.33 FAST BASE: A powerful and flexible database.
- W.3 FIRST WORD: Word processor that set the standard for others to follow.
- W.24 GDOS FONTS: A large assortment of fonts (2 disks/£3.00).

educational

- M.188 G.C.S.E. MATHS & CHEMISTRY TUTOR: Two study aid programs.
- M.20 G.C.S.E. STUDY AIDS: Help with Algebra, Trigonometry and Geometry.
- M.187 TYPING TUTOR: Several courses to improve your skills.
- M.186 KIDZ EDUCATIONAL: Nine learning programs for youngsters.
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- L.37 SUPER FUN: More teaching games for the 4 to 9 year old (£2.50).
- G.266 WITCHES, MICE & FAIRY TALES: Games for younger users.
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- M.95 ABOUT THE HOUSE: Excellent collection of programs for young children.
- M.28 KIDZ EDUCATIONAL: Alphabet, Maths Test, Numerical-Go-Round & Number Maze.
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- M.42 KIDZ DISK #2: Dot to Dot, Keyboard Capers & Matching.
- M.67 BODY SHOP: Graphic quiz-type human anatomy tutor.
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- M.16 KIDZ COMPILATION: Kid Graph, Grid, Music, Notes, Piano, Publisher, sketch and story.. all on one disk!
- PRO.26 EARLY LEARNING MATHS 1: A collection of teaching programs for youngsters
- PRO.27 EARLY LEARNING MATHS 2: A collection of teaching programs by Philip Rankin for 9 to 12 years.
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- M.123 C.I.A. WORLD FACTBOOK: Facts and figures on countries (4 disks/£6.00).
- W.22 HOMEWORK: A word processor for the younger user.

communications

- C.28 INTERNET ACCESS PACK: W/W/W access for the Atari.
- C.25 JUNIOR OFFICE: Fax software for Class 2 modems (best with hard drive)
- L.113 BBS DIRECTORY: Money saving directory of UK BBS's (£5.00).
- C.22 TEDDYTERM: A superb multi-function communications program.
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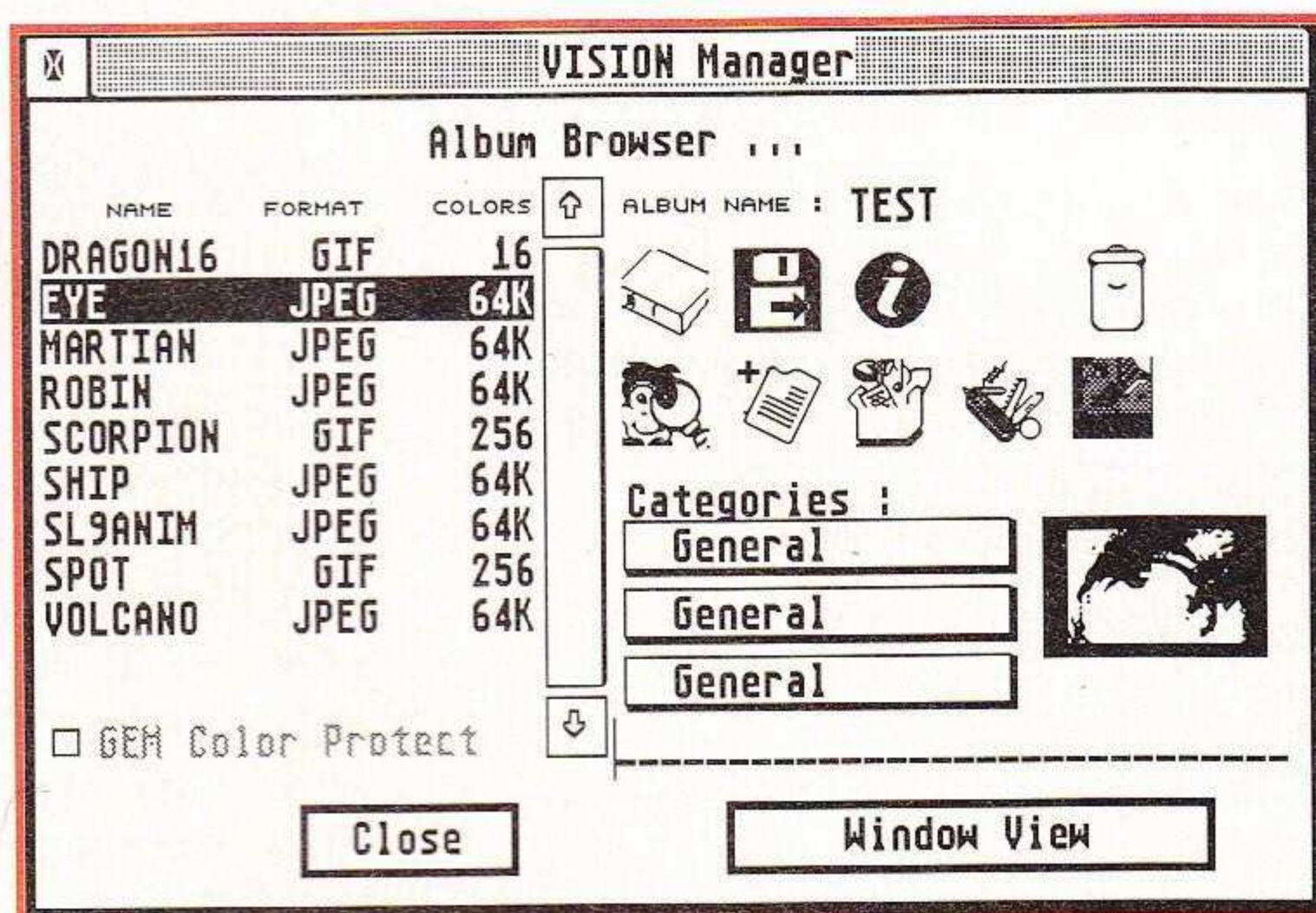


ST FORMAT

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28 VISION

The Atari is now blessed with a multitude of art packages, including this new Gallic creation.



Vision is a brand new French graphics package. How does it fare among all that competition?

30 PAGESTREAM 2.2 SE

We take a new look at Soft-Logic's popular colour DTP package, recently repackaged at a bargain price.

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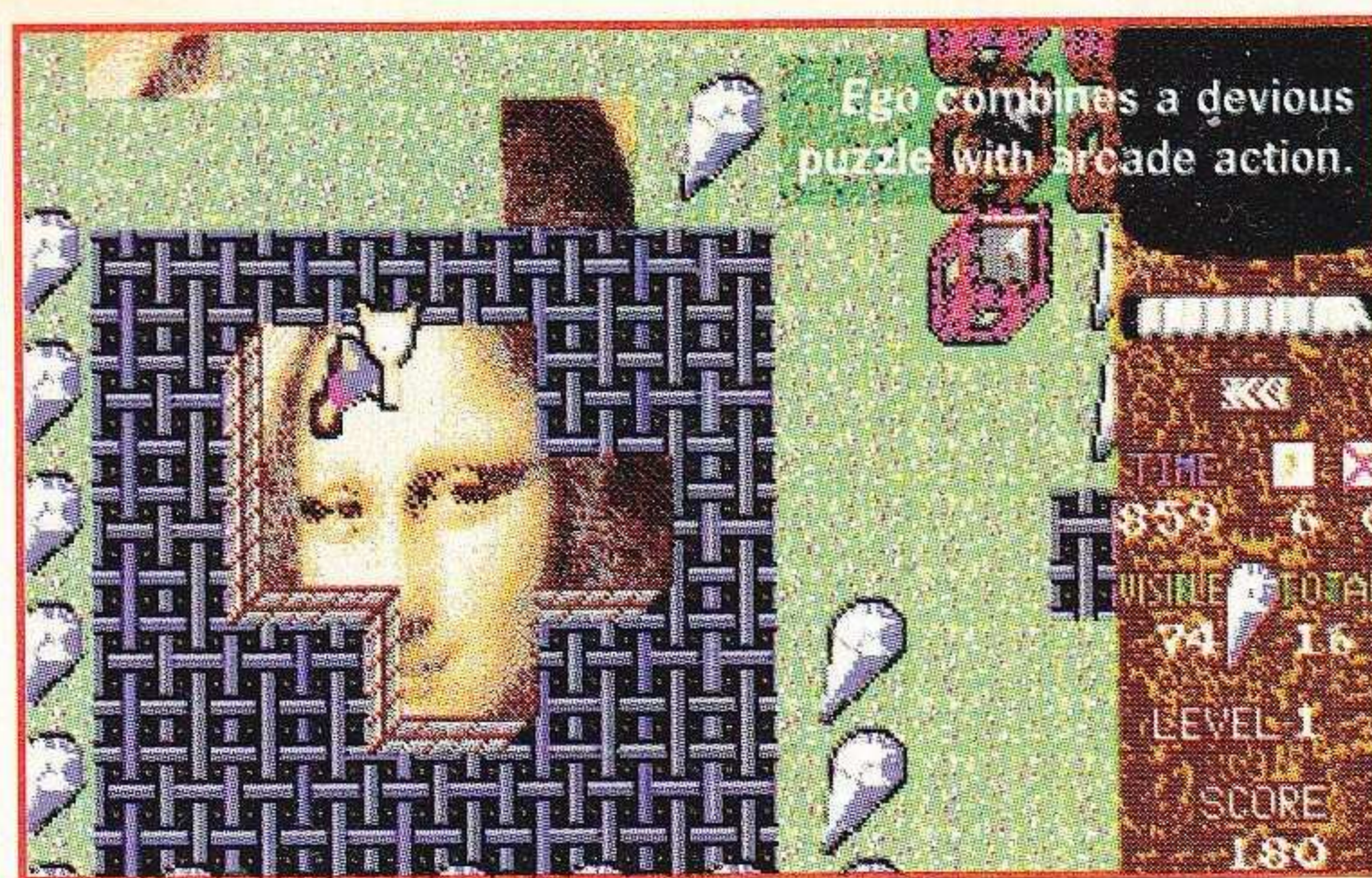
Syquest's answer to the revolutionary Zip drive might also be the answer to your storage problems.

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Syquest's answer to the Zip drive surfaces at last. Does it offer the same revolutionary potential as its groundbreaking rival?



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Loads of new bargains to be had in our bumper Reader Offers page. Includes Team and STFM RAM upgrades. Plus, get your back issues here!

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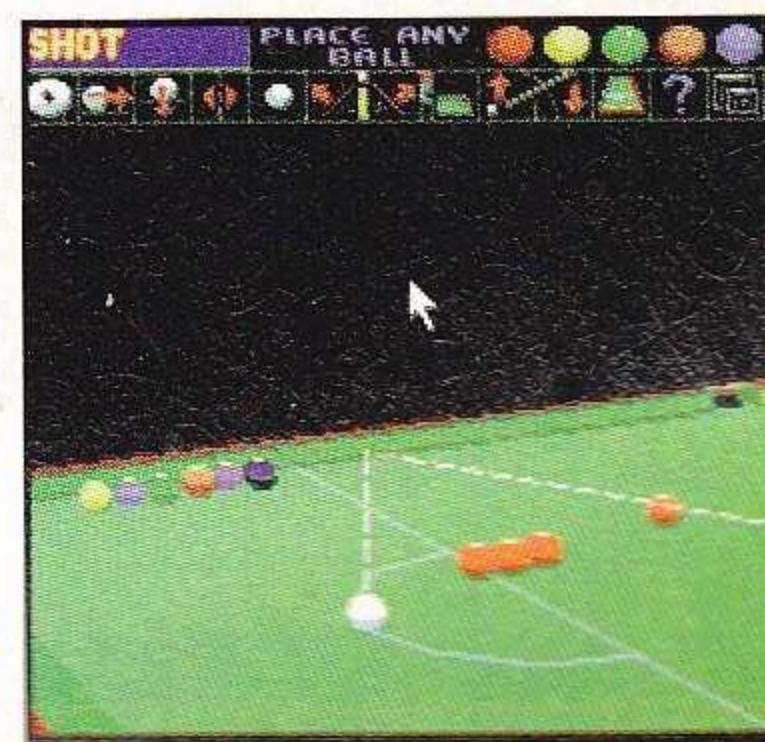
A bumper selection of cheats and tips, including part one of a complete solution to Robinson's Requiem.

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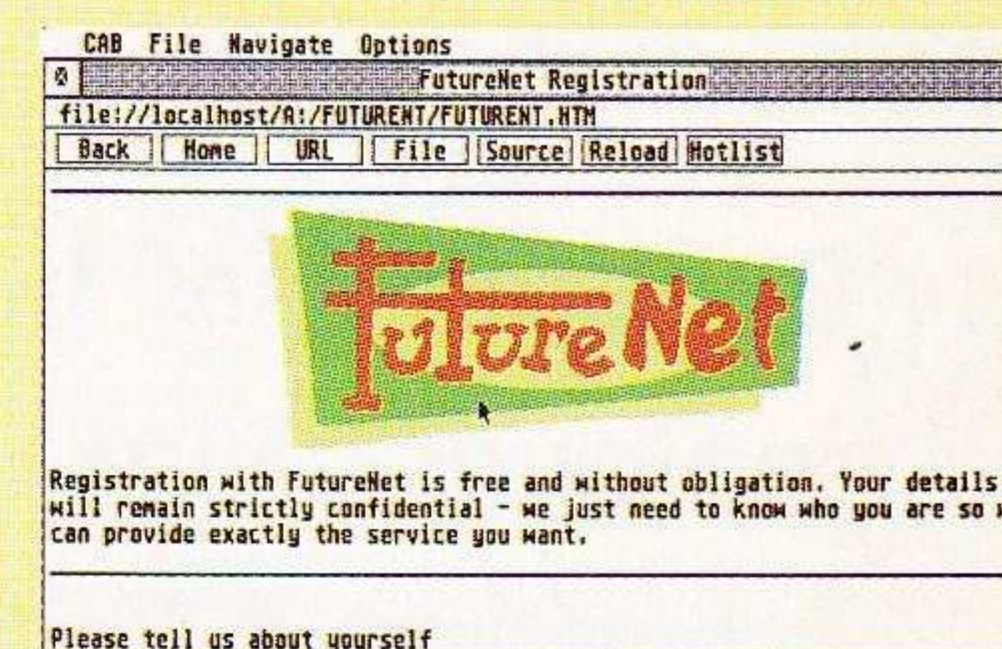
66 NEXT MONTH

What we have in store for you in the next exciting installment of ST FORMAT. Stay tuned, folks!



COVER DISK 81

THIS MONTH...



CRYSTAL ATARI BROWSER: The latest version of this WWW and HTML browser now supports Internet forms. All Ataris, 1MByte.
Uncompressed size: 577K

ZAPTASTIC: Explosive, addictive and colourful arcade fun in the vein of Llamatron. STE/Falcon only.
Uncompressed size: 297K

THE ESPERS: Can you save your unconscious mind from evil in this text adventure for all Ataris?
Size: 117K

COSTA 1.34: Keep a track on those mounting on-line costs with this indispensable utility. All Ataris.
Uncompressed size: 119K

EASY GO 2.0: Launch all your programs and applications from a single user-friendly menu.
Size: 58K

PALRESTORE: Restore your Desktop's normal colours with a simple combination of keypresses.
Size: 2K

ATARINOS TUTORIAL: Our complete guide to AtariNOS, in HTML format.
Size: 38K

MIDI TRACK: Rainin' is a track that shows off the MIDI guitar.
Size: 28K

ATARI BBS LIST: A list of BBSs that support the Atari.
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- 41 A WORLD OF YOUR OWN**
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A World of Your Own

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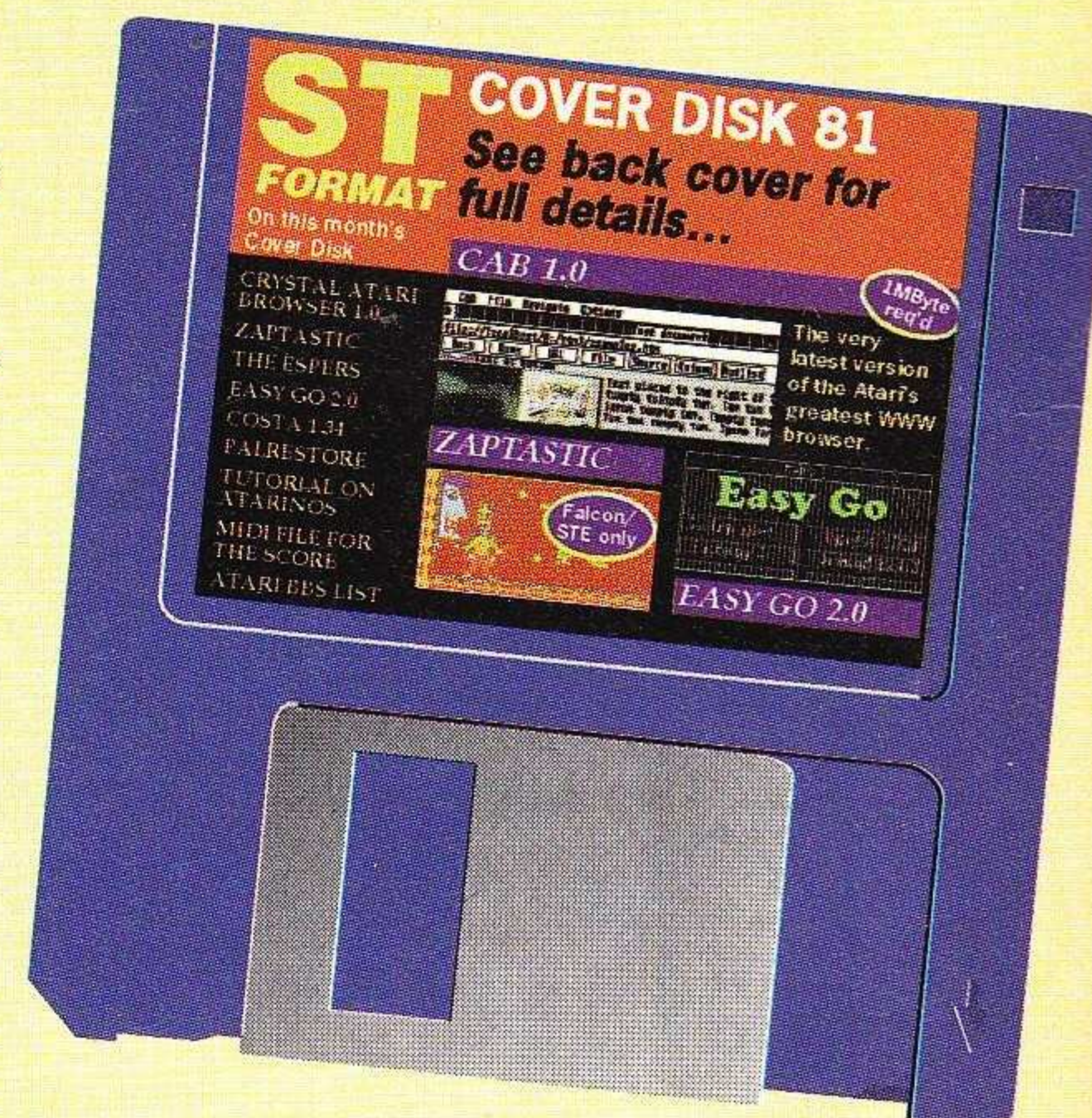
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This magazine comes from Future Publishing, a company founded just nine years ago but now selling more computer magazines than any other publisher in Britain.

A few words about the world's best-selling ST magazine:
ST FORMAT exists to give you all the information you need to get the most out of your ST, STE, Falcon and Jaguar. Our advice is reliable, easy-to-follow and honest, and unlike other magazines, ST FORMAT is completely independent, so we can say what we really think. That, we believe, is why more ST owners choose ST FORMAT than any other ST magazine: we're the best-selling magazine, because we're the best.
All our features, tutorials and news stories are written by experts. Our reviews offer crystal clear buying recommendations and information – how much something costs, what it does, how well it does it and whether you should buy it. And we always look at the price – we understand you're spending your own money, not waving a fat corporate cheque book.

Cover Disk

Dreaming of holidays on Greek islands (You're just jealous – Mary), Nick Peers is rudely interrupted and forced to compile this month's Cover Disk. Life's like that, especially if you're a disk editor.



CRYSTAL ATARI BROWSER 1.0

By: Alexander Clauss

Machines: All Ataris

Memory required: 1MByte

Resolution: All except ST low

Uncompressed size: 577K

CAB remains the number one HTML viewer and WWW browser for the Atari, and this latest version has several new features to help your netsurf-

ing activities. The biggest update is its support for forms, enabling you to complete site registrations and shop over the Net.

football club (Birmingham City), rock group (Queen), or whatever. And dare we mention all those *Star Trek* sites?

This latest version supports forms and features more accessible buttons for some of the options – see the Those Updates panel for details. However, while the original CAB ran on 512K machines, this latest version requires at least 1MByte of memory.

Futurenet

To use Futurenet, home of *ST FORMAT*, you need to register your details. Now that CAB supports forms, you can do this from your ST. Other sites also use forms for registration purposes, and some even offer products you can order by giving your credit card details. Be wary when exercising this option on sites without encryption.

Full instructions are found in the DOCS folder, and users of *ST Guide* also get on-line documentation. Registration costs £15 for the entire *Internet Access Pack* package, and will ensure that the authors continue to support and update it.

Getting started

CAB comprises two archived TOS files. Copy CAB1.TOS to your freshly formatted blank disk and double-click on it to dearchive its contents. Delete CAB1.TOS and copy CAB2.TOS on to the disk. Double-click on it to dearchive the remaining files, then delete CAB2.TOS.

Netting the surf

CAB provides a graphical interface not unlike that of *Netscape Navigator* (the most popular browser on the PC and Mac platforms). It enables you to download and view text, graphics and even files covering every subject imaginable from all over the world. Not only can you download all the latest PD and shareware software for the ST, but also you can read about the latest world news or keep a close eye on the comings and goings of your favourite

THOSE UPDATES

The major upgrade to CAB is support for forms. To get on to sites such as Futurenet or the *Electronic Telegraph*, you need to fill in a registration form. Once you've entered your details correctly you can then hotlist (or bookmark) the index page. Forms are also used for surveys and on interactive 'gadget' pages.

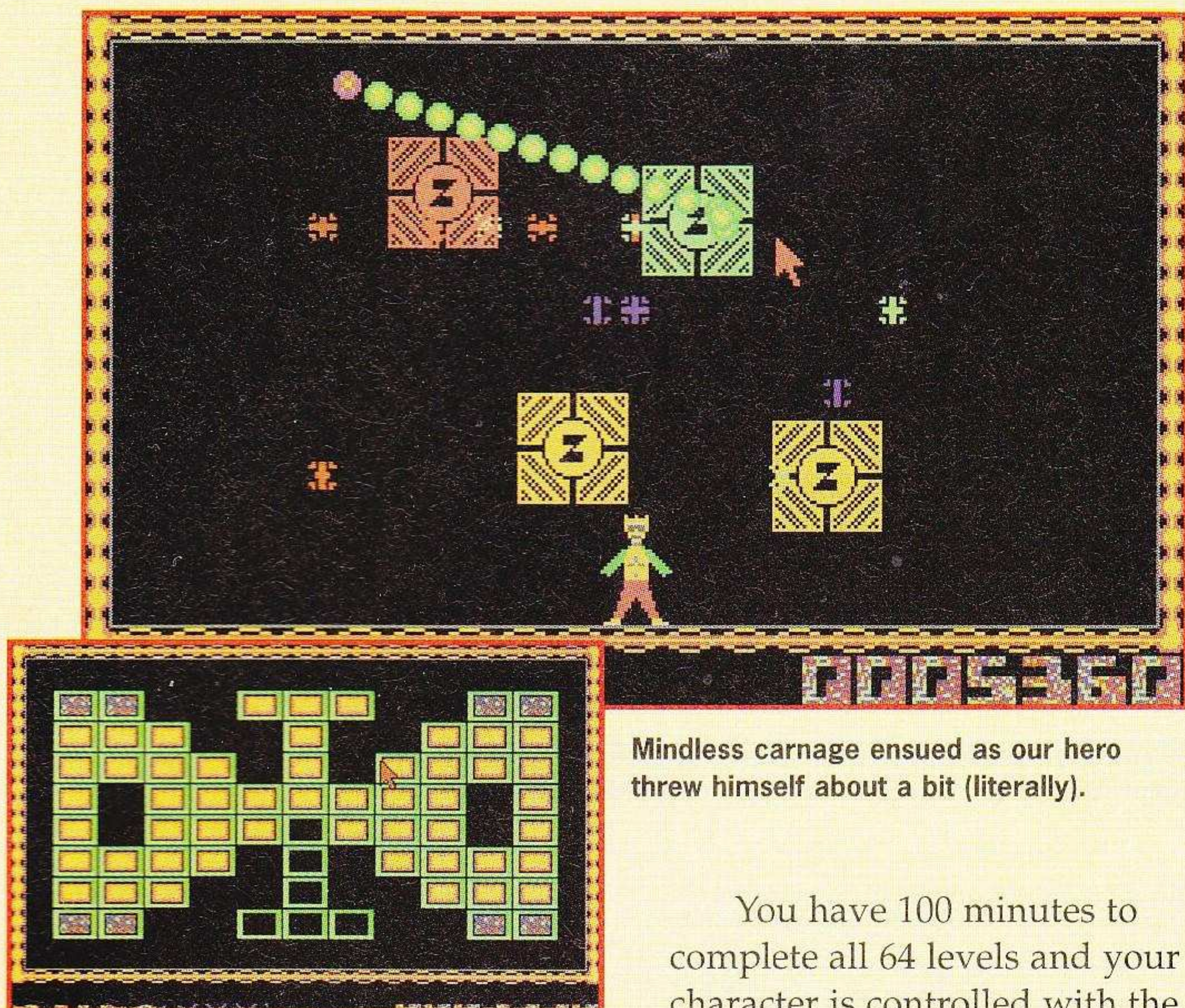
The other major addition is the row of buttons across the top of the page. Back takes you to the previously selected page, while Home returns you to your home page. Clicking on URL enables you

to enter an address manually (such as <http://www.futurenet.co.uk/>), and File loads in HTML documents from disk. Source, assuming you have linked CAB to an external file viewer or text editor, such as *ST Guide*, enables you to view the underlying HTML tags. Reload downloads the current page again – useful if your transfer was interrupted. Finally, Hotlist brings up a dialog box containing all your favourite Web addresses. If you have a lot of hotlisted sites, you can even divide them by subject or theme.

The most important update to CAB is its support for forms in HTML documents. Here's Futurenet's registration page, which enables you to choose a user ID and password.

The Hotlist function enables you to catalogue and access all your favourite Net pages with the minimum of fuss.

You can use SpeedoGDOS to improve CAB's display capabilities.



Mindless carnage ensued as our hero threw himself about a bit (literally).

You need to clear all 64 levels in 100 minutes of real time. Thankfully, as you make progress you can pick and choose levels.

ZAPTASTIC

By: Lee Burrows

Machines: STE/Falcon

Memory required: 512K

Resolution: ST low

Uncompressed size: 297K

Zaptastic is a fast and furious shoot-'em-up inspired by Jeff Minter's fantastic *Llamatron* game. It boasts colourful graphics, sampled sound effects and fast 'n' furious gameplay. You'll need a joystick to play.

Zap 'em cowboy!

Zaptastic is one of those games that merit the label "mindless violence". There's no plot to speak of and your only goal is to clear the entire game of bad-dies by blasting them away. Once you've got through the shareware notice and title screen, just press [Fire] to enter the fray or [Escape] to quit back to the desktop.

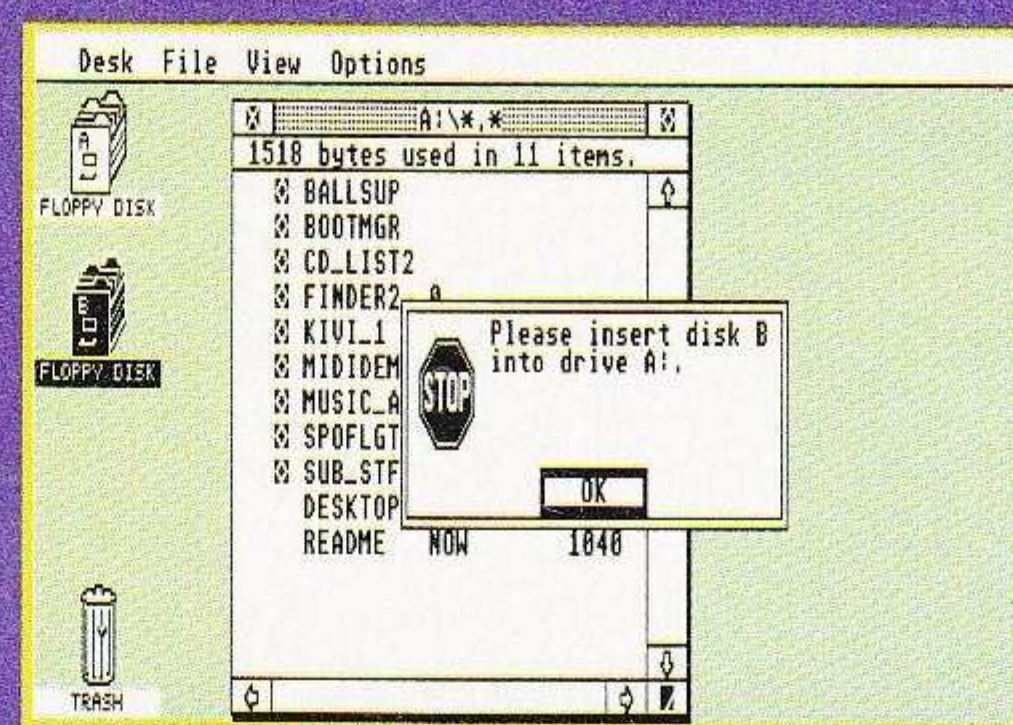
You have 100 minutes to complete all 64 levels and your character is controlled with the joystick. He gravitates to the four sides of the room, so if you launch him into space, he flies towards the opposite wall. He automatically fires in the same direction as he is moving, a bonus given the viciousness of your enemies. If you want to go in one direction but keep him firing in another, hold down [Fire] as you move.

Your opponents are out to drain you of energy, thereby stealing ten minutes of your valuable time. They come in all shapes and sizes – some require multiple hits before dying, while others fire back at you. You'll clear the first couple of levels easily, but just take note of how much enemy fire-power you're soaking up. The only way to make serious progress in *Zaptastic* is to minimise your injuries.

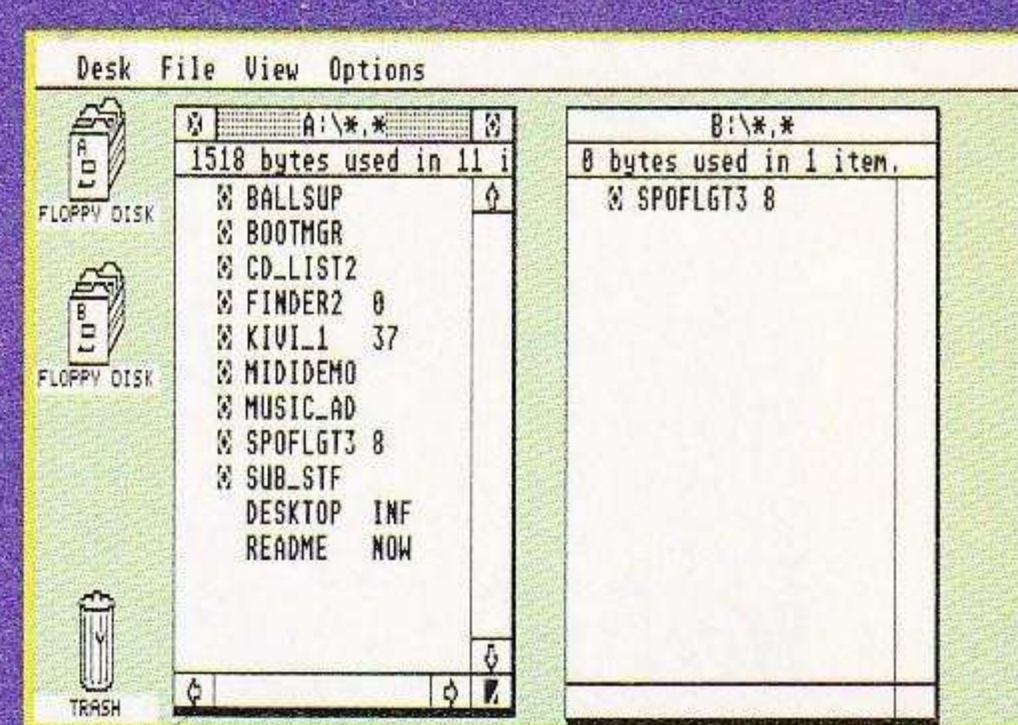
There are several bonuses scattered around, including smart bombs and bonus rooms where you can gain more time.

Okay, these are your orders. Get blasting and see if you can clear all 64 rooms. Oh, and don't forget to register.

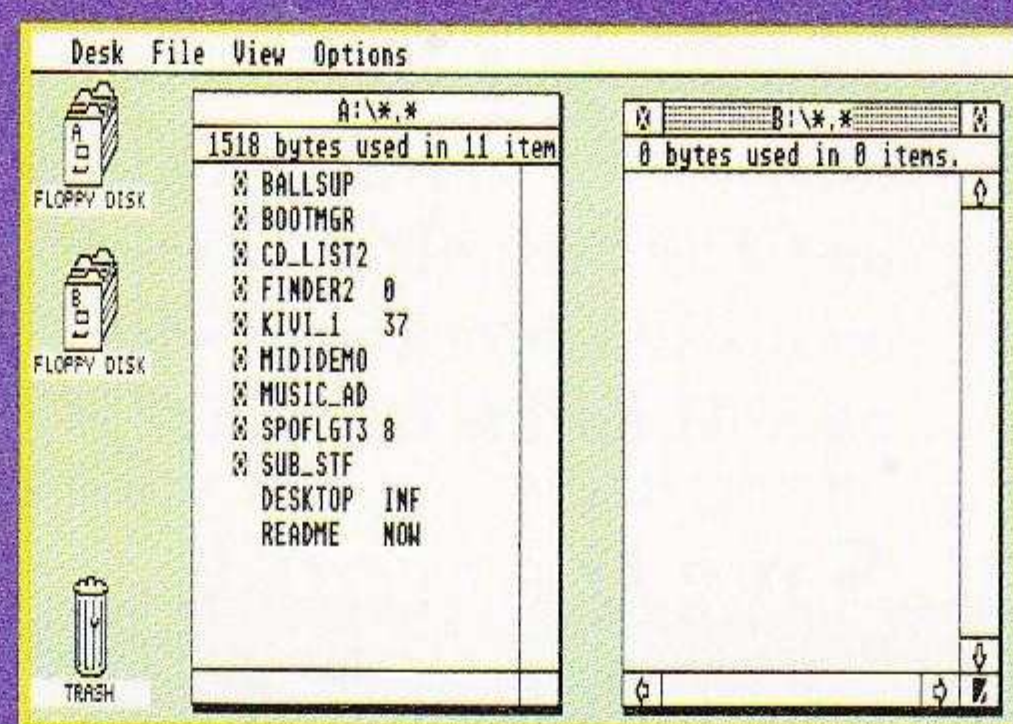
COVER DISK KNOW-HOW



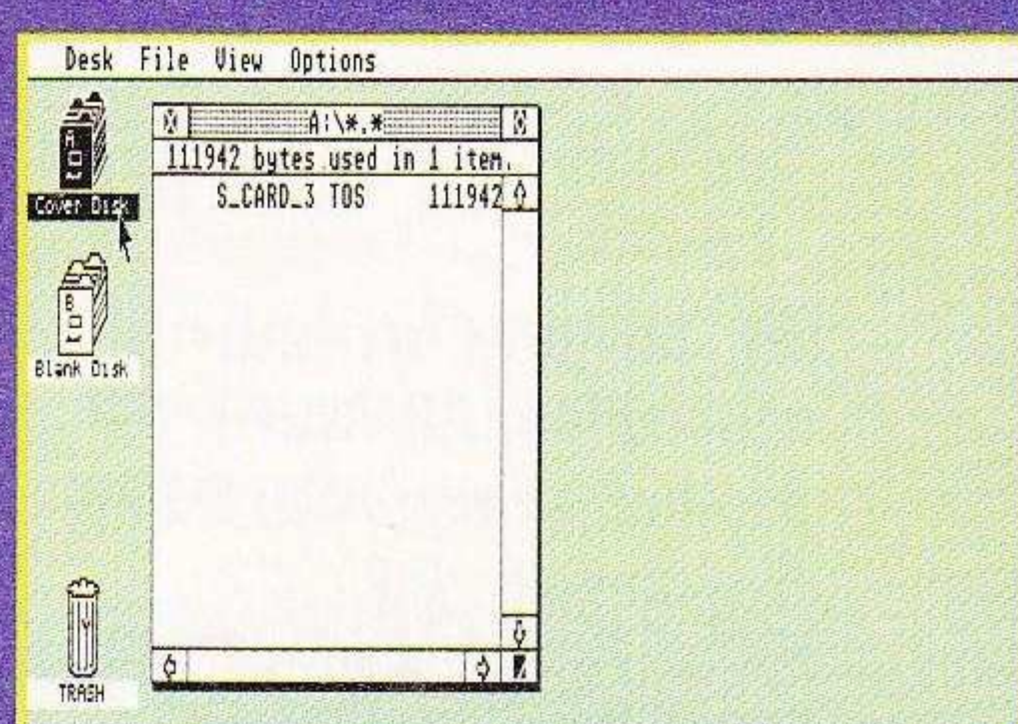
1 Assuming you have a single-drive system, insert your Cover Disk back-up into drive A. Double-click on the drive A icon to access it. Next, double-click on the drive B icon.



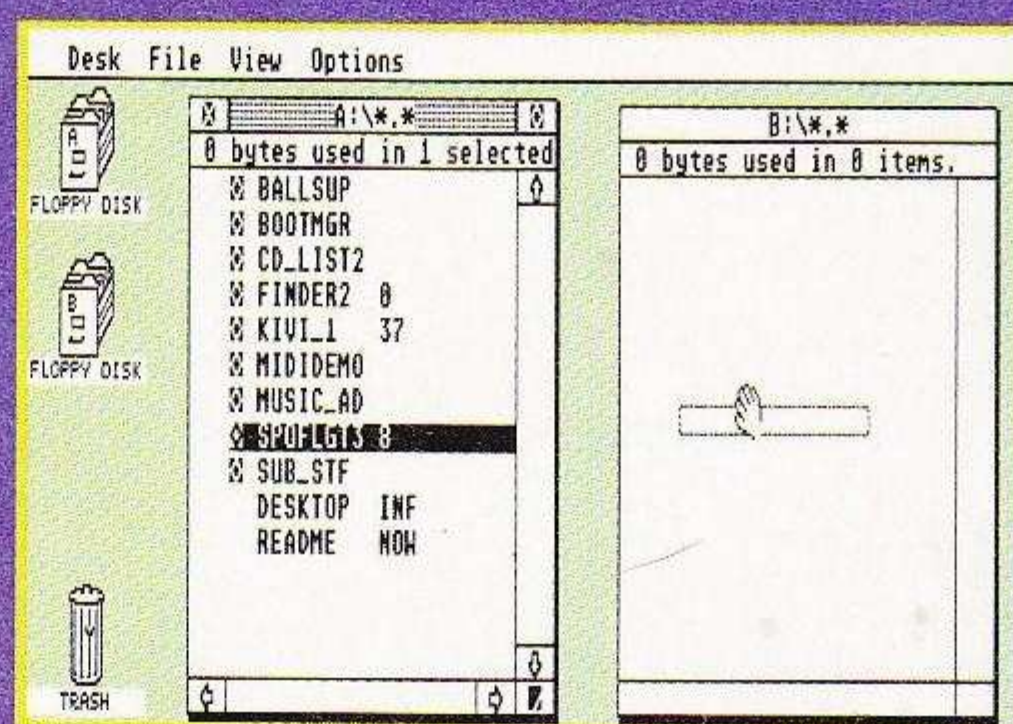
5 Just follow the instructions on the screen until the file or folder you wished to copy has been transferred. It'll be displayed in drive B's window. Now you're ready to dearchive your software.



2 When prompted, remove the Cover Disk and insert your blank disk into drive A. Click on OK and a separate window should appear with the contents of the disk within it.



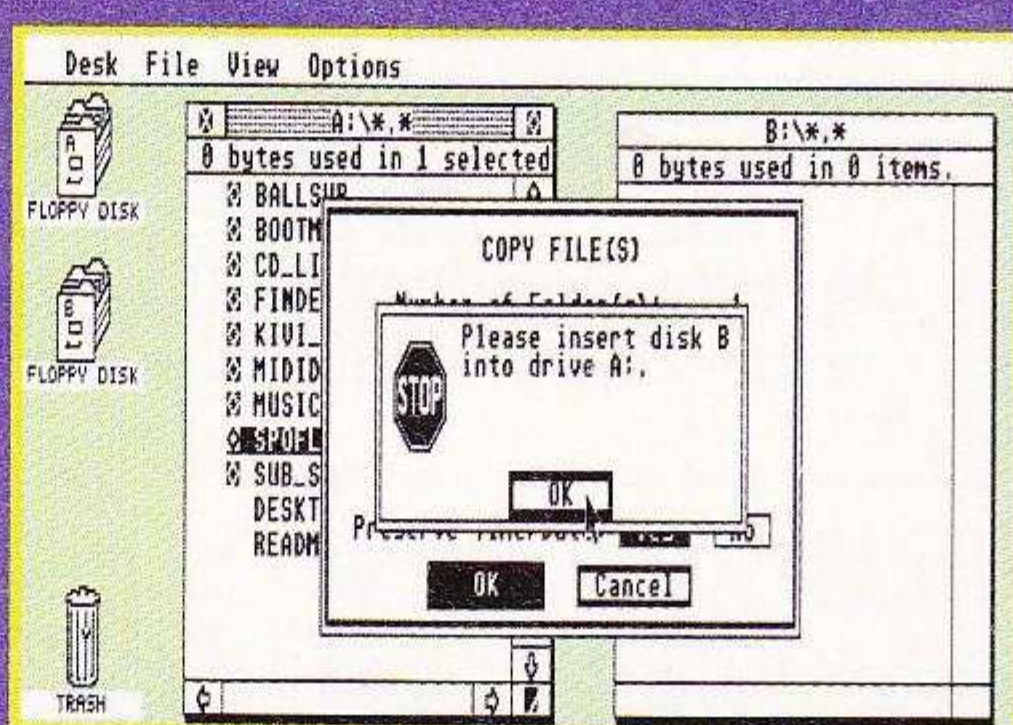
6 Ensure your blank disk is in drive A and double-click on the drive A icon to open up its contents.



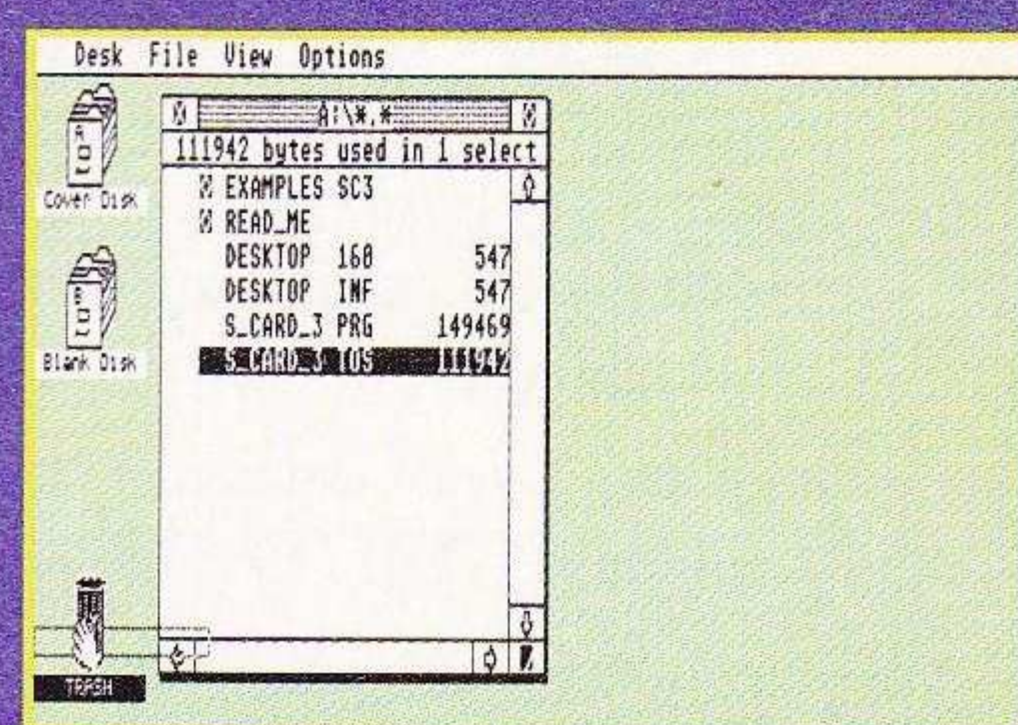
3 Next, click and hold down the left mouse button on the file or folder you wish to copy across to your blank disk. Drag the file over to the drive B window before releasing the button.



7 Double-click on the TOS file to begin decompressing it. A list of files will be displayed as they are decompressed. You'll then be asked to press any key.



4 An alert box will tell you to insert disk A (your Cover Disk). Do so, click on OK and follow the on-screen instructions.



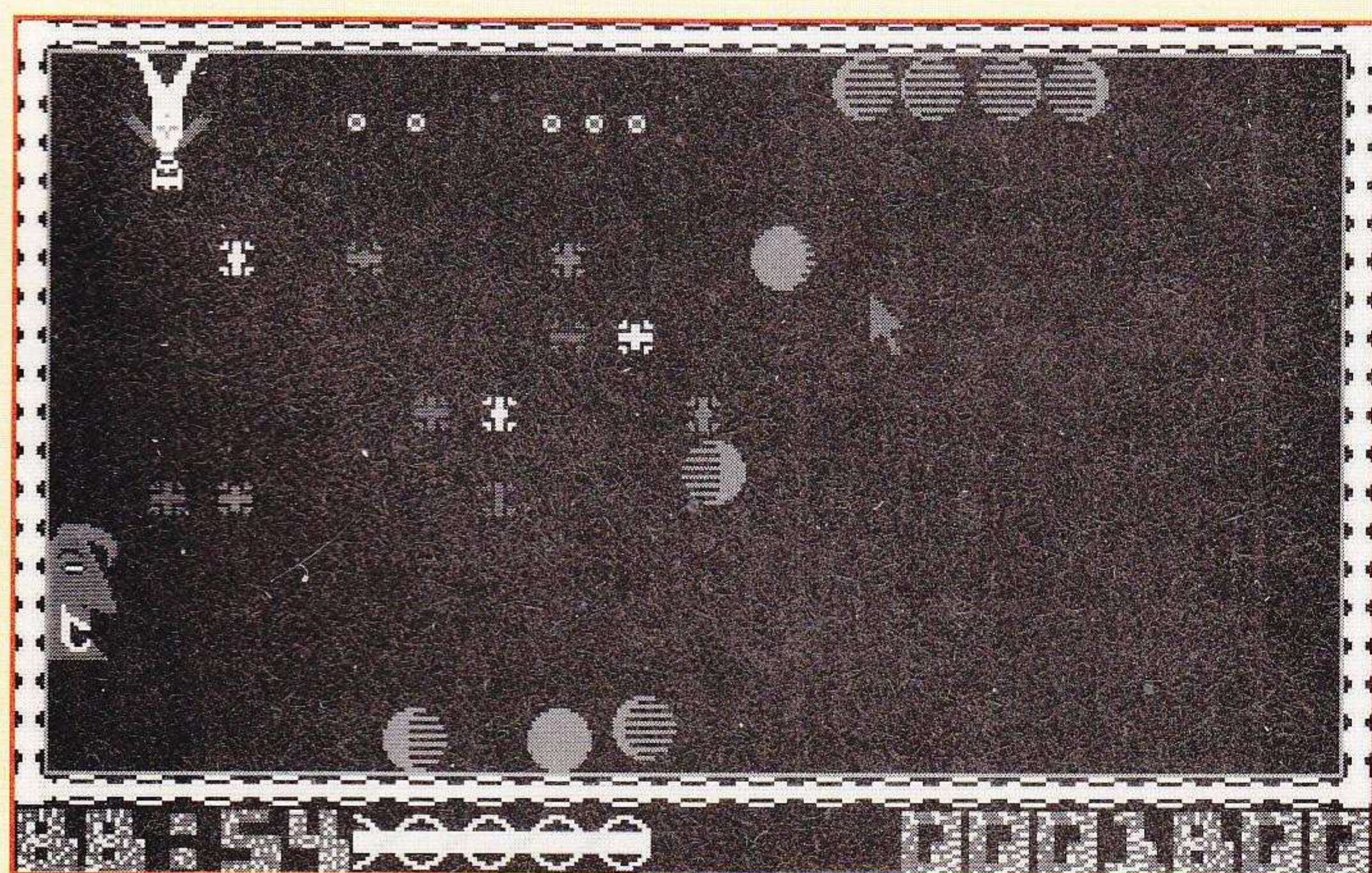
8 The relevant folders and files should now appear in drive A's window. To free up more disk space, drag the TOS file over the trashcan icon to delete it.

PROBLEMS?

- Write-protect your Cover Disk. Slide the black tab so you can see through the hole.
- Make a backup using the *Back Up* program. Never run anything except *Back Up* directly from the Cover Disk.
- If you have an old STFM and can't read the Cover Disk, you need to upgrade to a double-sided drive.
- If you are having problems with a Cover Disk program, re-read the instructions and any DOC files. If you still have problems, call the Cover Disk Hotline on 01225 442244 on Wednesday afternoons between 2pm and 6pm only.
- If you can't load, copy or back up your

Cover Disk, it may be faulty. Try calling our technical support line on 0891 715929 (weekdays 10am-12.30pm and 1.30pm-4.30pm). Calls cost 39p per minute cheap rate, 49p at all other times.

- Alternatively, send the disk, a padded self-addressed envelope and two stamps to: ST FORMAT April Disk Returns, Tib Plc, Tib House, 11 Edwards Street, Bradford BD4 7BH (if the disk is faulty we will refund the postage). Don't send faulty disks to our Bath or Somerton offices – we don't keep stocks of Cover Disks.
- If you have any other hardware or software queries, contact the publisher.



Llamatron lovers looking for a new challenge will find much to please them in *Zaptastic*.

Mankind has a common ground - there is a place that exists in the twilight of consciousness and sleep. A place with no name, for it has many in the languages we speak. One thing, though, is common to all man - it is the place of the power of good.

This power has grown to such an extent that it has become the attention of the powers of darkness, who're descending upon the land in dark clouds of evil souls. There is only one way to defeat this power - the esper Ultima.

It is your task to find Ultima and bring it into contact with the evil spirits.

As your astrally speeding consciousness swoops down over the landscape, you see four towers at the northeast, southeast, southwest and northwest corners of the realm. It is your task to collect the magical esper at the top of each tower.

Only Ultima is needed to defeat the evil, but the others will give your astral consciousness important powers it lacks. Use Pesci for the powers of the fish, Arachni for those of a spider, and Amphi for those of a frog.

Rabbit.

You're looking down into a ravine to the south. You can follow its edge from the northwest to the southeast, or explore the forest to the east.

EXAMINE RAVINE

The Espers is a simple yet challenging game stuffed to the hilt with red herrings (Don't forget the kipper - Hairy).

THE ESPERS

By: Simon Forrester

Machines: All Ataris

Memory required: 512K

Resolution: All

Size: 117K

The Espers is a "laid-back, relaxed affair," created to accompany Simon Forrester's feature on adventure games. The original GFA Basic listing is also included (in ASCII

format). If you want, you can use it as a template for your own adventure games - see page 41 for the full story.

Save the world!

The Espers not only illustrates all the points made in our adventure-writing feature, but also provides an involving and engaging gaming experience.

You have been transported to a dreamscape where evil threatens the land. You must

I can't find one.

n

The path forks, whichever way you look at it. It breaks off west, east and south. A signpost in the centre of the junction points down each road.

examine signpost

A quick inspection of the signpost reveals that there's a tower to the west, a village to the east and the ravine to the south.

w

Despite the talentless descriptions, you can't help but notice just how relaxing your surroundings are. The path you're on runs from the north to the east, and the thick, healthy green foliage teems with primordial life.

examine foliage

The big, healthy leaves drip with fresh rainwater, huge droplets hanging down off the butterfly eggs on the leathery underside. You find a caterpillar.

If you want to succeed in *The Espers*, make sure you closely examine any interesting objects to see what they might conceal.

discover the esper Ultima and thus hold the powers of darkness at bay, before finding the way back to your own consciousness. On the way you'll encounter strange places, people and objects who can help, hinder or just ignore you on your quest.

The keys to victory lie in the four towers in the shape of the four espers. Aside from Ultima, each esper gives you an ability that will come in

useful later on in the game.

For example, the esper Pesci enables you to swim in water without drowning (think of it as the esper Water Wings...).

Start by typing 'help' to find out what commands you can use to interface with the world of *The Espers*. You can then head off on your quest, secure in the knowledge that only your own incompetence stands between you and the sweet smell of victory. Oh yes.

COSTA 1.34

By: Gary Priest

Machines: All Ataris

Memory required: 512K

Resolution: All except ST low

Uncompressed size: 119K

You've got everything you need to get on to the Internet, you've read our feature and you're ready to go. Make sure you don't bankrupt yourself with excess netsurfing with this indispensable utility that

keeps an eye on the length and cost of your phone calls.

Costa packet

Costa works with *AtariNOS*, *MiNTnet* and *Connect*, enabling you to keep a close eye on the amount of time you spend on-line. Once you've entered the relevant phone rates, you can find out just how expensive your on-line habit is getting.

Costa makes a note every time you log on and off a BBS or Internet provider with the

supported programs. It can then display all the calls you have made and calculate the cost so you don't get an unexpected shock when a phone bill arrives.

First, you need to configure *Costa* so that it calculates the cost of each phone call correctly. You can enter details for national, local and international calls, and set different rates for peak-time, off-peak and weekend calls, plus a minimum charge. The program is pre-configured with British

Telecom local rates, but it's a good idea to keep an eye on changing phone rates so *Costa* remains up to date.

Costa has its own intuitive on-line help system - just move the mouse over any window that confuses you and press [Help]. *Costa* is shareware, so if you want to see updated versions with support for *STIK* and *Ice*, make sure you register. At £6 it's not much, especially when you consider the savings you could potentially make.

WE WANT YOUR PROGRAMS

We pay for your software - so if you have anything that's good, original and preferably short that you think deserves to go on *ST FORMAT*'s Cover Disk, send it with this form and full documentation to Nick Peers, Cover Disk, *ST FORMAT*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Name _____

Address _____

Daytime phone _____ Program title _____

_____ Total size in K _____

On a separate sheet, explain what the program does and why it's so brilliant.

Remember to: ■ Include on-disk and paper documentation ■ Write your name and address on the disk ■ Use a virus-free disk ■ Keep a copy of your program, contributions are non-returnable ■ Enclose an attractive bribe. A date with Teri Hatcher would be nice... ■ Not that it makes a difference.

Please sign the following declaration: This program is submitted for publication in *ST FORMAT*. It is wholly my own work and I hereby agree to indemnify Future Publishing against any legal action should copyright problems arise.

Signed _____ Date _____

You configure *Costa* by entering the cost per minute of phone calls to different areas, at particular times of the day, or even to individual numbers.

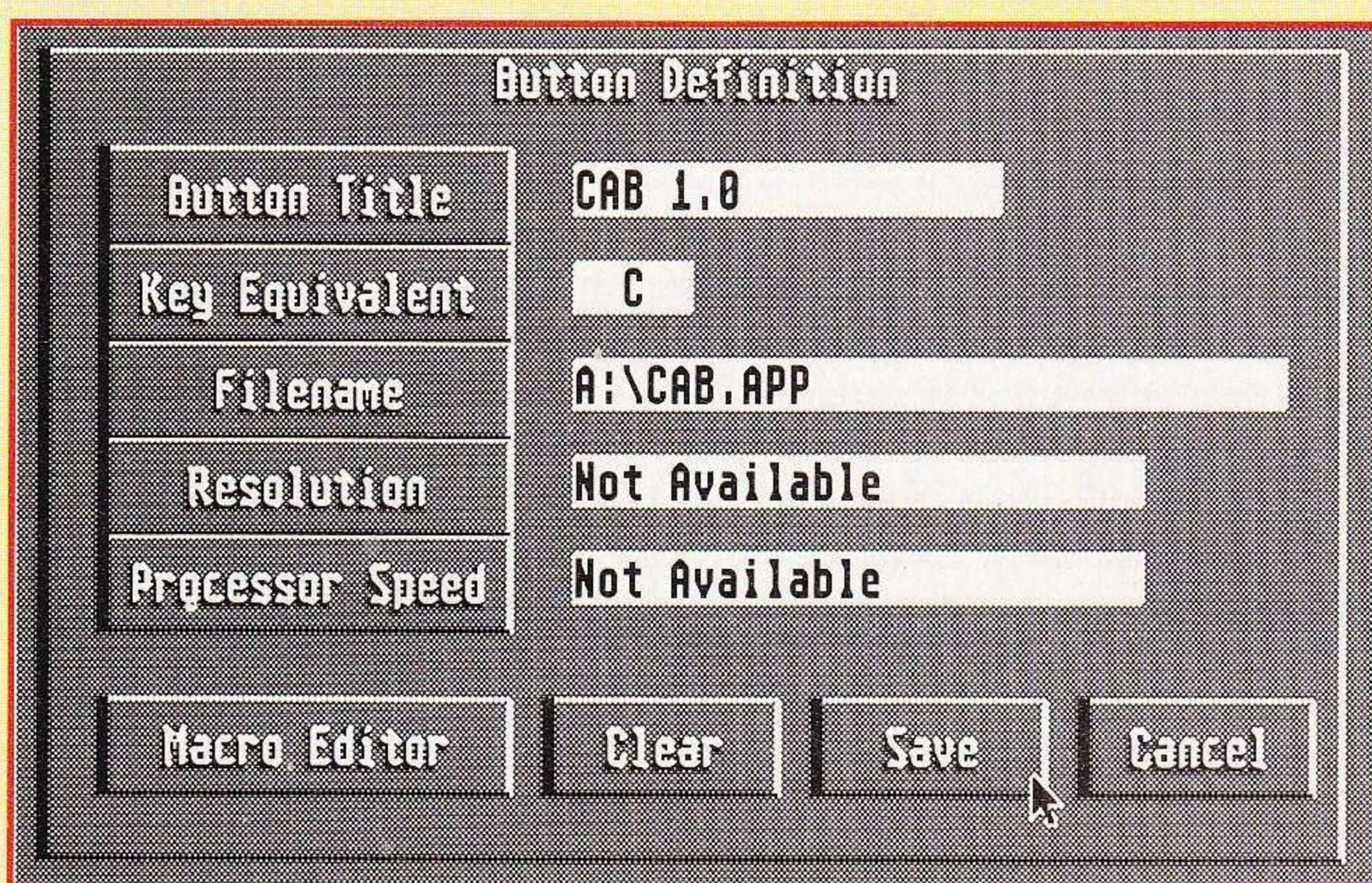


The demo version of *Easy Go* restricts you to eight entries per menu – but there are six menus, so you can store 48 programs in all.

EASY GO 2

By: Mountain Software
Machines: All Ataris
Memory required: 512K

(1MByte recommended)
Resolution: ST medium/high
Packed size: 58K



Setting up button entries in *Easy Go* is every bit as easy as it looks. Here's how to set up a button for *Crystal Atari Browser (CAB)*.

Easy Go is a fully working demo of an intuitive and effective program launcher. It enables you to find the program you want quickly and easily. The demo restricts you to 48 menu entries – registering enables you to store up to 240 programs.

Easy come...

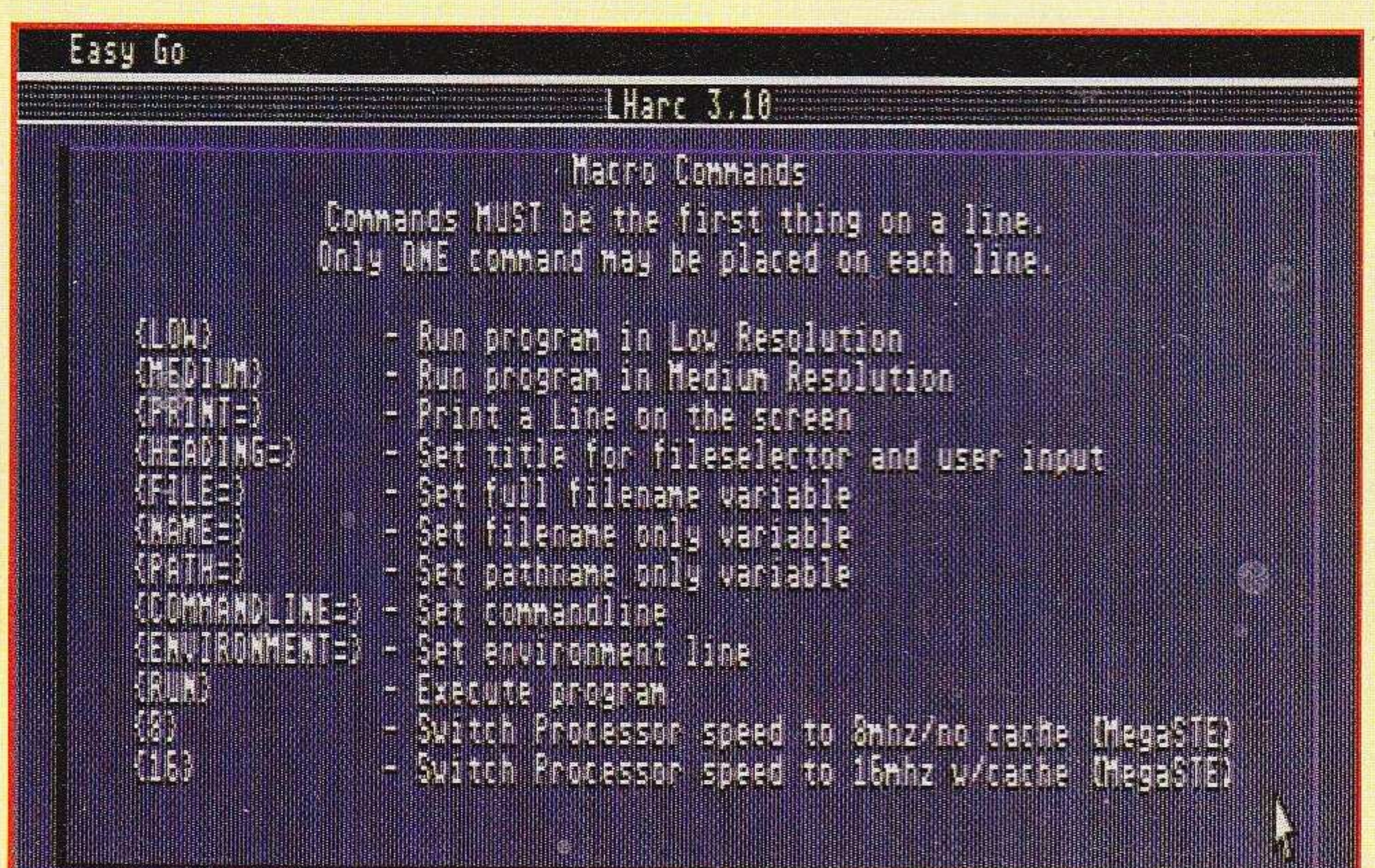
Tired of having to trawl through successive folders and drives looking for that one program? *Easy Go* enables you to launch all your applications from within a single program.

Easy Go is memory-resident, which means you are returned to *Easy Go* when you quit your program. You can then launch the next program. This may cause problems if you run a program that needs

most of your available memory – if you have only 512K of RAM, be careful what you launch from *Easy Go*.

Clicking on an empty box takes you to the Button Definition screen. From here you just select the path to the desired application using the file selector, give the button a name, set the desired screen resolution to low or medium (if you're running it in colour) and, if you have a MegaSTE, set the processor to 8 or 16MHz. You can also give the button a hot key so that you can boot the desired program from the keyboard.

Full instructions for using *Easy Go* are in EASY_GO.TXT. Read ORDER.TXT to find out more about registering for the full, unrestricted version.

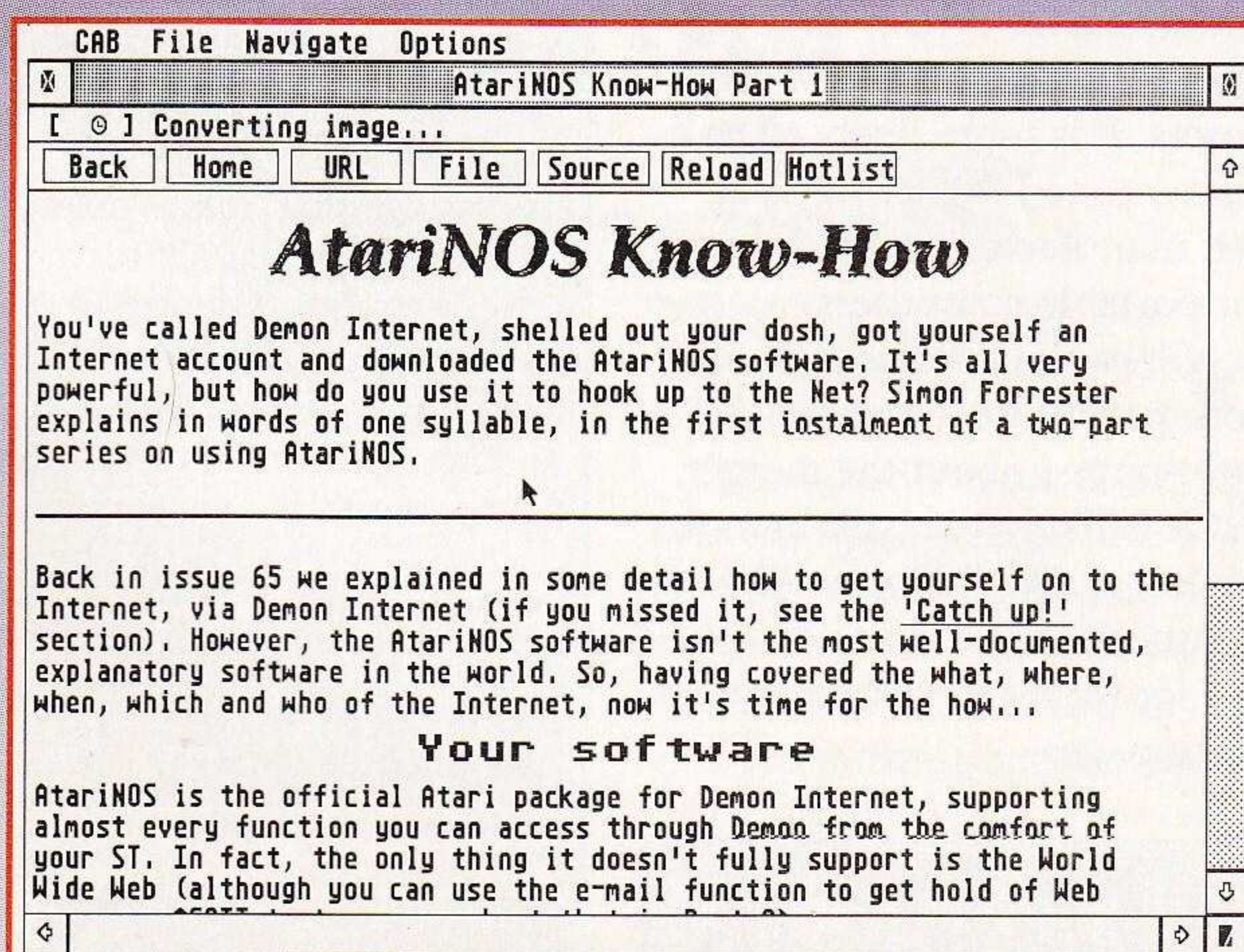


Easy Go features a macro editor which enables you to configure each program. This is where you add all the twiddly bits that fine-tune your applications.

ATARINOS

Hidden inside the *ATARINOS* folder is the two-part tutorial we ran back in issues 68 and 69 on installing and running *AtariNOS*. It's in HTML format, so you can view it using *CAB* which is also on this month's disk. 512K users can view the HTML files with the older version of *CAB* (Cover Disk 78).

Thanks to Frank Charlton for converting the tutorials into HTML format and Simon Forrester for writing them in the first place. Turn to page 14 to find out more about the Internet.



In case you missed them, we've included our definitive tutorials on using *AtariNOS* from issues 68 and 69.

PALRESTORE 1.0

By: Michael McTernan
Machines: All Ataris
Memory required: 512K
Resolution: ST low/medium
Size: 2K

It can be quite annoying when you quit out of certain programs and find yourself back on a strangely coloured desktop. *PalRestore* returns your desktop to its default setting at the press of a few keys.

Colour clash

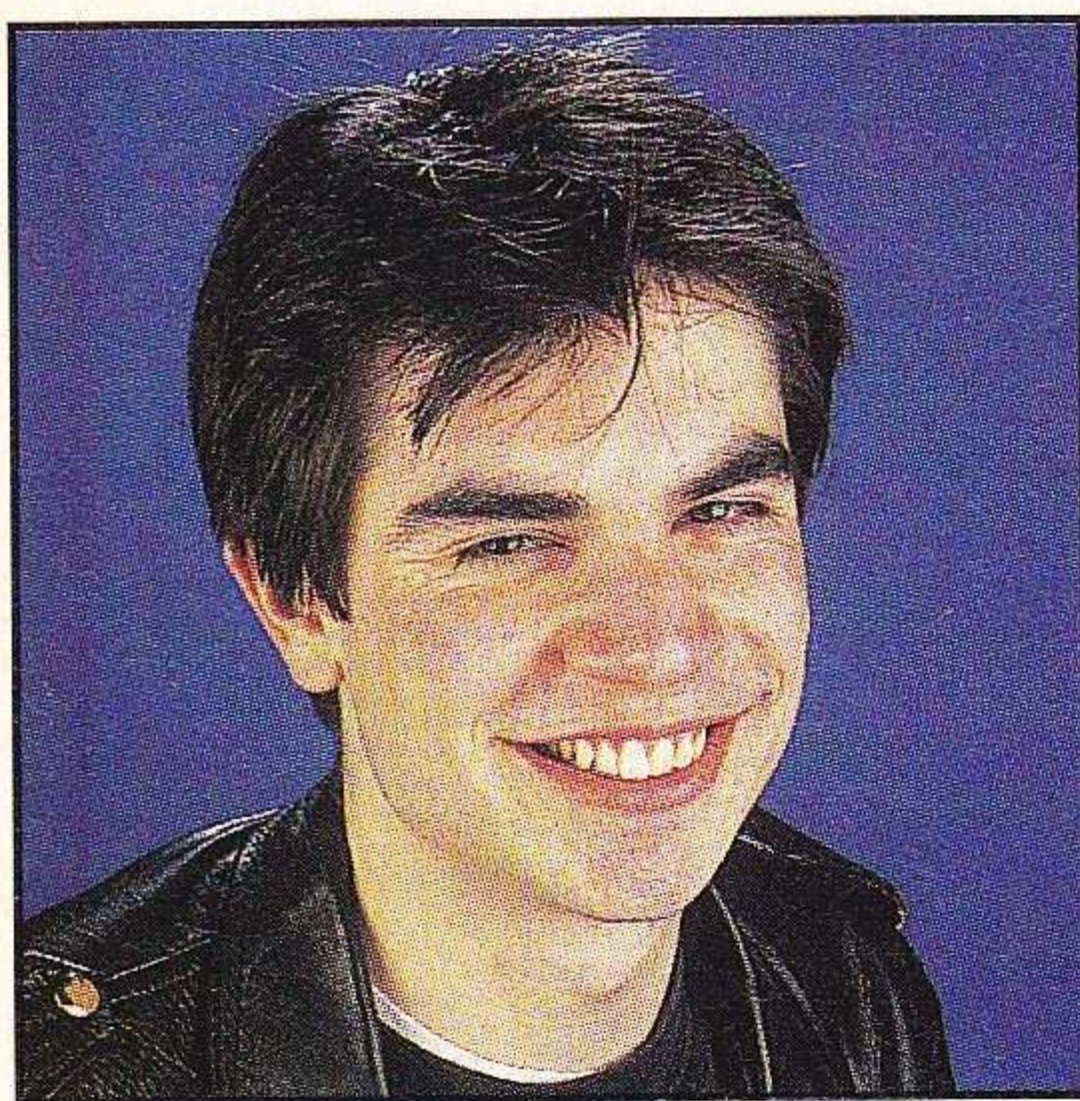
Sometimes when a program quits back to the desktop, it

fails to restore the colours to their default setting. There are numerous programs and accessories to combat this, but *PalRestore* has to be the most straightforward to use. Just run PALREST.PRG to install it (or place it in your Auto folder and re-boot). Whenever you wish to return the desktop to its normal colour scheme, just hold down [Alternate], [Control] and [Help], and hey presto, your desktop returns to its default shade – a reassuring green for those of you with the bog-standard ST desktop.

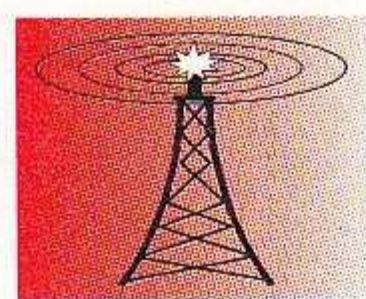
OTHER FILES

Fans of *The Score* will want to try RAININ.MID on their GM synths. Written and performed by the *ST FORMAT* band, this piece demonstrates the wonderful sounds and versatility a MIDI guitar can add to your setup, even when used to produce non-guitar-like sounds. Just mosey on over to page 54 for details.

Also included on this month's disk is a brief list of Atari-specific BBSs, with contact names and numbers. Thanks to Alistair Shortland for this indispensable reference tool for BBS addicts.



STF News...



Atari does a U-turn, but the ST scene continues to get by without its help. Nick Peers reports.

SNIPPETS

Solution Software, the company which published *ESLA Manager* and *Rollercoaster Experience*, is interested in distributing UK games and serious software in Germany. Commercial, licenceware and PD products are welcomed, and Solution promises good contacts with the German market. It will also show the software at four German shows in 1996.

Interested parties can contact Solution Software at: Merzweg 28, 71384 Weinstadt, Germany.

Goodmans is distributing *IMPrint*, the **picture printing program** that features a basic art package. It supports colour printing and runs on all STs. The program retails at £14.95 and Goodmans can be contacted on ☎ 01782 335650.

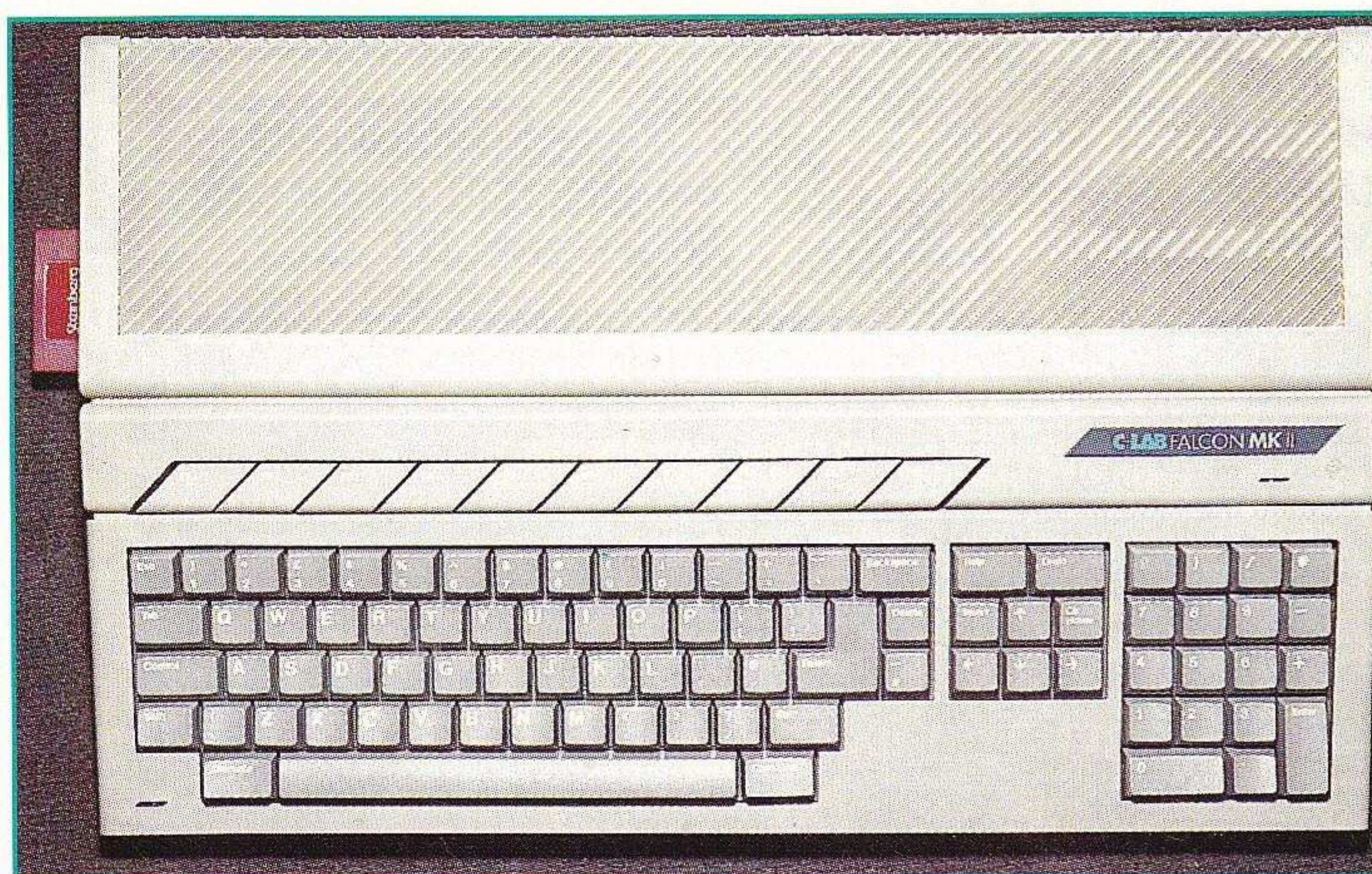
The Falcon version of *Ultimate Arena* (STF 74, 86%) is nearing completion. The new version boasts improved graphics and animation, and features a number of new opponents. More details when we get them.

Digital Media Falcon deal

As from 1 March, Digital Media Ltd has taken over UK and French distribution of all C-Lab products, including the Falcon Mk 1 and 2. The move is described as an "amicable agreement" and "represents the increasing amount of interest in the Falcon from all sectors of the market."

This sounds credible, given that Digital Media is a new company set up by John Sharp, which will include Paul Wiffen as Sales Director. Paul was previously handling the Falcon's distribution for Digital Awareness, and no doubt his experience will be invaluable to Digital Media.

Although Digital



Digital Media's John Sharp and Paul Wiffen will be setting up a UK helpline for all C-Lab products, including the excellent Falcon Mk 1 and 2.

Awareness is no longer the UK distributors, its Music Village stores will still act as dealers for the Falcon range. Also, Music Village Educational will remain the exclusive distribu-

tor of Falcons to the educational market.

Digital Media will also be promoting C-Lab's new Falcon Mk X. Call ☎ 01422 340875 for more details.

Atari in shock merger



Keep reading *ST FORMAT* if you want to know what will happen to the Jaguar in light of Atari's recent merger.

Atari has merged with hard drive manufacturer JTS Corporation. This shock move has ended months of speculation regarding Atari's immediate future, following rumours of liquidation and announcements of job cuts and resched-

uling within the company.

The merger is a direct result of Atari's alleged \$25 million investment in JTS, giving it about a 60 per cent stake in JTS. The company will take JTS's name, but 'Atari' will continue as a brand name.

The future of the Jaguar is now clouded in uncertainty. The *San Francisco Chronicle* claims Atari will continue to sell its current inventory of Jaguar consoles and games before making a decision regarding its continuing involvement in the video game business.

When announcing the merger, an Atari spokesman

reported that "to some extent we are going back into the computer business." However, this is unlikely to indicate a wholehearted return to developing and manufacturing computers. It is more likely to be a reference to JTS's prime market, manufacturing hard drives for portable computers.

Since the announcement both parties have remained tight-lipped about the merger, but it is likely to result in more job losses. We'll be covering events closely, so keep an eye out for future developments in these pages.



Atari will cease to exist as a stand-alone company, but the name Atari will survive as a brand name.

NET NEWS

HiSoft now has its own Web pages, where you can browse through its extensive catalogue of products. Just point your browser at: <http://www.hisoft.co.uk/> for all the details. There's no news of Papyrus 4 yet, though.

Nigel Briggs' PoV-Ray Web pages have undergone some recent renovations. If you access: <http://spodbox.linux.org.uk/~jinx/index.html>, you'll discover that there are several new sections, including an FAQ, and starter's and examples pages. Worth a visit, certainly.



HiSoft's Web pages as seen from a Falcon running CAB.

PD AND SHAREWARE NEWS

Following on from our news story last month, **Croft Soft** has announced more details of its 1996 releases. *Trader 2* has yet to be submitted to a PD library, but is now available directly from Croft Soft for £3. This price will include a printed manual – look out for a review in the next month or so.

Other Croft Soft releases for the coming year include *Mole Mayhem*, which is due out in June, with *Software House ST* arriving sometime after that.

More details can be obtained

by calling Croft Soft direct on ☎ 01454 313352.

Prowler is a disk mag based on **Atari consoles**, including the Jaguar and Lynx. It will be released bi-monthly via BBSs, the Net and PD libraries. Editor Alistair Shortland is now interested in receiving submissions and can be contacted via e-mail at: ashort@mettav.demon.co.uk or: prowler@stosser.airtime.co.uk. Alternatively, write to: 18 Penny Lane, Gualford. Malvern, Worcs, WR13 6PG.

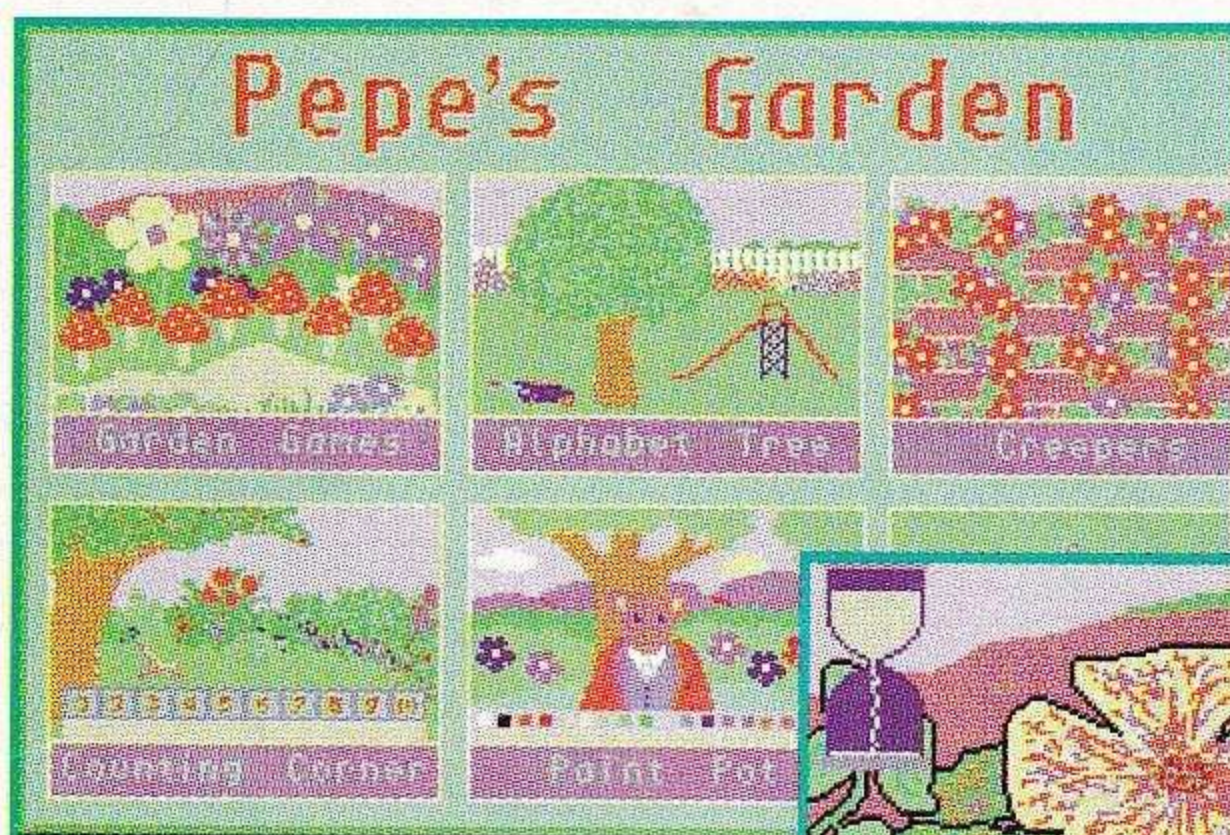
ST in space?

Profolial Enterprises has revealed plans for an exciting new project involving STs and satellites. The company is convinced it can use an ST to control the Taria satellite, which will be launched at the beginning of April.

The satellite, subject to clearance from Icelandic authorities, will settle into an orbit over eastern Asia and, using a 1MByte

STFM from the company's headquarters in Basildon, interface with another ST in space to collect data on Icelandic agricultural habits.

The project is estimated to last approximately three years, in which time Profolial hope to gain some valuable insights into how agriculture has changed over the past century.



Pepe is very much in the Fun School mould of educational titles. It's a lot prettier, though.

Pepe's Garden is a collection of five educational games for three- to seven-year-olds. *Counting Corner* and *Alphabet Tree* look particularly tempting.



BlowUP your Falcon big-time

System Solutions has released the BlowUP FX board for all Falcons. It combines three very useful upgrades on one board for just £179 (plus £59 fitting).

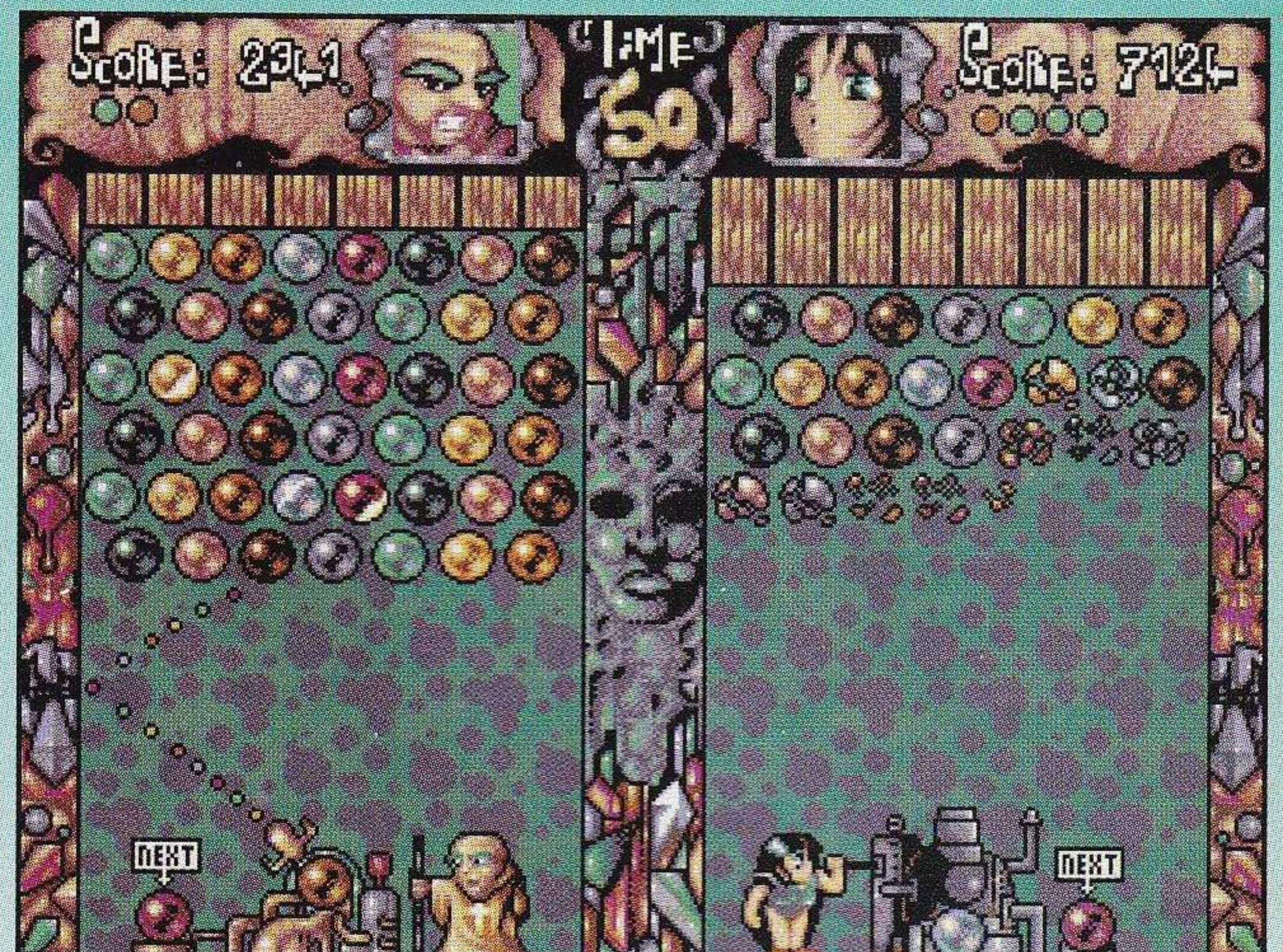
First, it's an accelerator board, boosting your Falcon's CPU to 40MHz and DSP to 50MHz. Second, it includes the BlowUP Hard 1 screen expander, enabling you to increase screen resolutions by up to 400 per cent on any multisync or VGA monitor. Finally, it also enables you to upgrade your Falcon's memory from 4MByte to 14MByte in

2MByte steps – so you can upgrade at a pace more suited to your wallet.

The board's controller chip is software upgradeable, and one planned enhancement will enable you to upgrade your memory above 14MByte of RAM.

System Solutions has extensively tested the board for compatibility with popular programs such as *Cubase Audio* and *APEX Media*. It looks like being an excellent upgrade for Falcon owners. Call ☎ 0181 6933355 for more information.

BATTLE BOWLS



Battle Bowls is the latest game from across the Channel. It's based on a popular console game and should prove equally attractive to Atari owners.

Battle Bowls is a colourful arcade puzzle game based on the addictive console title *Puzzle Bobble*, which in turn is based loosely on Connect 4. It's been coded and published in France by Frontier Software and will run on the STE and Falcon.

The game has 100 levels and

3MByte of graphics and sounds. Whether it'll prove to be anything other than an attractive puzzle game remains to be seen, but the console original proved popular. It was previewed at the recent Paris Atari Show, but as yet no UK distributor has been finalised. More news as we get it.

Educational frenzy

Goodmans (☎ 01782 335650) has acquired several educational titles for re-release, including the *Play and Read Collection* for 4–9 year-olds. The title used to retail at £24.95 per part, but Goodmans is offering a special price of just £7.95 for each module, or £24.95 for all four.

Each part comes with two disks, a cassette and five books. A cut-down version featured as part of Atari's Family

Curriculum Pack that was once bundled with 1040STes.

Pepe's Garden is a collection of five educational games for three- to seven-year-olds, featuring such titles as *Paintpot* and *Counting Corner*. It costs just £14.95 and scored a reasonable 72% in issue 32.

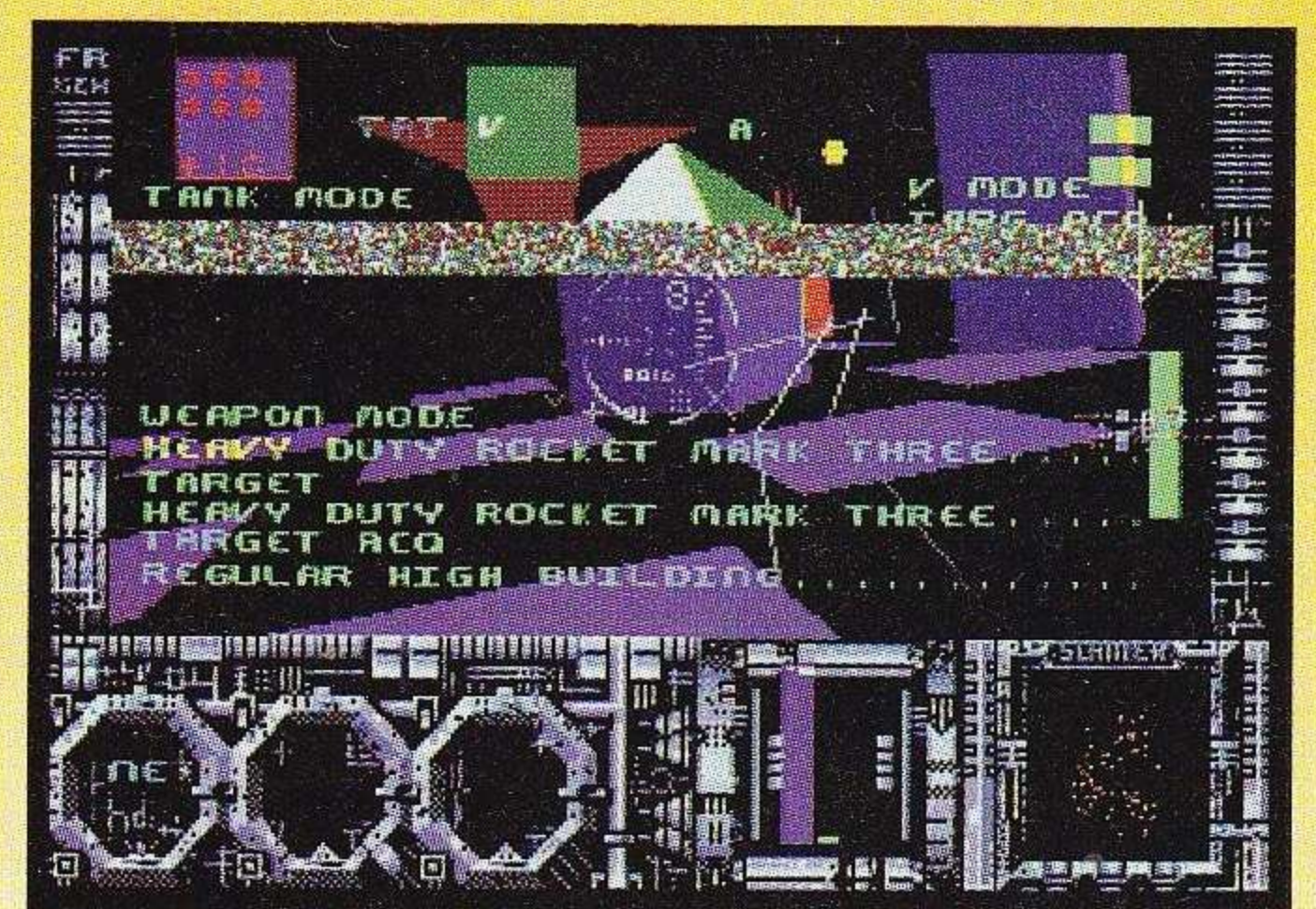
Goodmans will also be distributing many other educational titles, including those from School Software and Cosmos.

KRYPTONIC!

Kryptonite Data is a complex 3D shoot-'em-up from Top Byte that combines fast and furious arcade action with an adventure element. Martians have abducted human prisoners for extermination, and it's your job to rescue them. You are based on an alien planet and can control a tank or a plane in an unbelievably fast 3D environment. The full game will boast over 100 stages to complete – thankfully with level codes to prevent you from re-treading old ground.

The game will run

on all 1MByte STs and will retail at £19.99. A review should be coming within the next few months and Top Byte can be contacted on ☎ 01622 763056.



As a tank you must prowl around the 3D landscape looking for enemies to blow up. It's that simple.

THE SEARCH IS OVER

FAST • EASY • SAFE • PORTABLE • UNLIMITED STORAGE



135MB
STORAGE PER
CARTRIDGE

**INCLUDES
ONE CARTRIDGE**

Affordable

**IN
STOCK
NOW**

The EZ Drive is the affordable way to free up space on your computer, make fast reliable back-ups and work with large files. Each cartridge holds 135MB yet is small enough to fit in your pocket. Syquest's proven reliability, hard-drive speed, and unlimited storage has made Syquest drives the world's number one selling high performance removable storage device, and your number one choice!

EZ Drive complete with SCSI cable £199 inc VAT
EZ Drive with Toplink £249 (For ST owners without a SCSI Hard Disk)

To order call 0181 345 6000

We have moved Please note our new address

GASTEINER

Address 18-22 Stirling Way, North Circular Rd, Edmonton, N18 2ZY

E&OE

ST FORMAT

Special offer

How much would you pay for unlimited power, thousands of worshippers and rulership of the world? How about £10.99? We take cheques and credit cards.

Yup, for just £10.99 you can set yourself up as a deity in the best god sim ever

programmed: *Populous 2*. Forget *Civilization*, *PowerMonger* and *Utopia*, Bullfrog's award-winning title is the only game for would-be megalomaniacs. Reviewed in issue 30, it received a massive 95% and a heap of praise.

Populous 2 is a strategy game where you, in your god-like role, battle for supremacy against a computer-controlled or MIDI-linked opponent. Like all the best gods,

though, you don't fight it out directly, you simply try to wipe out your opponents' worshippers by sticking huge volcanoes under their shiny villas. And if that doesn't work, there are always earthquakes, lightening bolts, floods, plagues, bottomless swamps and kick-ass knights.

There are 29 acts of god in all, and each is supported by scrummy 3D graphics. The volcanoes spew lava, whirlwinds carry people off in their twisty vortices and vultures

circle plague victims.

The sound samples are equally crisp, too, with satisfying 'glooping' noises as someone is sucked into a swamp.

There are also plenty of random disasters waiting to happen – huge bronze men stomp across the land creating earthquakes and harpies stir

up whirlwinds to sweep away your worshippers.

There are 500 levels, and with a save facility and the ability to create custom games, *Populous 2* will keep you going for months. So, what are you waiting for? At £10.99 this is a true gift from the gods. *stf*

"If ever a game deserved the label 'epic', *Populous 2* is it – the hype, the superlatives, they're all totally and utterly justified."

Ed Ricketts, *ST FORMAT 30*

1MByte required

Yes, I want to rule the world RIGHT NOW!

Please send me...

Populous 2 (STFP202) for £10.99.....☐

Name:

Address:

.....

.....

Postcode: Tel:

Method of payment – please tick appropriate box:

☐ Access

☐ Visa

☐ Cheque

☐ Postal Order

Credit card number:

Date: Signature:

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Please tick the box if you do not wish to receive direct mail from other companies ☐

HITCH A LIFT INTO



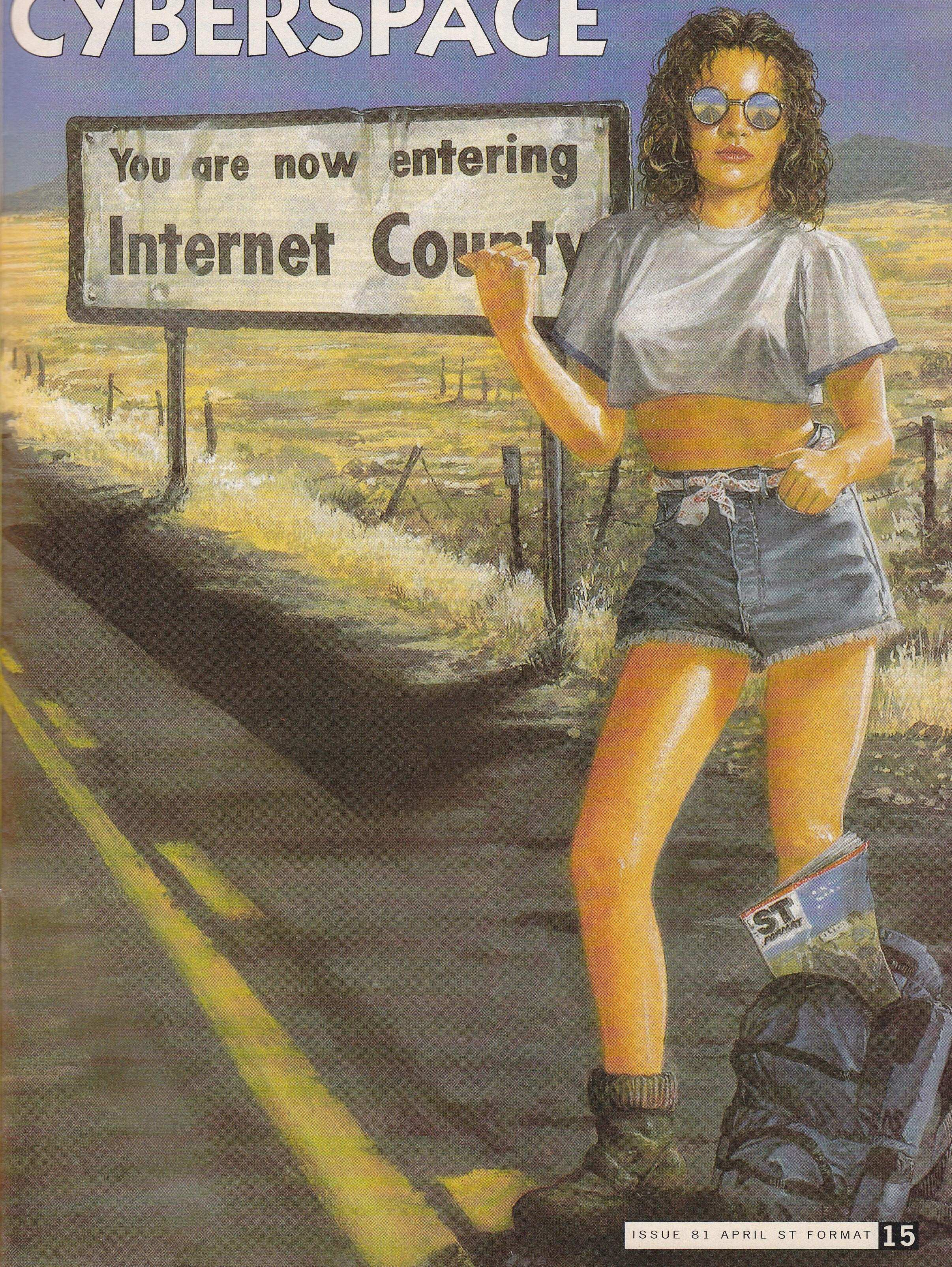
The Internet has something to offer all of us – not just the propeller-head comms boffin who speaks in Hayes commands, but everyone with an ST. If you've ever complained about Atari's lack of advertising or news releases, get on-line – you'll find a staggering amount of information is available on a daily basis. If you're feeling isolated because you're the only ST owner you know, get on-line – the newsgroups and mailing lists offer a fantastic way of keeping in touch with hoards of helpful Atari fans worldwide. If you're sick of waiting for software to appear in PD catalogues, get on-line – there are some superb Atari archives to swipe files from, with masses of shareware available every day.

Whether you use your ST to create a parish newsletter or a *Star Trek* disk magazine, you'll benefit from being wired. E-mail keeps you in touch with a global audience, and the Web offers a free and dynamic advertising medium, as well as all sorts of information. Even ST companies like Floppyshop and LAPD are discovering what the Web can do for them. Programmers can benefit, too, through instant contact with potential users and a worldwide system of software distribution, all for the price of a local phone call.

Yep, it's all happening on-line, and if you don't want to get left behind you have to get connected. Over the next eight pages we'll be showing you exactly how to tap into this global database, with advice on everything from sending your first e-mail and downloading files from an FTP site to configuring your software and accessing the Web. It's everything you need to know for your first trip on to the Net, so don't leave home without it...

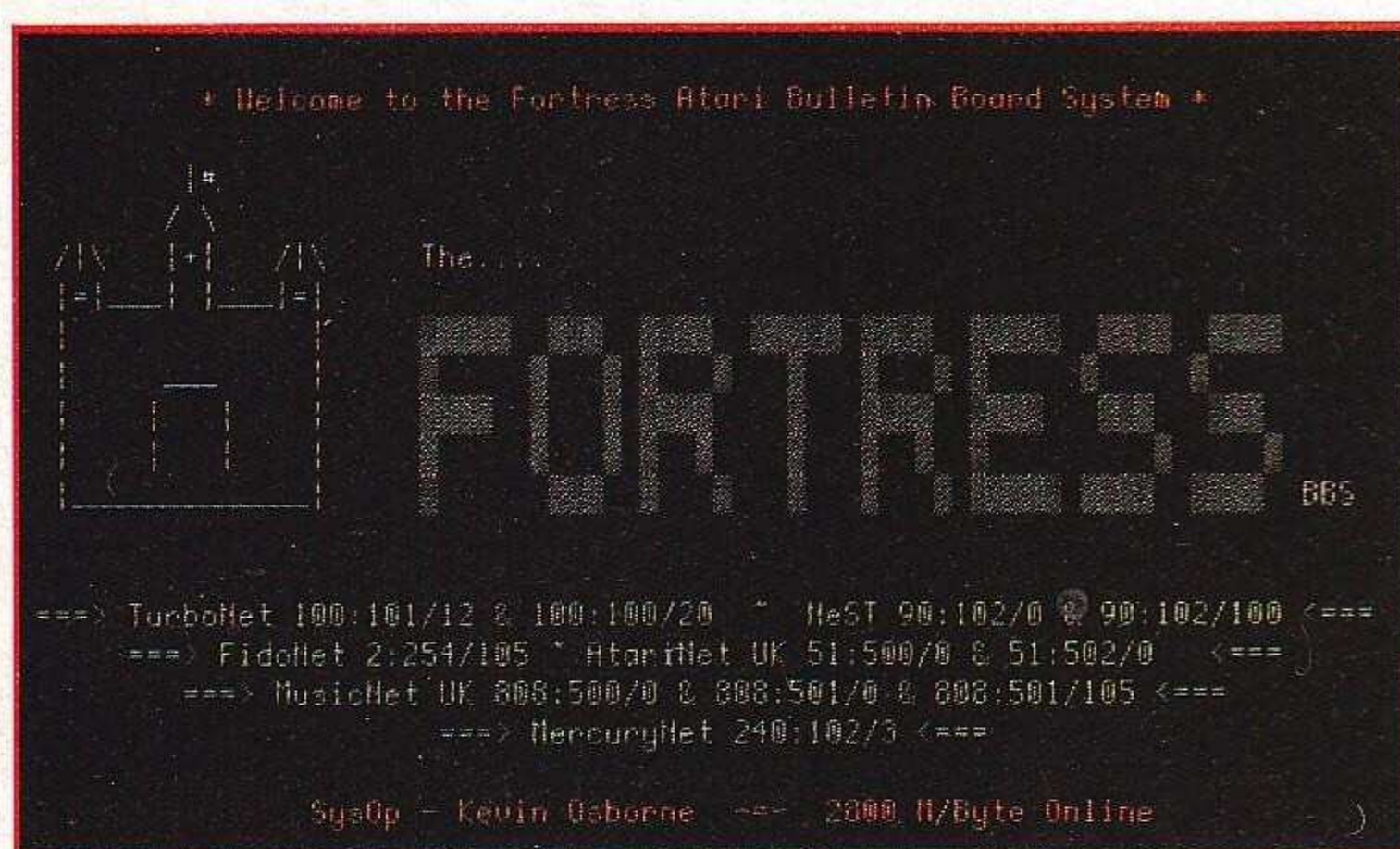
CYBERSPACE

You are now entering
Internet Country



What is the Internet?

Confused by World Wide Web sites, FTP downloads, e-mails and newsgroups? Andy Curtis explains who's who and what's what in the mysterious world of the Internet.



BBSs were the original on-line service. People still use them because of their friendly atmosphere and personal service.

The Internet, although vast, is based on a relatively simple set of principles, many of which have remained the same since home telecommunications first became a reality. Once you understand the concepts behind computer telecommunications (or comms), you'll begin to understand the Internet and just what it can do for you.

Comms is a generic term which refers to the process of connecting two computers together via a standard telephone line. To do this, a modem is required at each end of the line. The modems convert computer data into a format which can be easily carried over a conventional phone network.

The first application of the

comms technology was for Bulletin Board Systems (BBSs). Using special comms terminal software, a user can dial into a BBS to exchange information with other users. BBS host systems always feature a messaging

system, enabling users to discuss a variety of subjects. They also tend to have a relatively large amount of hard drive storage space, enabling them to store loads of software files that users can download.

The personal touch

Most BBSs are run by hobbyists and are only accessible via one phone number, which limits their size. Despite these constraints, though, BBSs are still extremely popular because of their feeling of community and personal service. If you're new to comms, calling a BBS is a great way to start. They teach you the basics of messaging and exchanging files, and you'll also meet lots of people who'll be able to help you when you get stuck.

In essence, connecting up

SERVICE PROVIDERS

Internet service providers offer a gateway into the vast international network of computers that is the Internet. Internet computers are linked by massive data lines, but home users do not have access to this kind of connection. Instead, we connect via modems and normal telephone lines to an Internet service provider, which then provides our personal link into the Internet.

Providing this service isn't cheap, though. Internet service providers need to invest large amounts of money to buy and set up the powerful array of modems

and computers required to connect to the Internet, and so naturally they pass on those charges to their customers. There is no room for the hobbyist in this market – anyone offering full Internet access will expect you to pay for it.

All Internet service providers offer slightly different packages, prices and protocol support (see the At Your Service panel for more details). Atari comms programs use both the PPP and SLIP protocols, so ideally your Internet provider should support both connection standards.

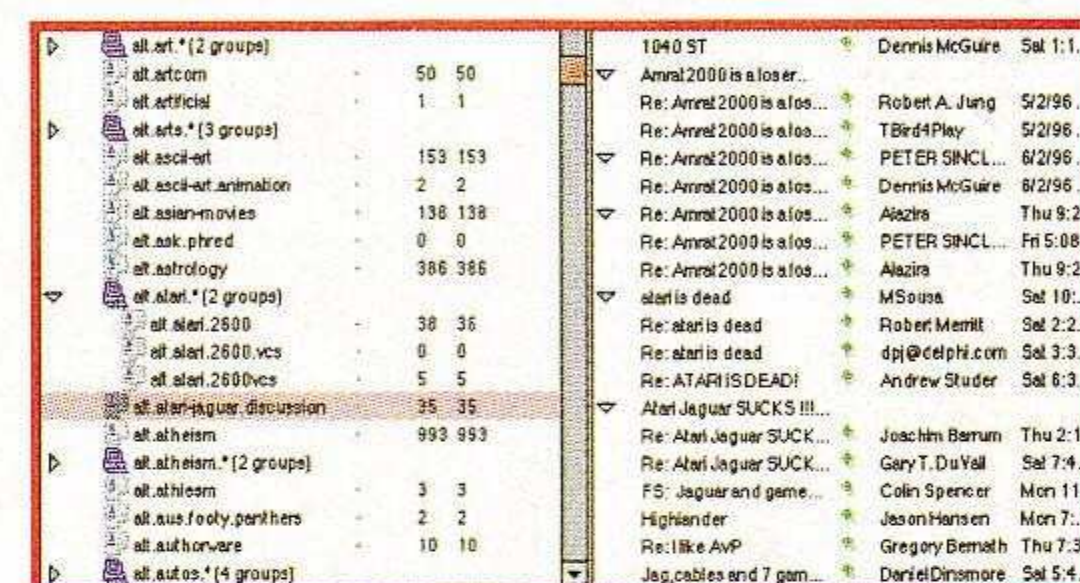
to the Internet is much the same as calling a BBS. You need some specialised software: *Oasis* and *AtariNOS*, and an account with a service provider (see the Service Providers panel for details), but you are still connecting to a host system and exchanging information with it.

The computers you connect to on the Internet are nearly all big UNIX machines with hundreds of modems and many gigabytes of hard drive space. These machines are connected by huge data lines and satellites to other Internet computers. In fact, in a crazy spider's web that seems impossible to trace, all the world's Internet machines are connected to one another. There are so many links that even if part of the network breaks down, data can be rerouted so the Internet operates as normal.

When you dial into the Net, you become part of this world-wide network

When you dial into the Internet, you instantly become part of this world-wide network, with access to information and files from almost anywhere. You can also send and receive e-mail from around the globe.

When you join an Internet service provider, you'll be



There are thousands of newsgroups, and naturally the ST is covered in several of them.

issued with your own unique e-mail address. The ST software requires the SMTP e-mail protocol, so it's worth making sure your chosen service provider supports it before you open an account.

Now for the news

The Usenet newsgroups are your Internet message bases. Like the messaging system on a BBS, they enable you to chat

to other users. Unlike e-mail, however, these messages are public, so anyone connected to that newsgroup can read them.

There are thousands of newsgroups, each covering a different subject.

You can set up your software to keep track of a number of newsgroups, so that any new messages are downloaded each time you connect to the Net. You can then read and reply to messages off-line.

YOUR INTERNET CHECKLIST

As well as an account with a service provider, you need a collection of hardware and software to connect to the Internet. The following is a list of essential and recommended items.

- ST, STE or Falcon
- TOS 1.4 (or above)
- 2MByte of RAM (or more)
- A hard drive (recommended, but not essential)
- Minimum 9,600bps modem (14,400 or 28,800 recommended)
- A standard phone line
- Oasis 1.35 (including AtariNOS)
- STiK/CAB (SLIP-compatible providers)



This excellent Jaguar Web page is run by our very own Frank Charlton.

MODEM KNOW-HOW



The Supra 288 modem is a real speed freak – it transfers data at 28,800bps – and it doesn't cost the earth.

The deluxe option for today's Net surfers is definitely a Supra 288 V34 modem. These modems are fast, reliable and reasonably priced. You will need a serial port modification to run them at full speed. This can be done as a DIY project – see issue 71.

Price: £199.99

Contact: First Computing
Tel: 0113 2319444

If you're on a tight budget, a 14,400 fax modem from The



The Upgrade Shop's 14,400 modem goes as fast as your ST can without modification, so why pay more?

Upgrade Shop is just the job. No serial port modification is required to run a 14,400 modem and the speed is more than adequate for text-based Internet applications such as e-mail, FTP and news.

Price: £99

Contact: The Upgrade Shop
Tel: 01625 503448

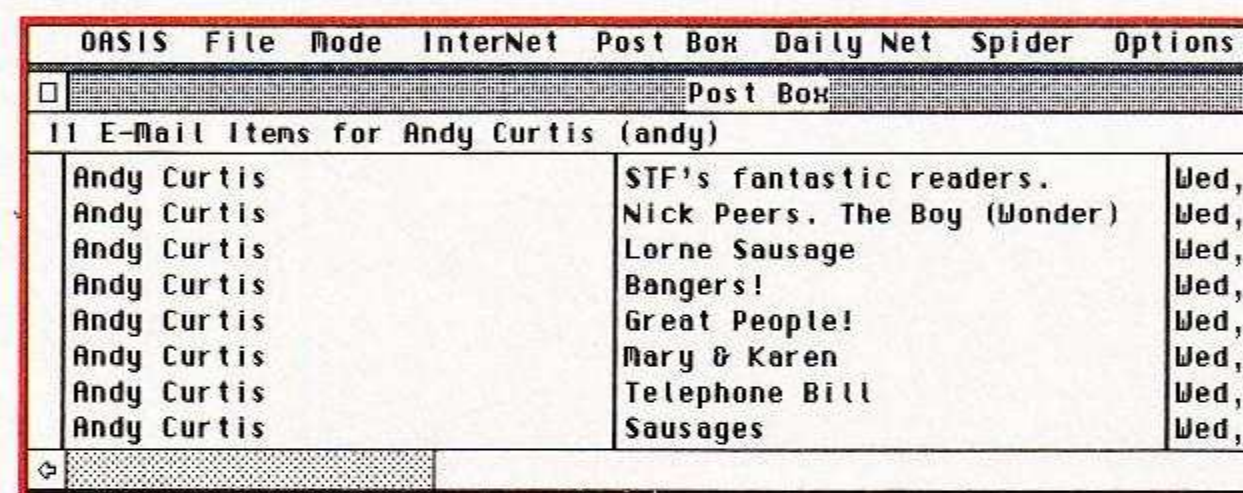
● **Note:** you'll need to use the *HS Modem 6* serial patches with both these modems if you want to access their full range of features.

The mail protocol supported by ST software is called NNTP. Once again, your service provider should support this protocol. If it doesn't, you can still pick up messages from a public news server that does support the NNTP standard, but this isn't as convenient.

FTP sites store pictures, text and software files. Once you're connected to the Net, you can access any public FTP site, provided you know its name. Because of the multi-tasking nature of the software, you can be connected to two or more FTP sites at once.

Globetrotting

If you want to blow your mind a little, try connecting to one in Australia and another in the US and downloading files from them simultaneously. Remember, you only pay for the call to your Internet service provider, so all this globe trotting costs you nothing extra. Of course, it's best to try to get files from sites nearer to home,



E-mail is one of the greatest advantages of the Internet. Near instant private communication with any one of the millions of Internet users.

because they do tend to come through more quickly.

E-mail, newsgroups and FTP are all supported by the *Oasis* package, which is integrated with *NOS*, the Atari Internet connection software. Many people are well served by this software alone, because it enables them to do three key things on the Internet: send private e-mail, chat in the public areas and download files.

If your Internet service provider also supports the SLIP protocol, you can use *STiK* and *CAB* to access the World Wide Web. Each Web page is a mixture of text, pictures and links to other pages. The Web is extremely absorbing and you can easily spend hours browsing your way around the world.



Airtime is an Internet service provider for people in the Blackburn area. It offers adequate Atari compatibility.



People in Leeds and Bradford can look forward to Atari friendliness from Firstnet, run by First Computing.

AT YOUR SERVICE



Internet service providers differ in the protocols and services they offer and, inevitably, some are more Atari-friendly than others. Each provider has a fixed number of modems, and the more modems there are relative to the number of users, the easier it is for people to connect. If the modem ratio is poor, there are too many users trying to access too few modems. Many providers use a system of dynamic IP addressing which is incompatible with the current ST software. Don't worry, though, because the companies listed below all feature static IP addressing which works well. Don't be too put off by the lack of SLIP connect protocol as there are upcoming changes to the ST's Web software (*STiK* and *CAB*) that'll make it fully PPP compatible.



● Demon Internet Ltd

Tel 0181 3711234
PPP connections Yes
SLIP connections Yes
SMTP e-mail Yes
NNTP newsgroups Yes
Modem ratio Poor
Local call access 100 per cent national coverage
Start-up fee £14.68
Monthly fee £11.75 (unlimited usage)
Payment Credit card debit each month, 12 post-dated cheques or a single yearly payment

A good all round service, offering all the necessary protocols for ST compatibility, which is badly let down by its poor modem-to-user ratio. It sounds like the ideal service, but beware those engaged tones.

● .netkonect

Tel 0171 3457777
PPP connections Yes
SLIP connections No
SMTP e-mail Yes (on request)
NNTP newsgroups No (use a public server)
Modem ratio Excellent
Local call access 60 per cent national coverage (approx)
Start-up fee None
Monthly fee £11.75 (unlimited usage)
Payment Single yearly payment, monthly credit card debit, standing order

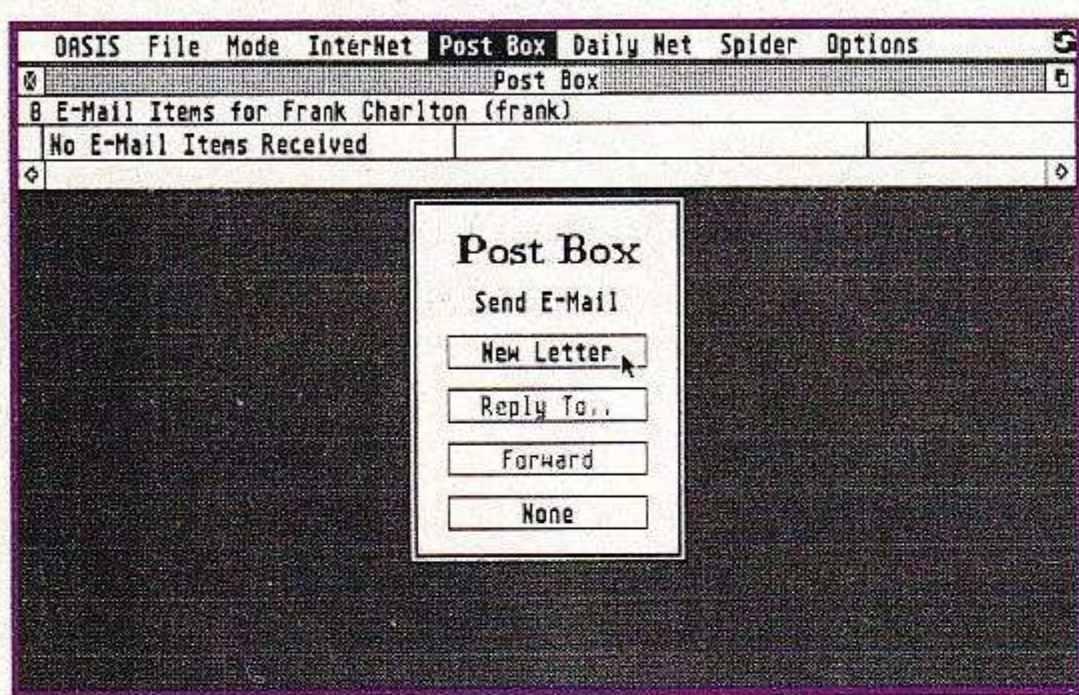
A fast and glitch-free provider. You will need to use a public access news server and the Web is unavailable because it doesn't support SLIP. If you can live without the Web for the time being, this is a cheap and reliable service.

● CIX

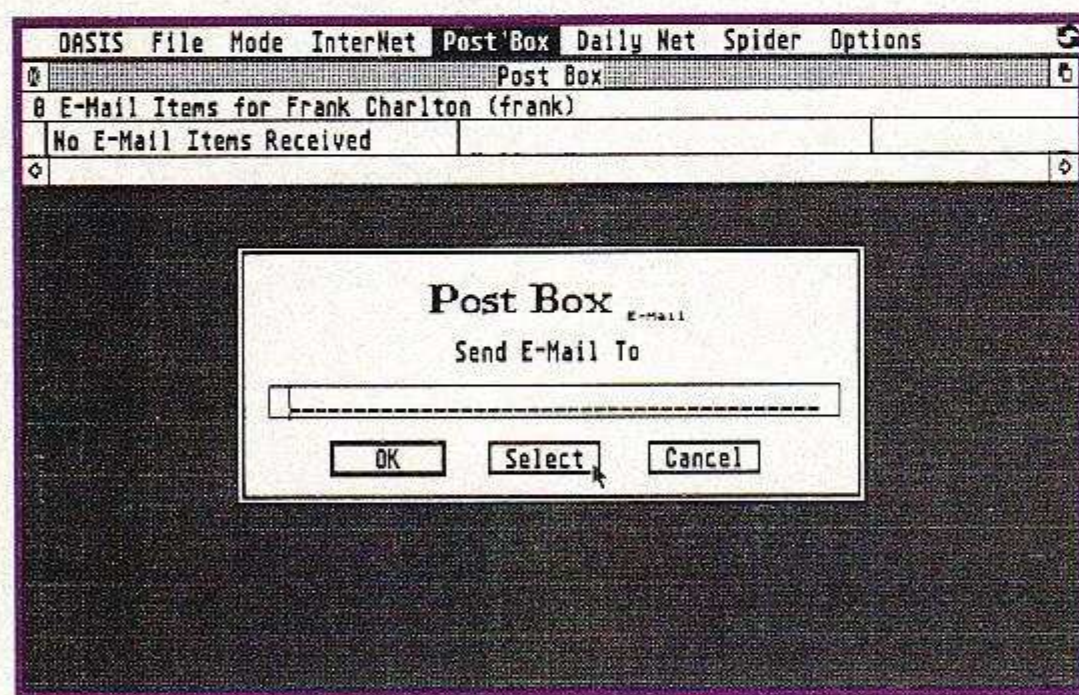
Tel 0181 2969666
PPP connections Yes
SLIP connections Yes
SMTP e-mail Yes
NNTP newsgroups Yes
Modem ratio Good
Local call access 70 per cent national coverage
Start-up fee £11.75
Monthly fee £17.63 (including 20 hours usage – subsequent usage 1.175p per minute)
Payment Credit card debit, direct debit or monthly billing

A great, fully Atari-compatible service. CIX Internet has everything you could wish for, at a price. If you can afford it, this is certainly one to consider.

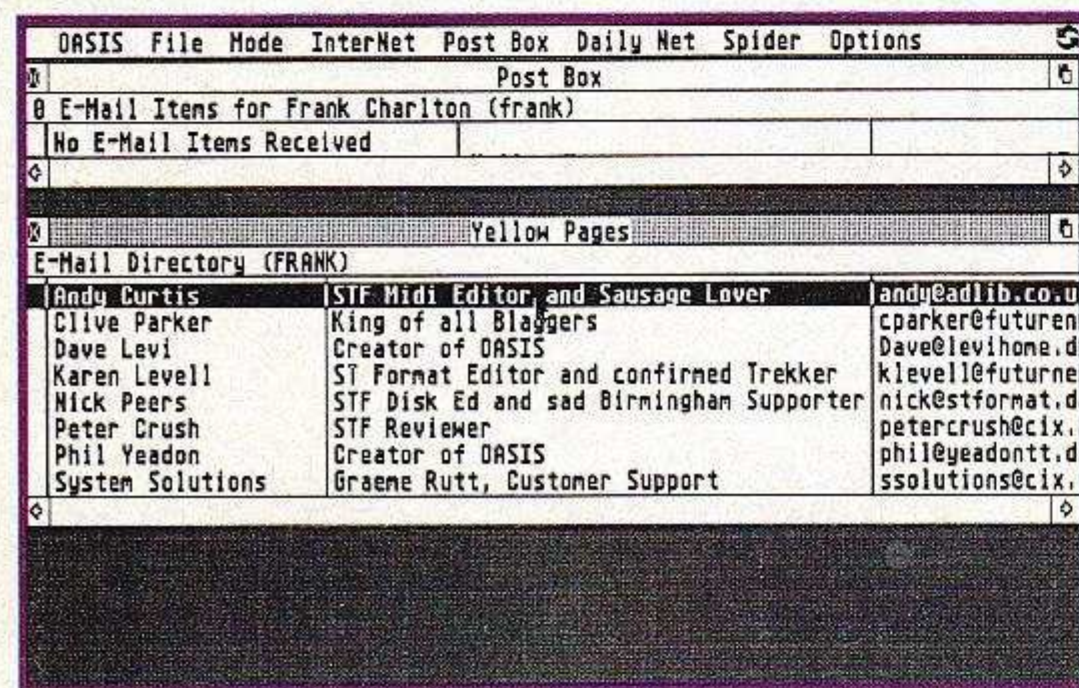
SEND E-MAIL WITH OASIS



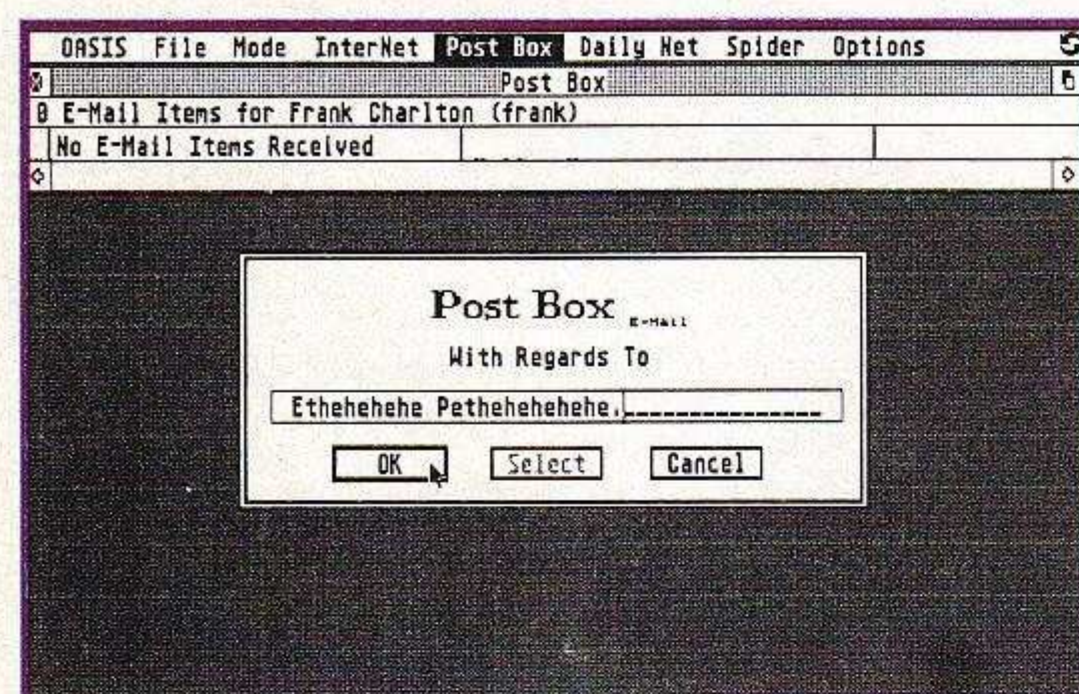
1 To create a new message, switch to Post Box mode, and select Post Message. Alternatively, reply to an existing message.



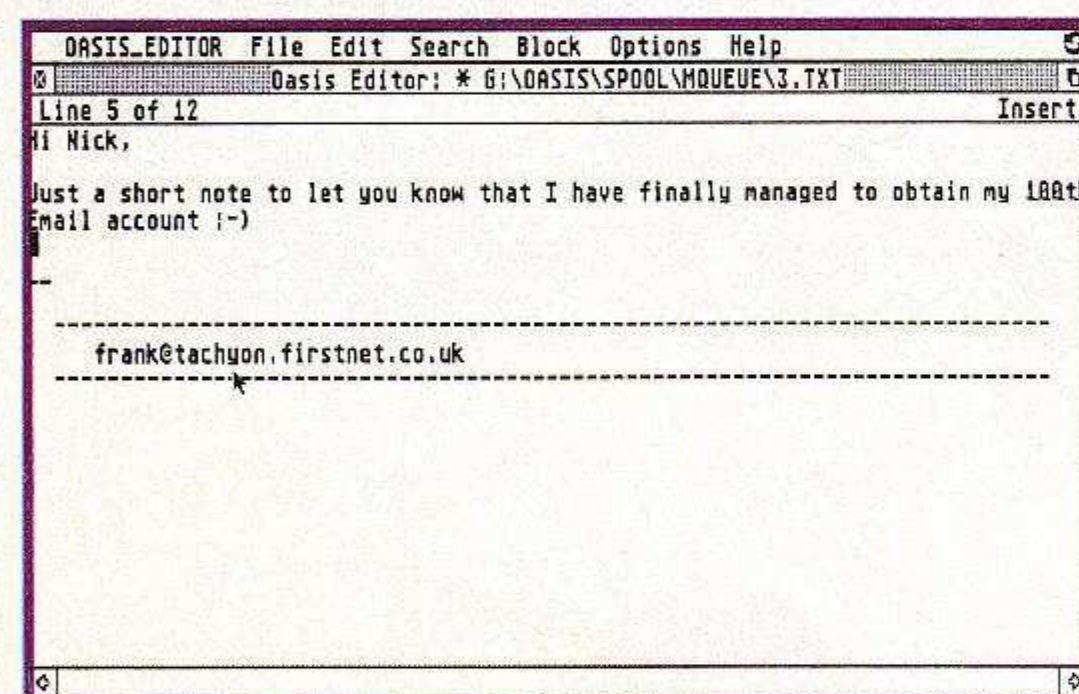
2 If you've already set up an address book, you can choose the address from it; otherwise you'll need to type it in here.



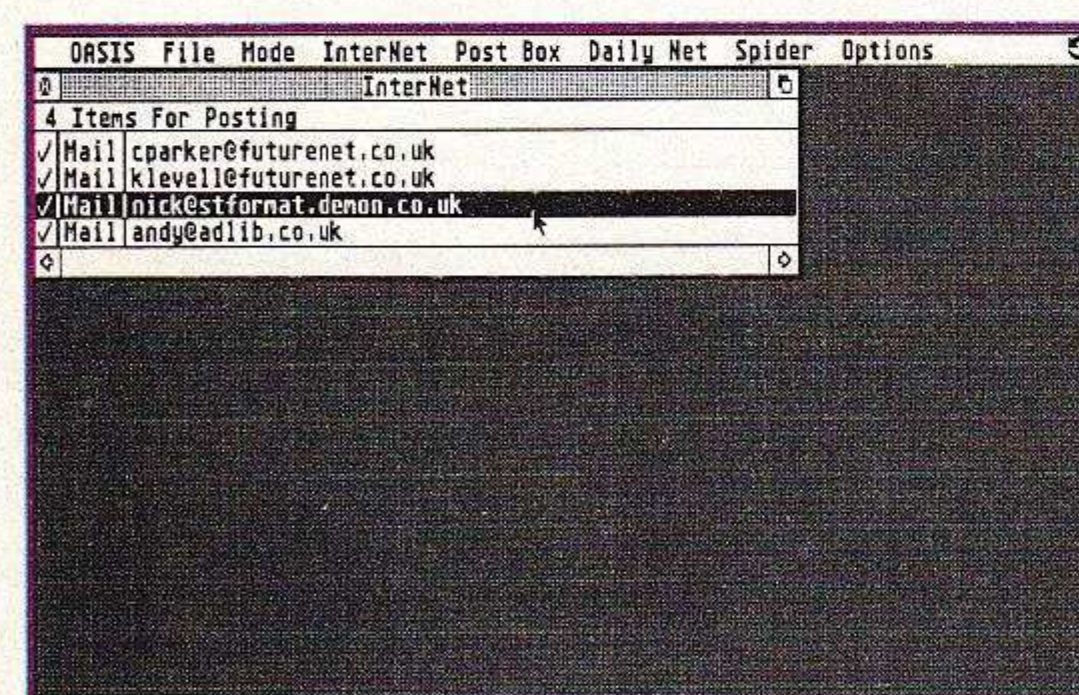
3 If you clicked 'Select' in the previous dialog box, you can now choose the destination from your address book.



4 Enter a subject for your e-mail, so the recipient has some idea what it's about. Use something sensible and concise.



5 Oasis has its own text editor, and it's easy to use. Once you've entered the message, close the window and select Save.



5 Switch Oasis to Internet mode and log on. Once you're on-line, NOS should send your mail automatically.

Getting on-line

Confused by Oasis and AtariNOS? Frank Charlton reveals everything you need to know to get on-line.

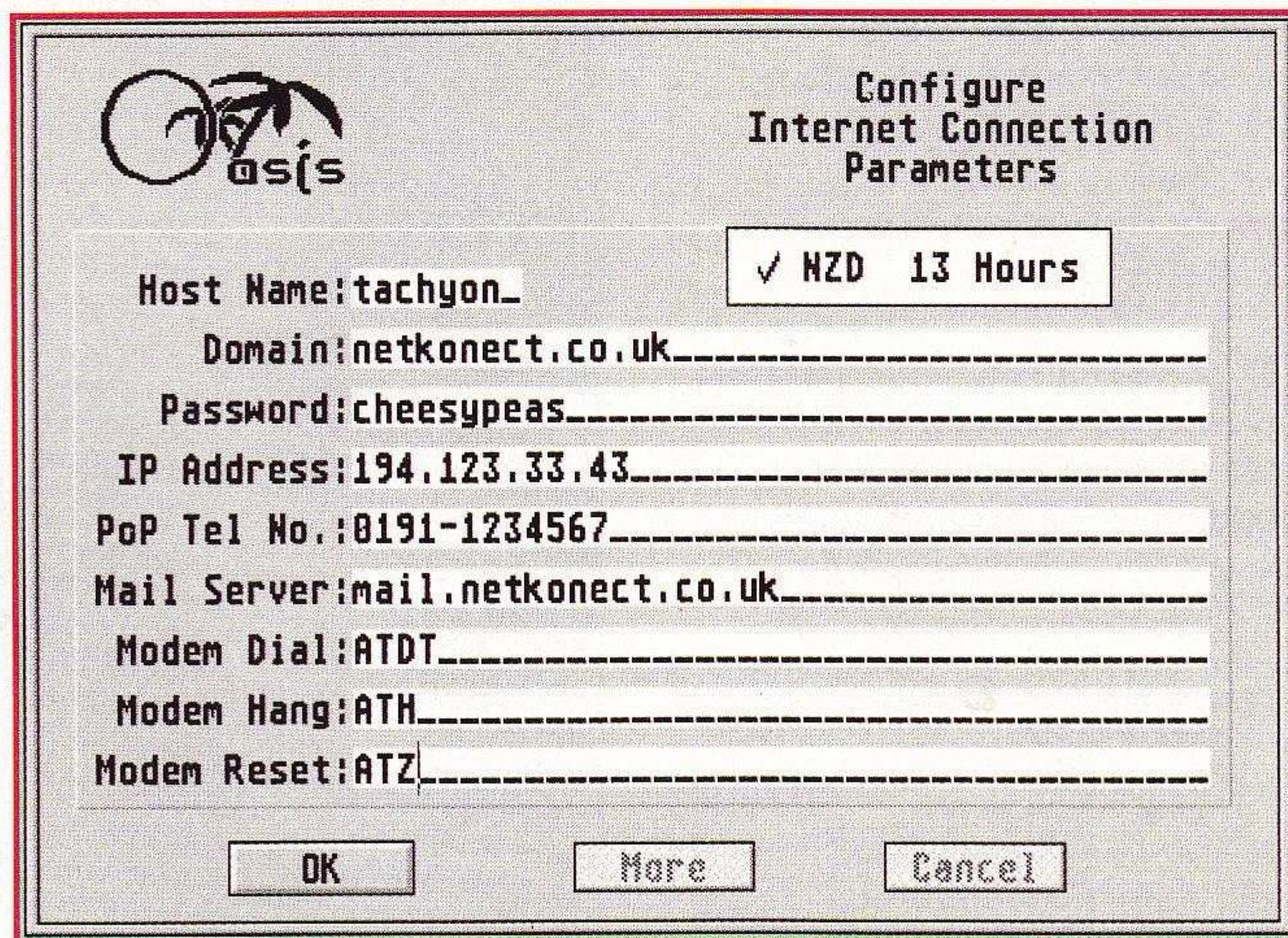


Figure 1: The first Oasis configuration dialog box looks like this...

A survey taken a few years back showed that electronic mail was the most popular and useful activity undertaken by Mr Average Net User. After all, how else can you instantly drop a message to someone on the other side of the planet?

There's the phone network, certainly, but international calls can have you scrabbling for pennies when the bill comes in. Faxing is better, but e-mail really shines – it only costs as much as a local call to your Internet service provider, and you can attach documents and even programs to your mail.

But how do you configure AtariNOS and Oasis so you can start bombarding the world

with your electronic whithering? Allow us to explain...

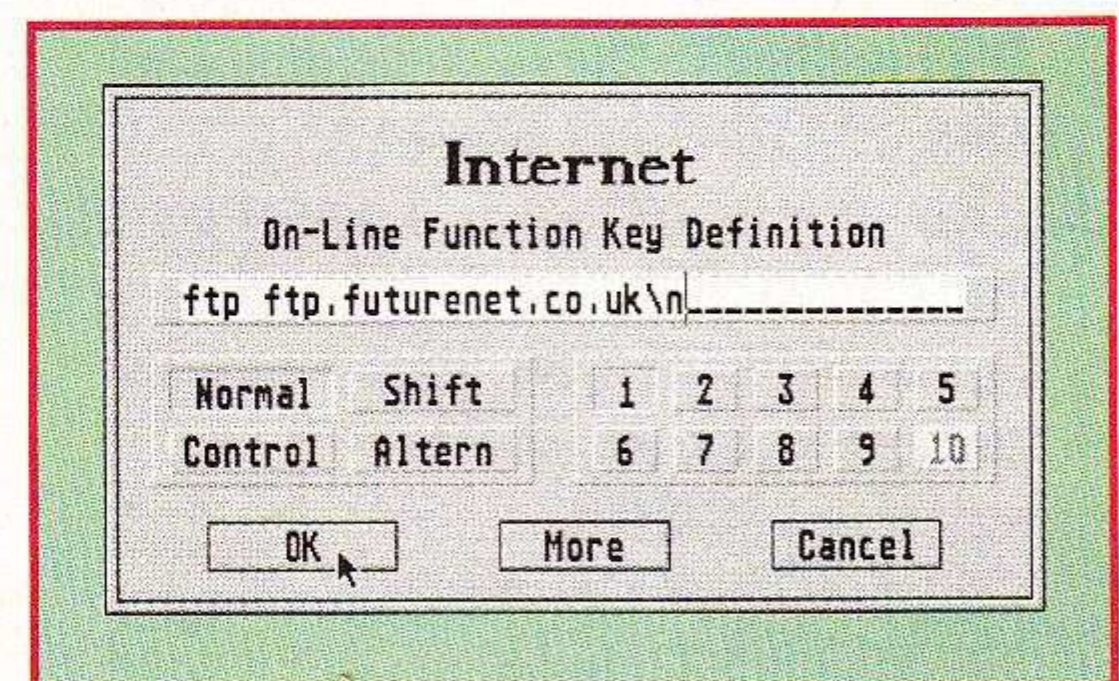
Installing Oasis

When you first extract the Oasis archive, the first program you should run is INST_135.PRG. This presents you with a series of dialog boxes where you enter the details of your Net account. While we covered much of this in the original NOS tutorials (see the Cover Disk panel), there are some differences, so let's go through it step-by-step.

First, you'll need to input some technical jiggery-pokery based on your e-mail address. To make things easier, we're using one of my addresses – frank@tachyon.netkonec.co.uk – for our examples. The first dialog box you encounter (see

COVER DISK

Back in issues 68 and 69, we gave you a guide to getting on-line with AtariNOS, the core Internet software that enables you to access e-mail, FTP sites and Usenet newsgroups. If you missed that guide, don't panic – while the issues in question are sold out, we've thoughtfully included the two features in HTML format on this month's Cover Disk. Just load the files into CAB (also from this month's Cover Disk, or Cover Disk 78), and away you go.



Oasis enables you to change the function key commands used by NOS, so you can connect to a favourite FTP site with a single keypress.

Figure 1, left) covers the basics of your account.

- **Host Name:** the name for your system, which you should agree with your provider. In this case, tachyon.
- **Domain:** the part of your e-mail address which appears after the host name. In our example this is netkonec.co.uk.
- **Password:** you set this when you open your account. The one shown here isn't valid.
- **IP Address:** a unique address composed of four numbers separated by full stops. Some providers are now shifting towards a 'dynamic' system, where your IP address is assigned at log-on. This makes using NOS difficult, but the forthcoming Oasis 2 supports dynamic addressing.
- **PoP Tel No:** the phone number you dial to connect to your provider.
- **Mail Server:** the address of the machine your service provider uses to deliver mail via SMTP. Check with your provider for this one.
- **Modem Dial/Hang/Reset:** these are Hayes commands. The examples shown in Figure 1 should work with almost all modems.

E-mail settings

The second dialog box (see Figure 2, opposite page) is much simpler, and covers the settings Oasis needs while sending and receiving e-mail.

FREE SOFTWARE

All the software mentioned in this feature can be downloaded from Futurenet's FTP site or from the Ad.Lib BBS. If you already have FTP access, use the following URL: ftp://ftp.

futurenet.co.uk/incoming/futurenet/stformat/
For the Ad.Lib BBS, set up a dial slot in your terminal software with the phone number 0191 3702659.

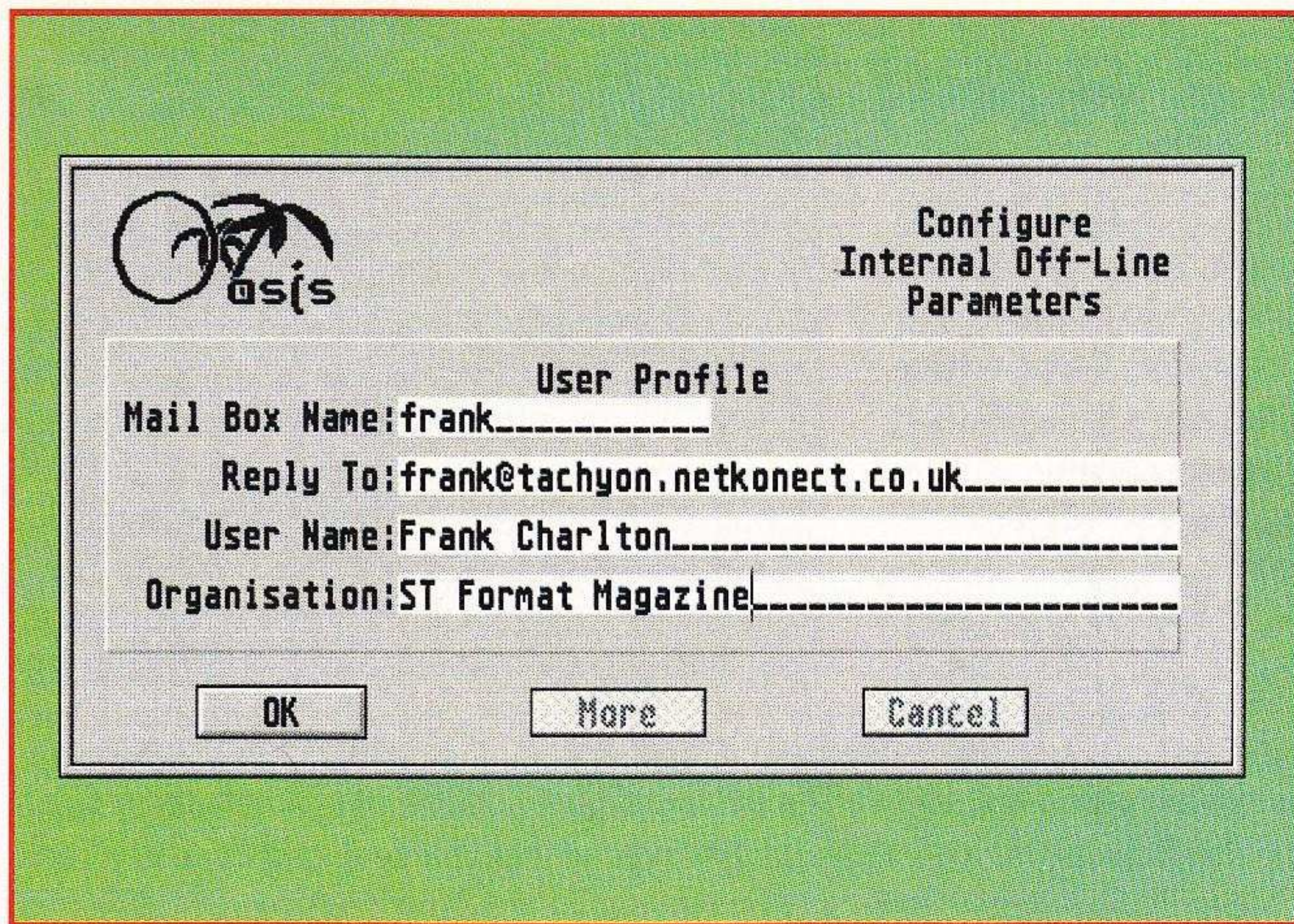
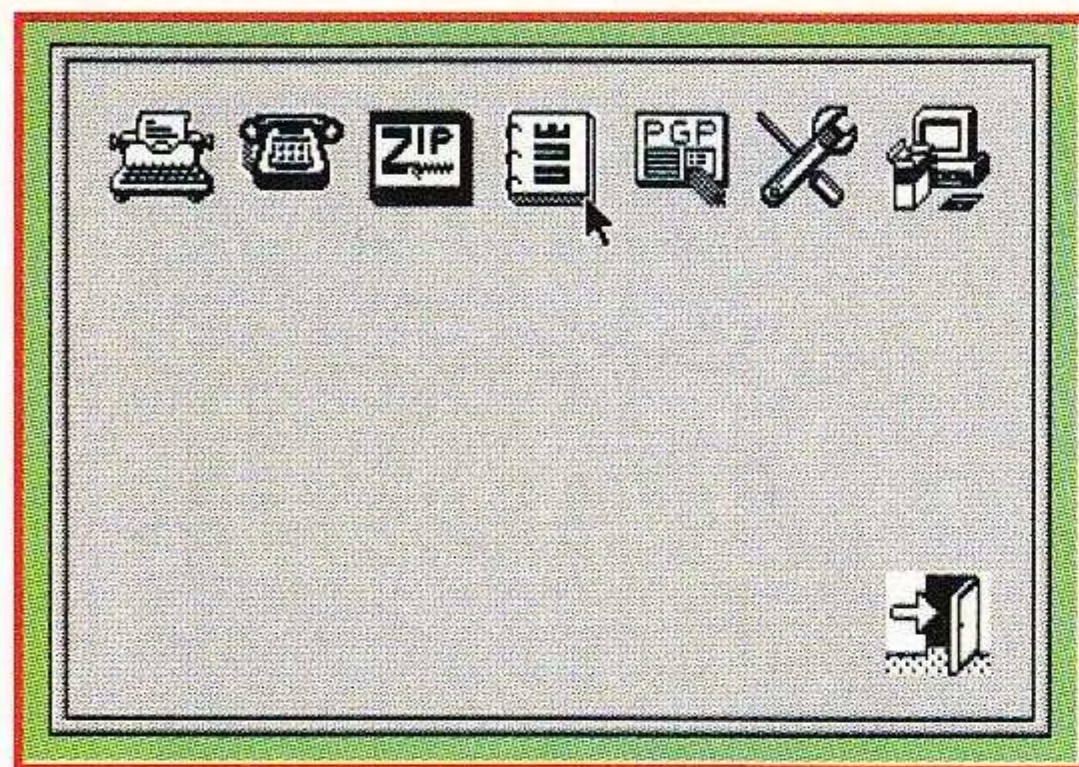


Figure 2: ...and the second like this.



Oasis comes with a handy toolbox, where you can set up and access your favourite text editors, archivers and so on.

They break down like this.

- **Mail Box Name:** with an SMTP system you can have as many mailboxes as you like. In our example, the part before the @ symbol is frank, so that's what goes in here.

- **Reply To:** Oasis stamps each out-going message with an address, so people can reply easily. Just stick your full e-mail address in here.

- **User Name:** Whatever your parents chose to foist on you.

- **Organisation:** This can be anything you like, such as Andy's House of Sausages.

Fiddly bits

While Oasis does cover a lot of the set-up procedure, it's not perfect. Since we're still reliant on AtariNOS to do the on-line stuff, you'll still need to do some manual configuration.

You'll need a text editor, such as *Everest*, *Edith* or *Pen Pal*, for this bit.

Hidden in the *Oasis* folder is a file called *STARTUP.NOS* – this is a control file used by *AtariNOS* to configure your on-line connections. At this point you'll need some more information from your provider – the IP addresses for its news, mail and name servers and its 'gateway' machine. Once you've got all that, open *STARTUP.NOS* and follow this guide.

- Skip through until you find the line which begins with 'nntp addserver'. Change the address here to the address for your provider's news server.

- Now, find the lines which begin with 'domain addserver'. Comment out all these lines except one, by typing the # character before them. Change the remaining one to the address of the Domain Name Server (DNS) given to you by your provider. This is a numerical IP address.

- If your provider has a time server – a machine that can tell NOS the correct time – find the line beginning with 'time server' and change the IP address.

If it doesn't have one, or you don't want your system clock changed every time you connect, change the line 'time auto on' to 'time auto off'.

- Save the *STARTUP.NOS* file in ordinary ASCII, and quit.

Dialling in...

Every Internet service provider uses a similar system to handle log-ins, and you need to edit the *DIAL.TXT* file, which tells NOS how to interact with it. If you're a Demon Internet customer, you can leave *DIAL.TXT* as it is. If you're with another provider, you'll need to edit it in a text editor.

Unless your provider tells you exactly what the log-in prompts are, and most don't, you'll need to find out for yourself. The easiest way is to dial the PoP number with a comms package like *ConNect* or *TeddyTerm*, which can save everything to a file on disk.

Type in your host name and password when prompted, and capture the session to disk – print it out, if you can. Most providers' log-in sequences ask for a host name and password – open up *DIAL.TXT* and you can see Demon's. If your provider asks for 'log-in:' rather than 'name:', simply change it here. Demon's machines send the string HELLO after a successful connection – if yours doesn't, just delete these lines. You should end up with something which looks like this:

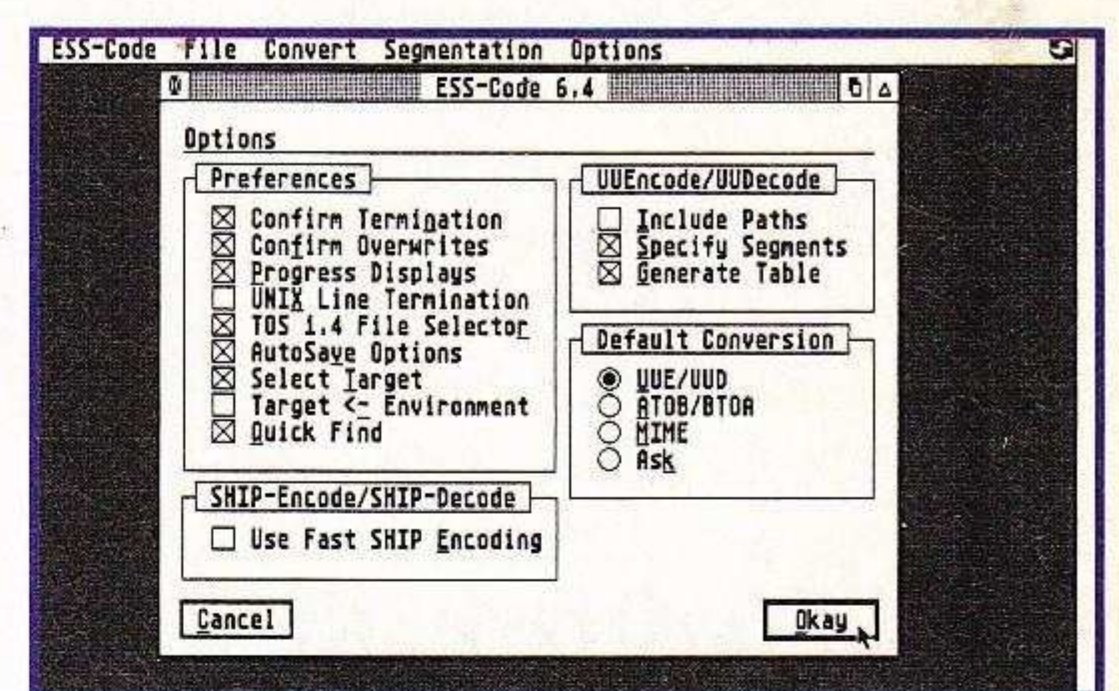
```
cwait 30000 "name:" "NO CAR-
RIER"
wait 1000
send "tachyon\r"
wait 60000 "word:"
wait 1000
send "wibble\r"
```

When NOS receives the strings name: and word: (the last half of 'password'), it sends your actual host name and password. The \r characters tell NOS to press [Return] after sending each entry – don't leave them out. If all else fails, ring your provider and ask for the exact log-in sequence.

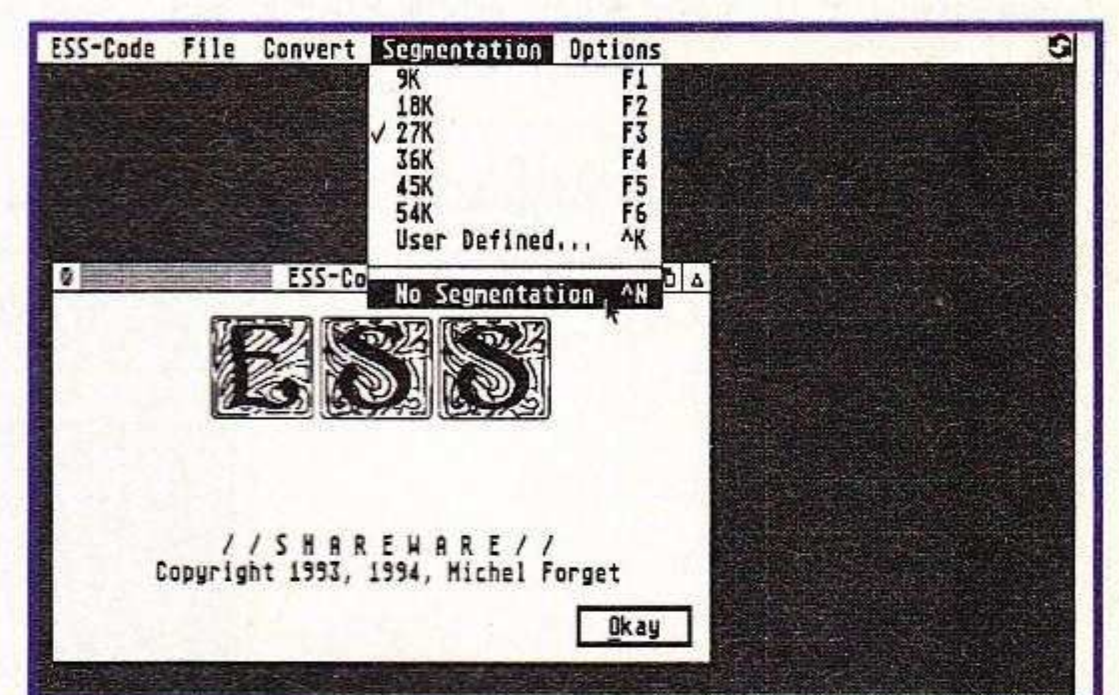
HOT NEWS

Oasis is evolving. The latest version includes Ice, a GEM replacement for AtariNOS. Click to alt.comms.stf@ on page 53 for an exclusive early preview of the shape of things to come.

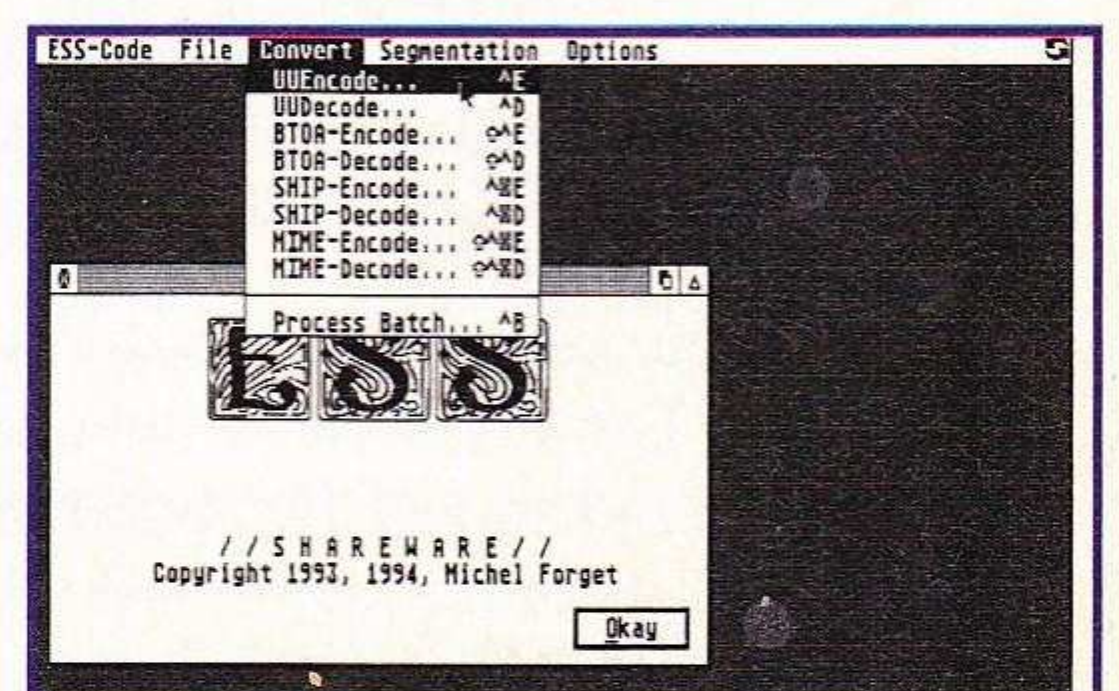
ENCODE AND SEND FILES



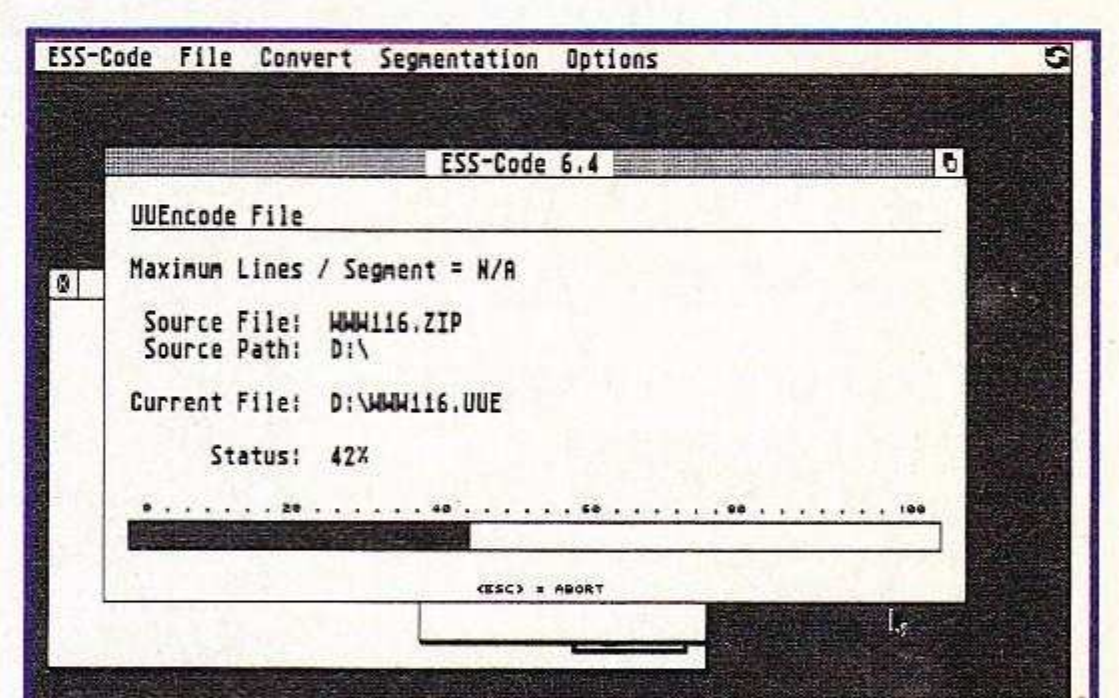
1 Start by setting ESSCode's defaults. Set Default Conversion to UUE/UDU and make sure the Include Paths option is off.



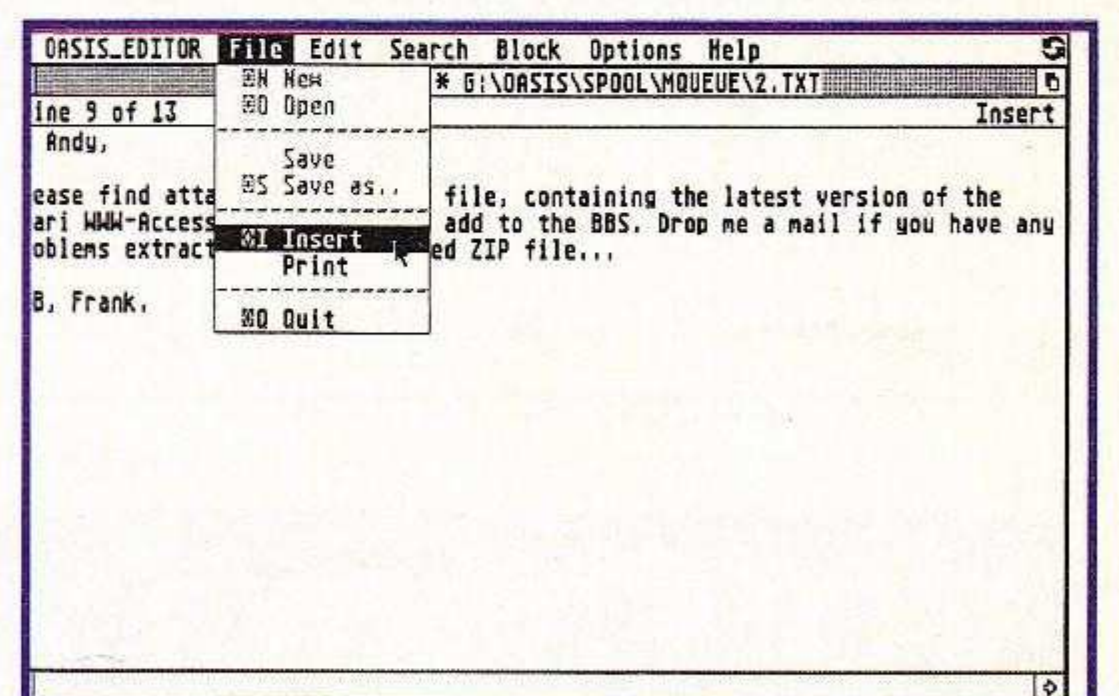
2 Unless your service provider limits message size, switch segmentation off to produce a single file.



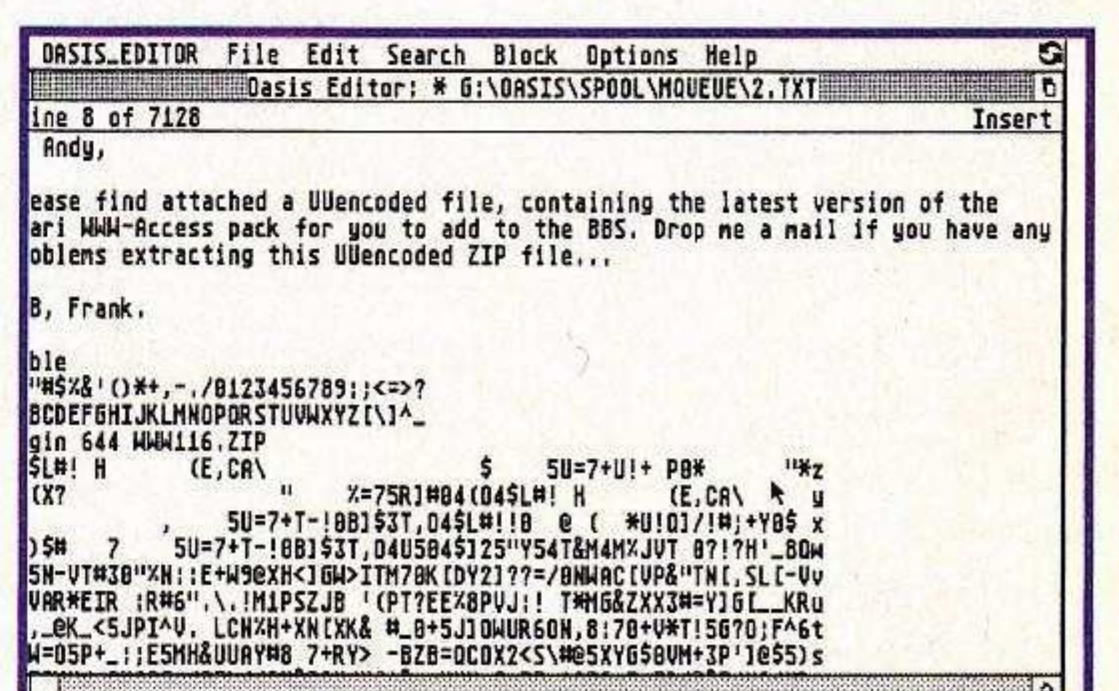
3 Select UUEncode... from the Convert menu. Choose the archive you want to encode and specify the output file.



4 ESSCode keeps you informed about the conversion progress. Here we're creating a file called WWW116.UUE on drive D.



5 Compose an e-mail, select Insert while in the Oasis editor and choose the encoded file. OASIS will add it to your message.



5 The UUEncoded file looks like gibberish. Don't change these lines, or the file won't extract at the other end. Send the e-mail.

ADDRESS BOOKS

Internet e-mail addresses can be tricky to remember, but fortunately Oasis provides you with an address book where you can store the ones you use most often, along with any private comments to help jog your memory. Using the address book also stops you from mistyping addresses on important mail.

Oasis calls the address book the Yellow Pages, and you get at it by selecting that entry from the Mode menu. To start adding your

own entries, just double-click in the window. You'll see a dialog box with options to edit, delete or add to the existing entries.

Add the name of the person you want to e-mail, along with any comments in the Reference field. Now access the Address field and type in the person's full e-mail address. Make sure you get this spot on, or you'll get a lot of mail 'returned to sender' when you use it. Click OK to write the entry to the Yellow Pages file.

Top 10 Atari Web sites

You're on-line and ready to take your first step on to the World Wide Web, but where should you go?

Labour of love

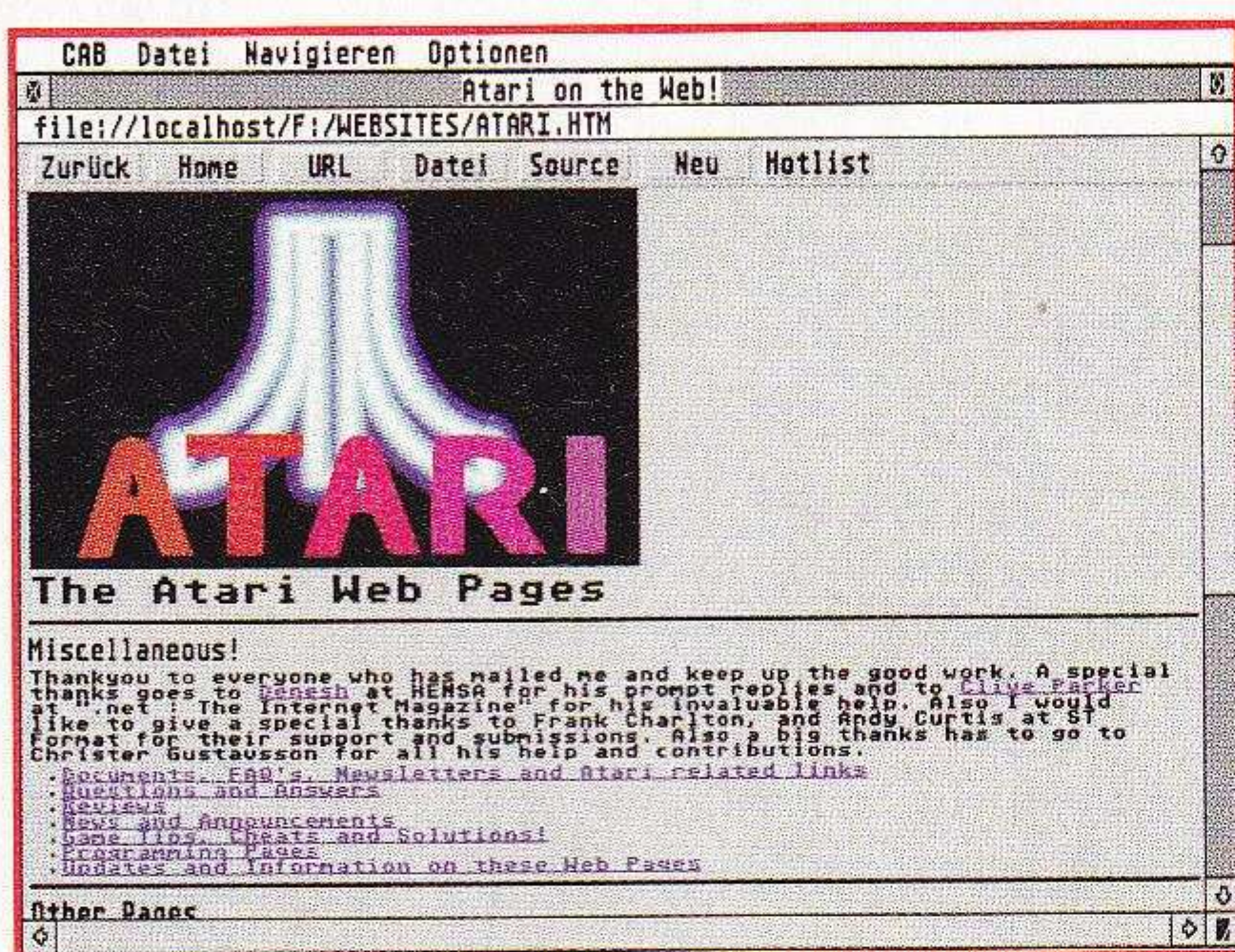
Page: Atari on The Web

What is it? The UK's biggest Atari site.

Where you'll find it: <http://www.mcc.ac.uk/~dlms/atari.html>

What's it like?

Excellent. What started as a small endeavour grew so much that author Mark Smith had to change servers. There's information on every Atari machine, including the 8-bit machines, the Jaguar and even the Lynx handheld. As well as lists of frequently asked questions, user groups, news and reviews, there's also some cool stuff to download. King of the amateur sites, this one – and you'll spend ages reading it all.



Atari gets wired

Page: Atari JagWire

What is it? Atari's official Jag site.

Where you'll find it: <http://zeus.atcon.com/jagwire/menu.html>

What's it like? Very glossy, stylish and well designed, but the content is really nothing short of a promo exercise. The news section is duff and out of date, but the scoop on forthcoming games is smart, with some screenshots and huuuge animated trailers to swipe if your phone bill can cope. It may be official, but there are better Jaguar sites about, surprisingly.



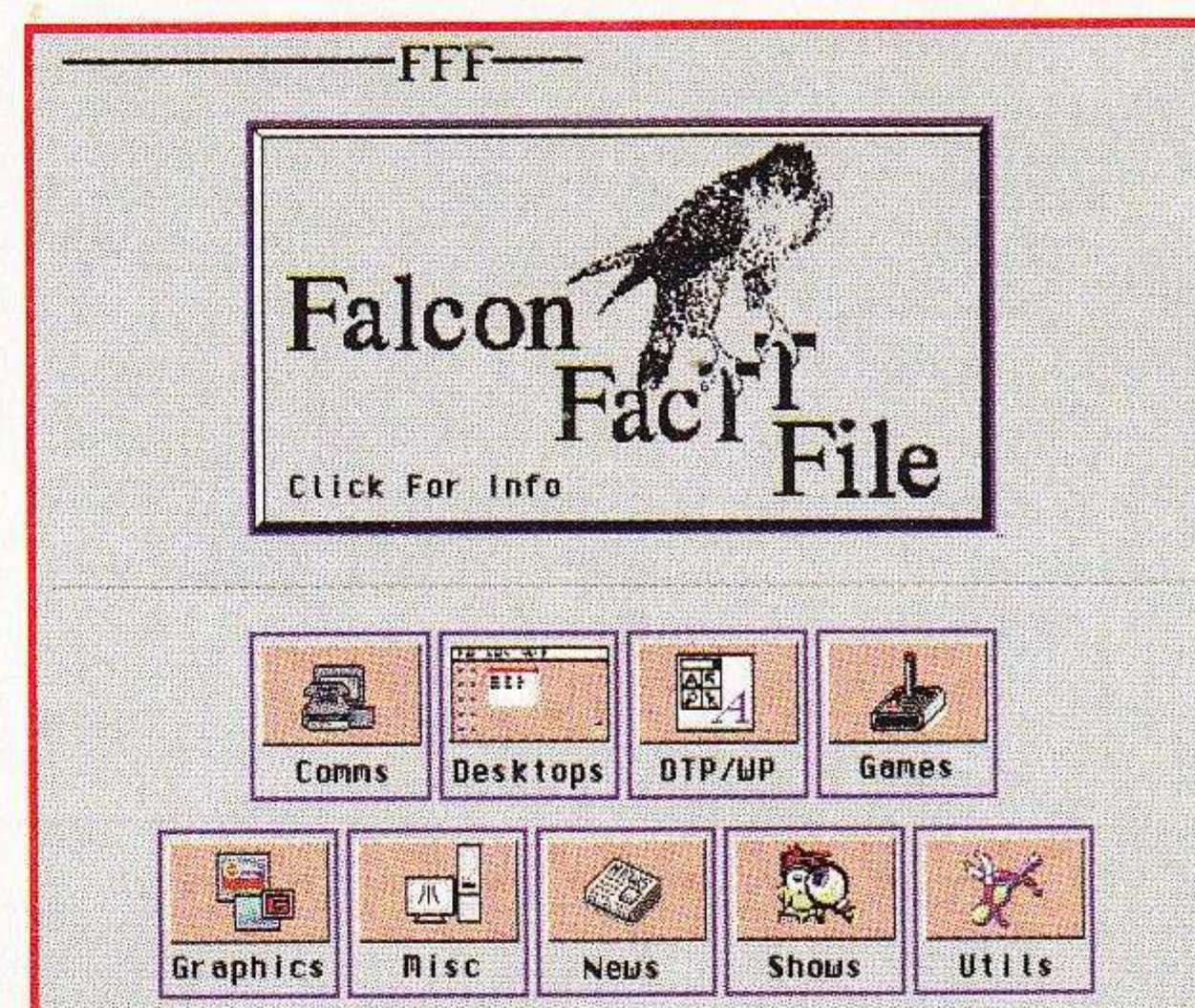
Page: Falcon FacTT File On-line

What is it? The on-line home of the user group for Falcon, TT and PAK/68 owners.

Where you'll find it: <http://www.walusoft.co.uk/fff/home.htm>

What's it like?

A full on-line version of the Falcon FacTT File's monthly newsletters, covering everything they've released so far. It's an excellent source of information for Falcon owners, and the chatty style gives it a real community feel. No software, but there's tons of useful reading matter on offer.



USA news

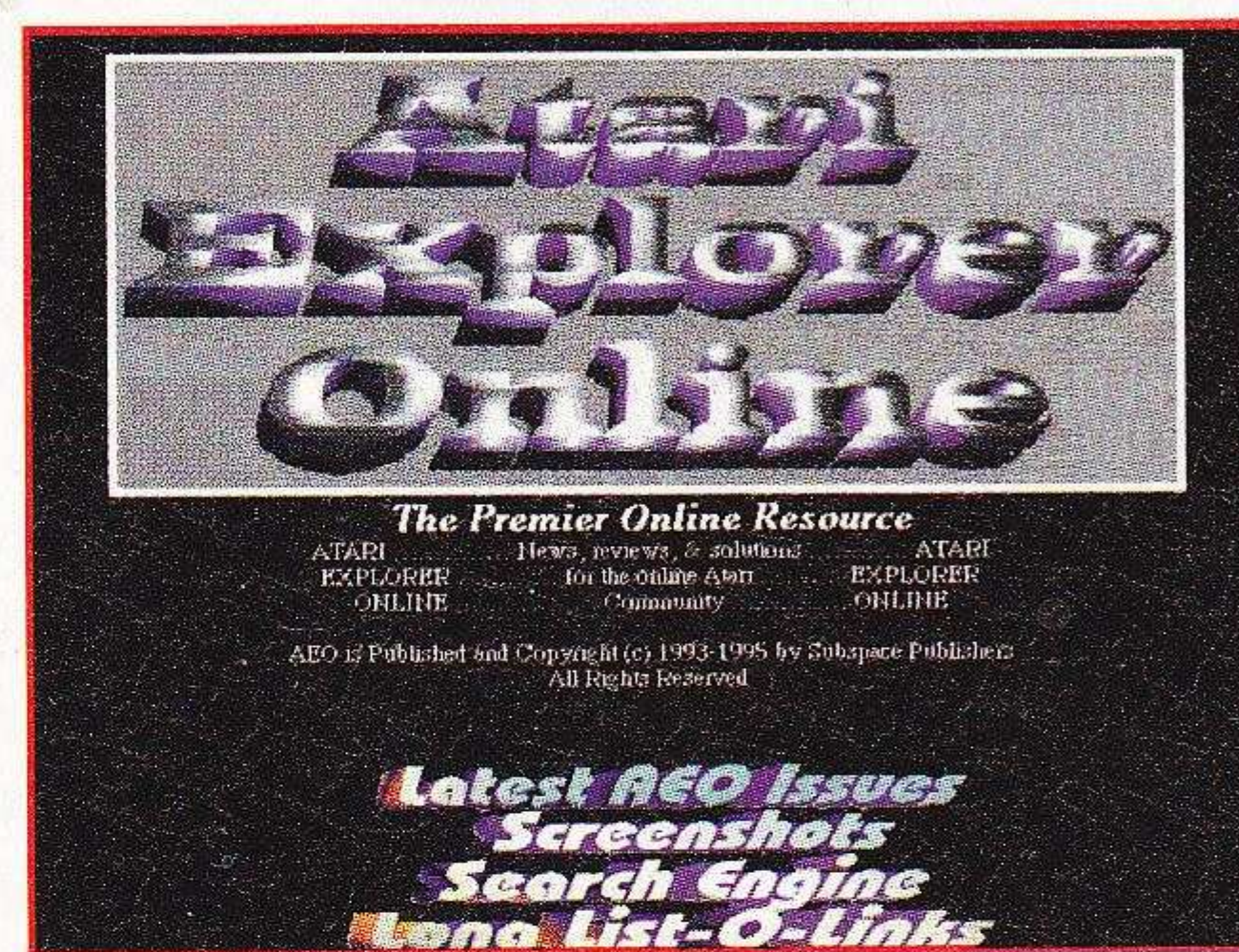
Page: Atari Explorer Online

What is it? The biggest Atari mag on the Web.

Where you'll find it: <http://www.ior.com/~fkeylard/aio.htm>

What's it like?

There's not much in the way of ST or Falcon news on AEO any more, but this is certainly the place to hang out if you want news and opinions about the Jaguar or what's happening with Atari itself. Atari Explorer Online regularly talk to Atari's top guns, and you can have the magazine sent directly via e-mail every issue. However, it does use some in-line JPEG pics, which CAB won't yet display.



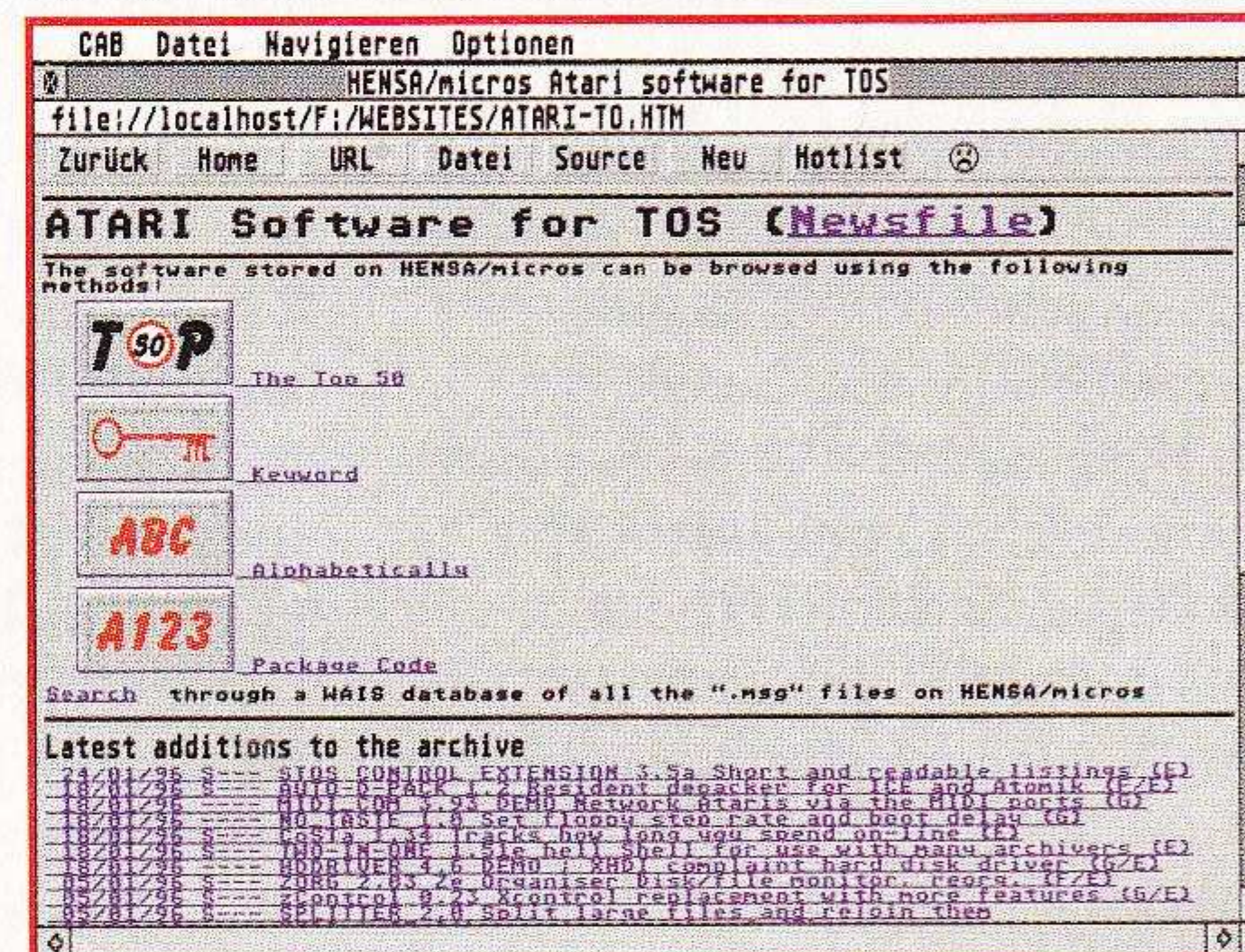
Software ahoy!

Page: HENSA Atari Section

What is it? The Higher Education National Software Archive.

Where you'll find it: <http://micro.hensa.ac.uk/micro/atari.html>

What's it like? Brilliant. It may not win any awards for looks, but the sheer amount of software available here makes up for that. The Web interface is easier to use than the FTP site, and there's a handy search engine. HENSA doesn't store games, and you can only access it after 8pm unless you're at a UK academic site.



FTP FILE TRANSFER

When you're on-line using AtariNOS, the interface is strictly command line only. Don't worry, though, transferring files using the FTP protocol is actually very straightforward once you get the hang of the UNIX instructions.

We've put a file called sausage.txt on the Futurenet FTP server for you to find and download. It's only tiny so it takes just a few seconds to transfer. Here's how you do it.

- 1 Select the Internet section of Oasis and log on.
- 2 When the log on phase is complete, press F10 to return to the >NET prompt.
- 3 Type `ftp ftp.futurenet.co.uk` and press return to access the correct site.

- 4 Some text will fly across your screen as you enter the site and you will be prompted to enter a username. Simply type `ftp` and press return.
- 5 You will now be prompted to enter your full e-mail address as a password. Do just that and press return. Please bear in mind that you will not see your input echoed on the screen as you type your password.
- 6 Now the prompt will change from `>NET` to `>ftp`. Type the following command to change to the correct directory: `cd /incoming/futurenet/stformat/`
- 7 The server tells you that the command was successful. You can now get a listing of the available files. If the server gives an error, you

- may have typed in data incorrectly. Remember that UNIX computers are case sensitive, so they see Sausage as a completely different word to sausage. To get a file listing simply type `ls`.
- 8 You should see our file `sausage.txt` in the list. To download it, simply type the following line and press return: `get sausage.txt`
- 9 The file will be transferred to you and you will find it in your Oasis folder.

To upload a file to a server, place the file in your Oasis folder, log on and type the following line once you're in the right directory: `put [filename]`

ACCESS THE WEB WITH STIK AND CAB

The alternative to *Oasis* and *NOS* – for some Internet access, at least – is to use the combination of *STiK* and *CAB*. The *STiK* accessory handles the dialling and connection to your Internet service provider, and offers 'sockets' for other *STiK*-aware applications to access the Net. At the moment, there are only a few programs which can talk to *STiK* – the *CAB* Web browser is the most famous, but there are others, such as a Telnet application. Other programs are being developed, including an FTP client and a POP3 e-mail system called *AntMail*.

As it stands, *STiK* only provides limited Net access – Web browsing, Internet Relay Chat (where you can chat to numerous other users – see next month's alt.comms.stf@column for more details) and Telnet (using your own computer as a terminal to directly access another computer on the Internet). You can't pick up or send e-mail, and there's no newsgroup access. Most *STiK* fans use it in tandem with *NOS*, but each program needs to connect separately.

Connections to your service provider will use one of two protocols – either SLIP (Serial

Line Internet Protocol) or the newer PPP (Point to Point Protocol). Currently, *STiK* only supports SLIP, so if you want to browse the World Wide Web with *CAB*, you need a service provider that offers a SLIP account, or a choice of both protocols.

Configuring *STiK* and *CAB* to get on-line is a three-step process – *STiK*'s *DEFAULT.CFG* and *DIAL.SCR* files must be adjusted, along with *CAB*'s internal configuration. The theory behind the *STiK* files is very similar to the way *NOS* and *Oasis* operate, and the commands you need are similar.

```
listport.tos By Steve Adam, 1995

This program uses DEVICE.LIB for Pure C
(C) 1995 by Jan Kriesten - Highly recommended!!

This program will access all the serial ports on your computer
and list the names of each port and the possible speeds
for which the port can be configured. If any ports are
active, I don't know what will happen, so ^C now to quit
if ports are active and you don't want to find out. :-)
```

Press return to show next port, or other key to exit

Port Modem 1, current speed 19200
Possible speeds are:

```
19200
9600
4800
3600
2400
2000
1800
1200
600
300
200
```

1 Run the *LISTPORT.TOS* program provided with *STiK* to find which serial ports your Atari supports. Note down the first one mentioned, and its highest operating speed.

```
EVEREST File Block Search Window Parameters Info
(F1) C:\STIK_CFG\DEFAULT.CFG

# Try to make it reasonably accurate if possible.
#
# USERNAME doesn't make much sense either until I have an identd
# working. So it doesn't really matter what it is. When I do have
# an identd, this will be your 'valid' username for incoming queries.
# Currently, these values are only used when starting IRC sessions.
#
# FULLNAME is pretty obvious, right?
#
# USERNAME = nick
# HOSTNAME = stformat.demon.co.uk
# FULLNAME = Nick Peers
#
# The NAMESERVER (ie: DNS or Domain Name Server) must be set,
# preferably to a nameserver that your provider recommends.
#
# NAMESERVER = 158.152.1.193
#
# IRC Stuff.
#
# IRCNICK Your preferred IRC nick. It might be in use, of course...
# defaults to USERNAME if not set
#
# IRCNICK = TheBoy
```

2 Open *DEFAULT.CFG* in a text editor. Set the *SERIALPORT* entry to the port *LISTPORT* showed you. Next, set *USERNAME*, *HOSTNAME* and *FULLNAME* using the method given for *NOS* on pages 18–19. Set the *NAMESERVER* variable to your service provider's nameserver IP address, as with *NOS*.

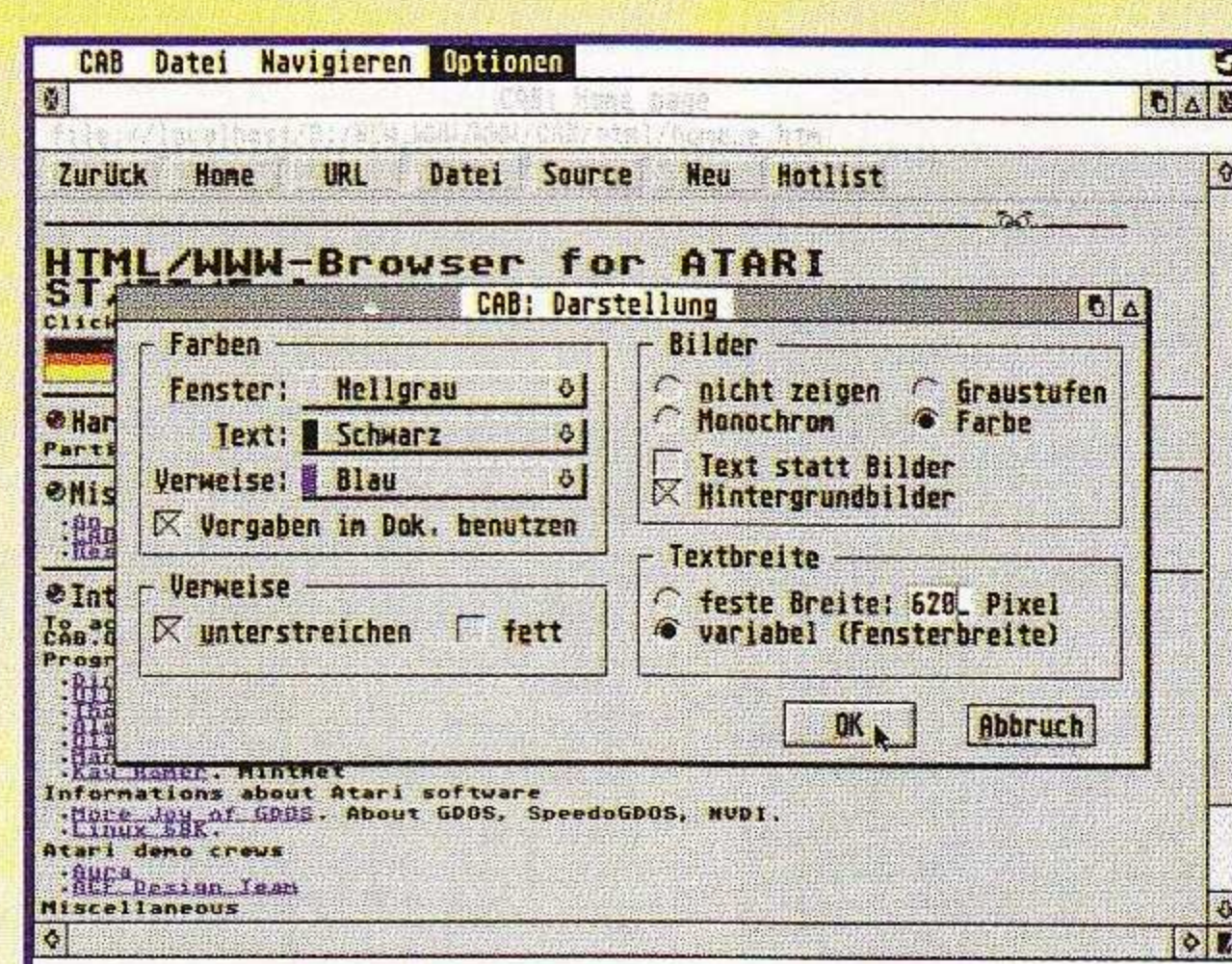
```
EVEREST File Block Search Window Parameters Info
(F1) C:\STIK_CFG\DIAL.SCR

# If FIND has no value but RESP does, the value of RESP will be
# sent immediately or after the WAIT time.
# If FIND has a value but RESP does not, then after the FIND
# the dialer will move straight on to the next WAIT/FIND/RESP
#
# WAIT
# FIND = name:
# RESP = stformat
#
# WAIT
# FIND = Password:
# RESP = stf_password_goes_here
#
# WAIT
# FIND = ocol:
# RESP = slip
#
# WAIT
# FIND = IP Address:
# RESP = GET_IP
#
# WAIT
# FIND = HELLO
# RESP =
```

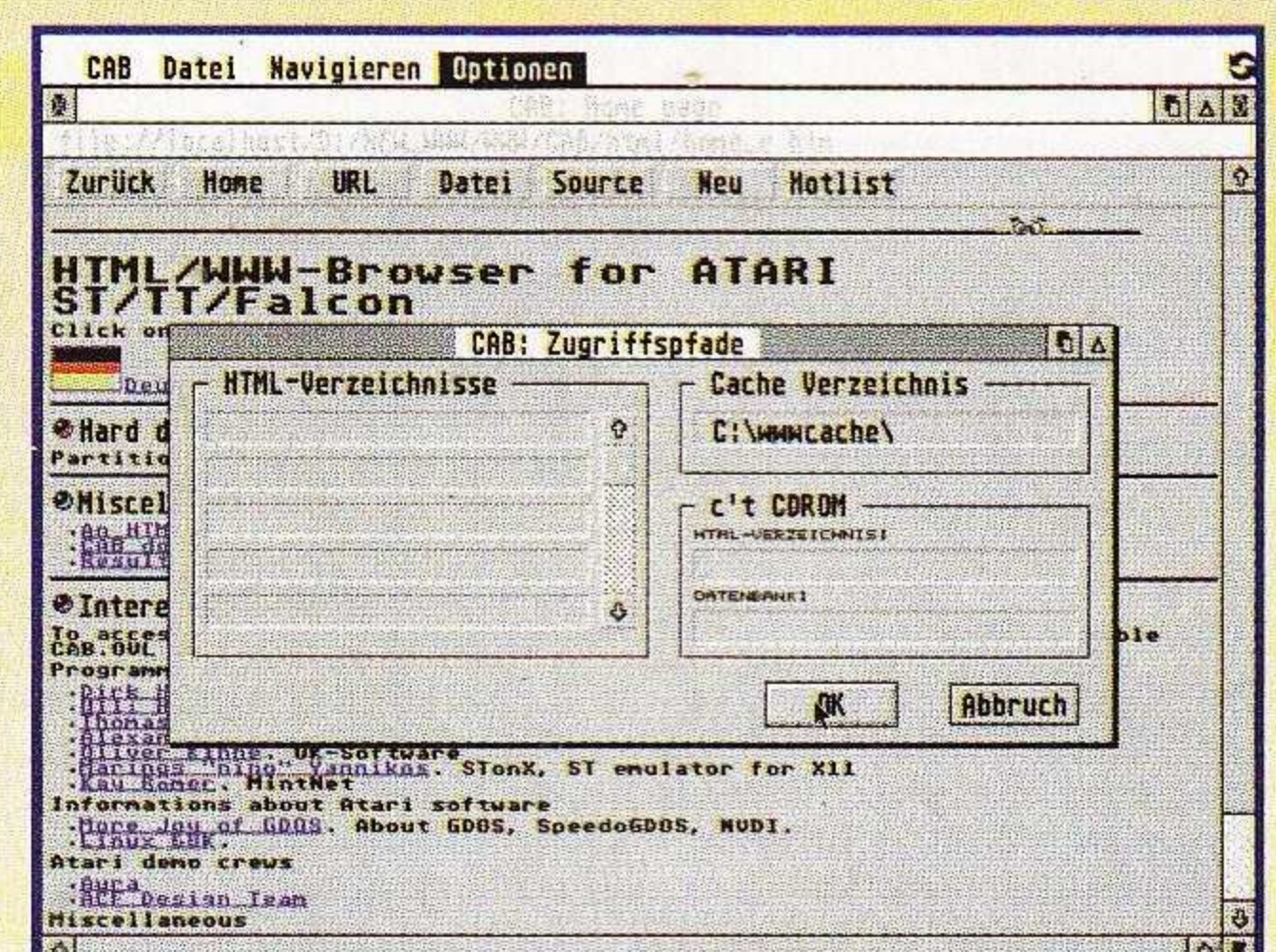
3 Open *DIAL.SCR* with your text editor. A number of examples for different service providers are supplied, so modify one if it applies. Just like *NOS*, *STiK* uses a system of waiting for and sending commands, so your dial script will be almost identical.



4 You don't need to configure much to get *CAB* running. You can set a 'home page' which pops up whenever you launch *CAB*. This home page can be on disk, or a real page on the Net somewhere.



5 Although *CAB* is mainly a graphical browser, you might want to speed up a slower machine by sticking to a text-only mode. If you've got a Falcon or ST with a graphics card, you can display in-line images in 256 colours.



6 *CAB* uses a 'cache' on disk to store Web pages and images, saving time when you access a page again. If you're running from floppies, you really need to keep an eye on this. With a hard drive, just choose the drive and directory for *CAB* to use.

I'm a lumberjack...

Page: TAF On-line
What is it? The home of the Toronto Atari Federation.
Where you'll find it: <http://www.io.org/~schrist/taf.html>

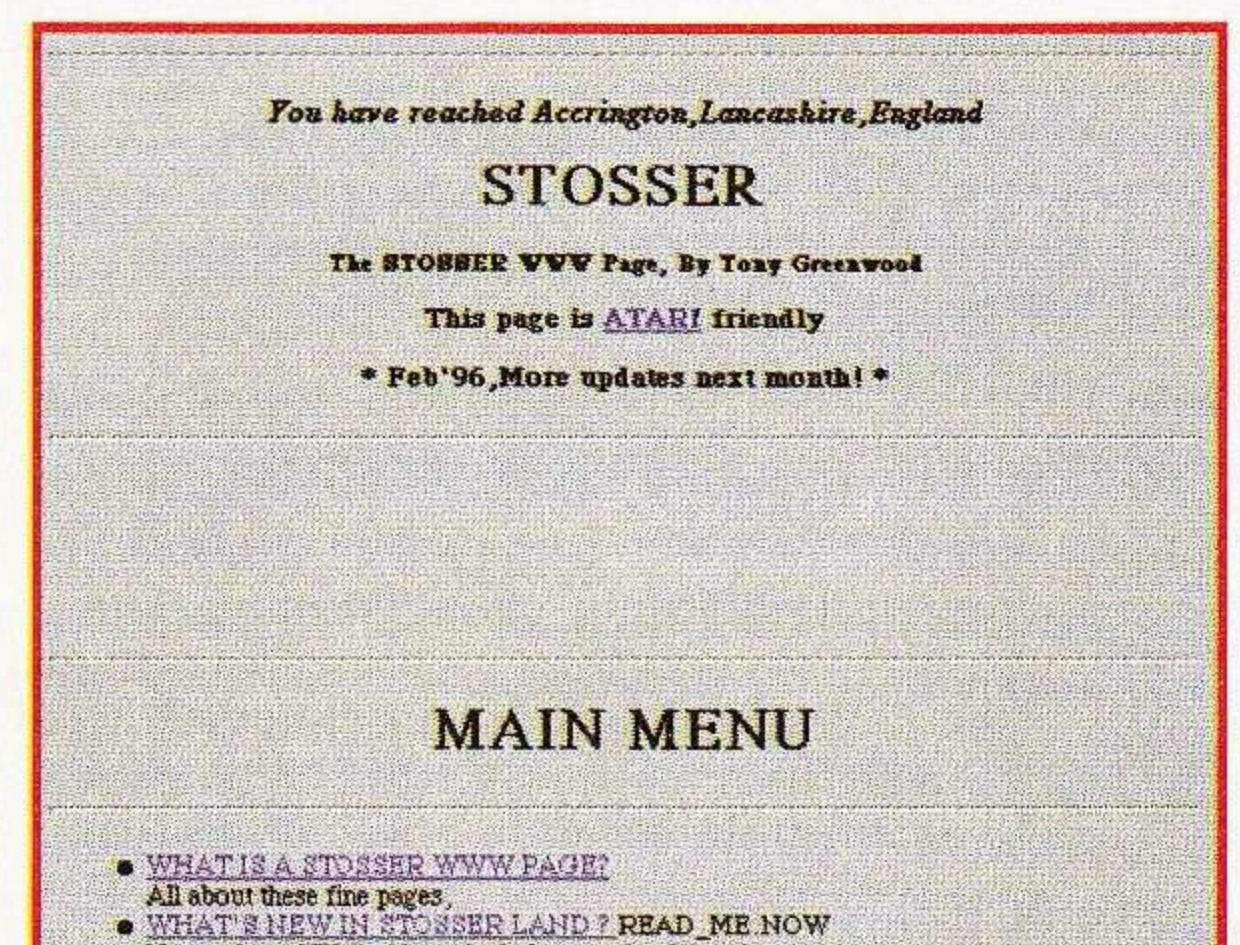
What's it like? A smart but minimalist *CAB*-friendly site from Canada's biggest group of Atari owners. Toronto Atari Federation is the driving force behind the ST's first stab at a graphical WWW browser – it compiled and released the installation disk set for the MiNTnet/X11/Chimera system, which has since been superseded by the brilliance of *CAB*. It's still worth stopping off here.



STOSSing about

Page: STOSSER
on the Web
What is it? Home of STOSSER Software's Tony Greenwood.
Where you'll find it: <http://www.airtime.co.uk/users/stosser/>
What's it like? If you're a *STOS* programmer,

this should be your first stopping point. Tony really knows his *STOS* stuff, and it shows. This is an absolute mine of information for fellow *STOSSers*, and back issues of *STOSSER* disk magazine are available. You'll find everything from programming tutorials and contacts to useful lists of frequently asked questions, and it's *CAB*-friendly, even though the graphics recently vanished.



Sssssh!

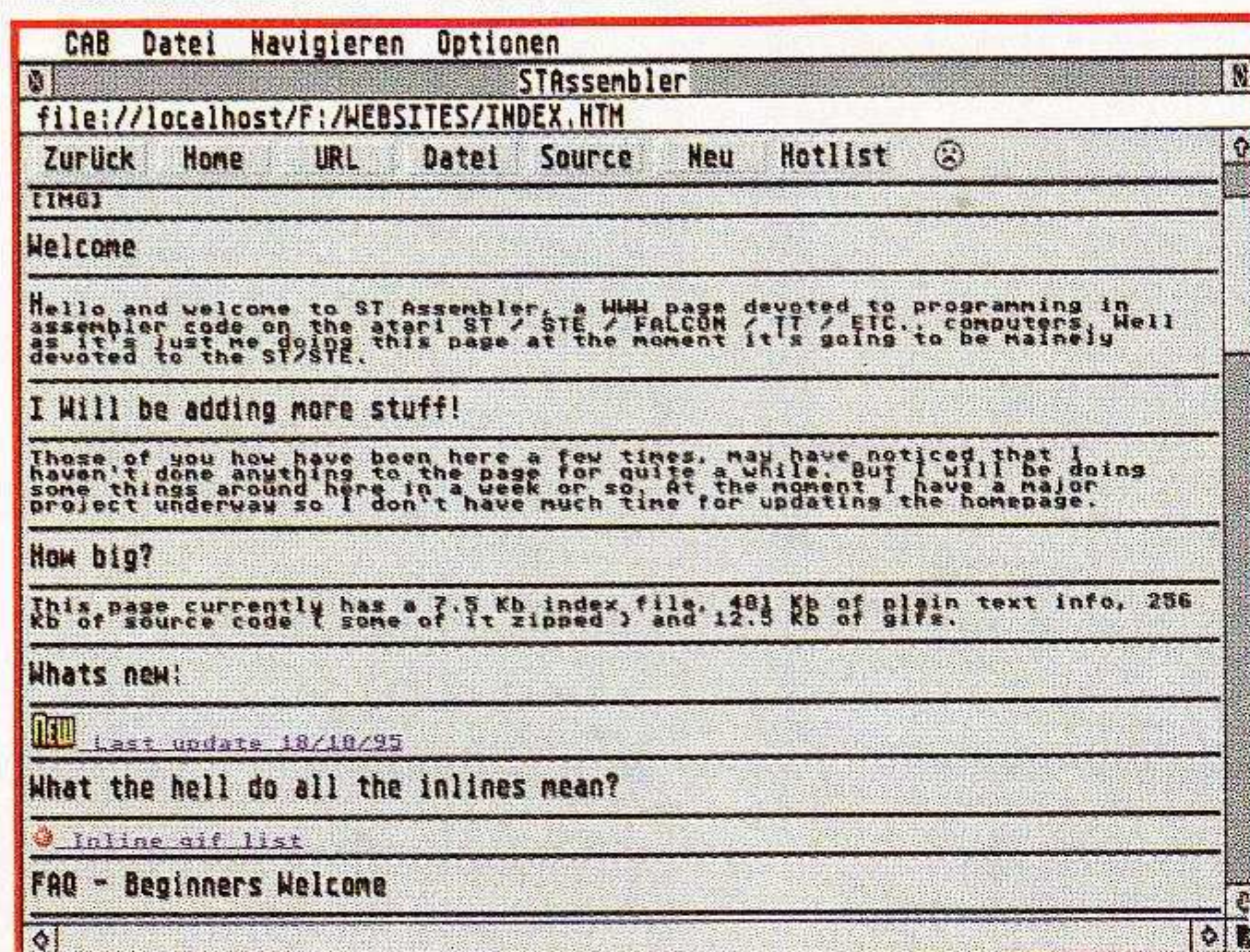
Page: The Atari Library
What is it? A useful information source.
Where you'll find it: <http://www.cs.bham.ac.uk/~iks/atari/>



What's it like? Graphically smart, but you won't see most of it in CAB thanks to the designer's heavy use of JPEG compressed images. Still, it's an ambitious attempt to collate lots of Atari-related information, including pics of the various Atari personnel. It's based in the UK at Birmingham University, so access is nice and fast – just as well with those big logo images.

Zeroes and ones

Page: ST Assembler Pages
What is it? Information for programmers.
Where you'll find it: <http://www.bath.ac.uk/~py4sdh/index.html>



What's it like? If you're into hacking away until three in the morning with your trusty copy of *DevPac*, you'll know what to expect here. It's drab to look at, but hides a wealth of information and hints. Sadly, it doesn't look as if there's been an update for quite a while, but the stuff already here is worth its weight in MOVE.L instructions.

Jaguar jocularity

Page: Sven's Jag Page
What is it? A stonking great powerhouse of Jaguar stuff.
Where you'll find it: <http://www.redsun.net/jaguar/>
What's it like? An absolute monster of a page, this is probably the biggest and boldest place to be for Jag peeps. Author Christian Svensson has put together a package containing every bit of information on the 64-bit console you'll ever need – reviews, game info, previews, news and screenshots. If you've got a Jag as well as an ST, don't miss this one – it's far more satisfying than the official Atari effort. *stf*



MORE PLACES TO VISIT

- ST FORMAT home page – everything you've come to expect from the world's biggest selling ST magazine: <http://www.futurenet.co.uk/computing/stformat/>
- Anthony Jacques' Atari pages: <http://www.cs.man.ac.uk/~jacquesa/index.html>
- OXO Concept Atari Page: <http://www.oxo.ch/>
- CyberStrider Shareware Support: <http://www.mag-net.co.uk/~dbhabuta/atari/support.html>
- STiK Support Page: <http://www.unn.ac.uk/~cju920/>

- Tachyon's Jaguar pages: <http://www.netkonec.net/tachyon/atari/jaguar/jaguar.html>
- Richard's Jaguar pages: http://ourworld.compuserve.com:80/homepages/rj_turner/homepage.htm
- The IRC #atari channel page: <http://www-users.informatik.rwth-aachen.de/~neil/ircpeeps.html>
- The UK Index Search Engine: <http://www.ukindex.co.uk/>
- The Yahoo Search Engine: <http://www.yahoo.com/>

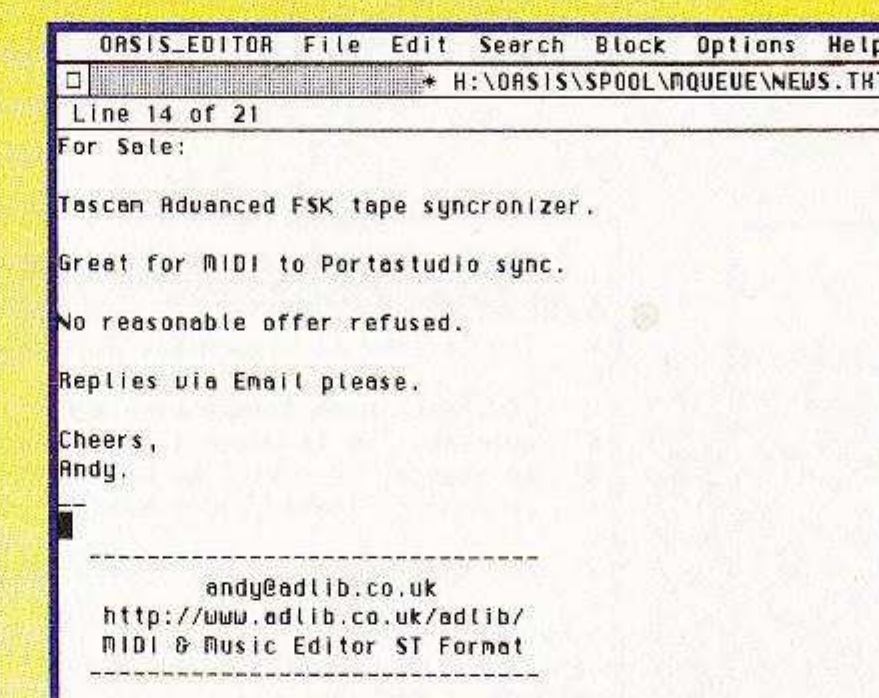
HOW TO POST TO A NEWSGROUP



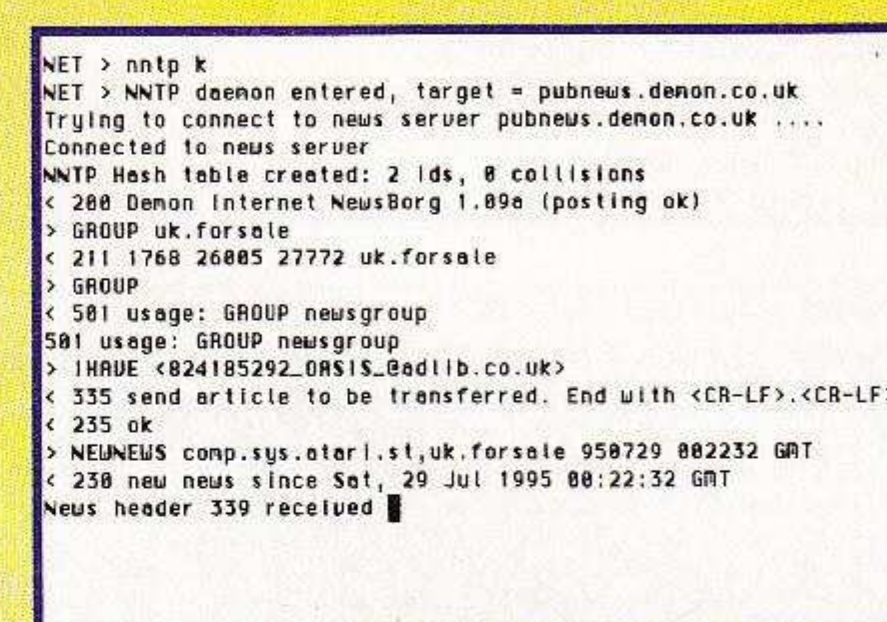
1 You will see this dialog after you select Post Article from the drop-down menu. Click on OK if the newsgroup shown is correct



2 This dialog enables you to enter a suitable title for your message. If you are replying to a message, you can change the title here.



3 The Oasis editor will load automatically. Simply enter your message and quit the program when you are done.



4 Your message is actually sent when you are on-line. At the >NET prompt type nntp k and your message will be dispatched to the great blue yonder.

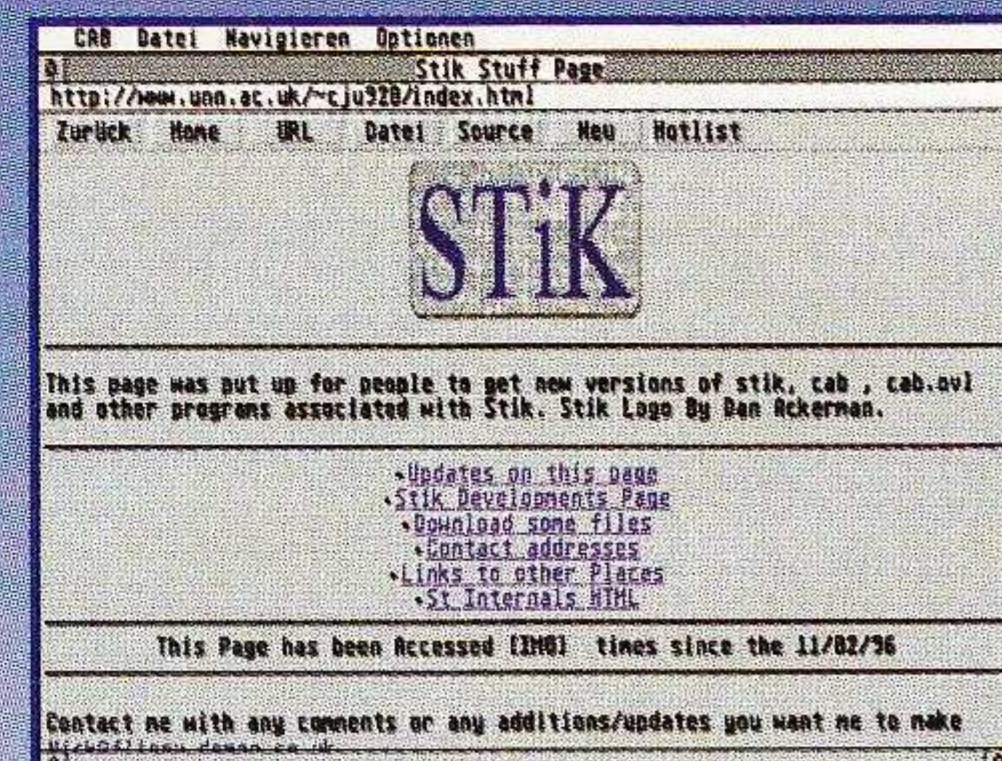
Select the newsgroups you wish to take part in from the list in the Daily Net section of Oasis. You can then select the newsgroup you wish to post to from the window showing your chosen groups. Choose the drop-down menu item labelled Post article, then simply follow the on-screen prompts to enter a subject for the message and then enter your message in the Oasis editor.

When you have finished writing, quit the editor and Oasis will inform you that the article will be posted next time you log on. When you do log on to the Net, simply type nntp k at the >NET prompt. This will send your message to the correct newsgroup and download any new messages in your selected groups. When you log off, you can enter the Daily Net section again and read and reply to the newly downloaded messages.

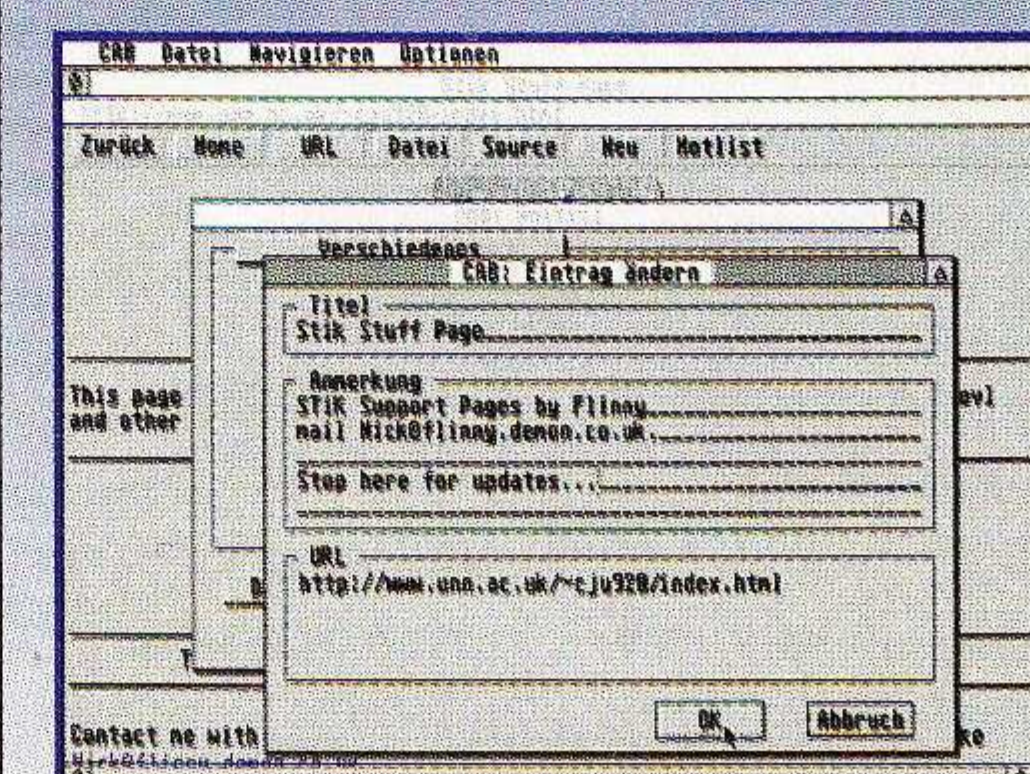
STEPPING OUT



2 CAB will co-operate with STiK to grab the HTML code for the Web page, then format and display it on your screen. It's worth adding this page to CAB's hotlist for easy access.



1 Once you've decided where to go, it's time to access your first real Web page. Once you're on-line, choose Open URL from the menu and type the address as shown – this one's for the STiK pages at <http://www.unn.ac.uk/~cju920/index.html>.



3 Select hotlist from CAB's menus, and then click the Add button. You can add a few notes here, so sites are easily identifiable as your hotlist grows. In future, open the hotlist and double-click the entry for instant retrieval.

Cyber Talk



Now you understand everything there is to know about the Internet, how about visiting **ST FORMAT's** own World Wide Web and FTP sites?

JAGUAR

Win an Atari Jaguar!

Okay, so you've configured AtariNOS and Oasis, you've grappled with STiK's protocols and you've installed the latest version of CAB from this month's Cover Disk, but where do you go from there?

Well, why not begin your Internet travels with a trip to FutureNet, Future Publishing's very own World Wide Web and FTP site? As well as including all the software mentioned in this month's feature, it also includes news, essential contacts and links for all of Future's 30-plus magazines, including .net, The .net Directory, SFX and, of course, **ST FORMAT**.

You can order back



FORMS

This month's Cover Disk includes **CAB 1.0**, which supports the forms you need to fill out in order to register your entry into FutureNet – so now there's no reason not to pay us a visit.

issues, enter our competitions and even take advantage of special reader offers, all from the comfort of your ST keyboard. You needn't worry about evil hackers getting hold of your credit card details either, as FutureNet's server utilises encryption software to prevent Internet fraud.

Then, having stocked up on bargains, you can sit back and fill your noodle with the day's Computing News. Or, if you prefer, you can check out FutureNet's World News, which is also updated daily. What more could you want?

Karen Hewell.

ON THE FTP SITE

As well as all the software mentioned in this month's feature, our FTP site also includes all the PD and shareware programs from Cover Disks 71 and 72, plus an assortment of useful utilities.

Programs include *Speed of Light*, *Eagle 2.7*, *Disk Opus* and top demos of *SubStation*, *Alien*

Thing and *Kev's World*.

To take a gander at the files, point your Web browser at <ftp://ftp.futurenet.co.uk/incoming/futurenet>. If you're using ftp software, type in: [ftp.futurenet.co.uk](ftp://ftp.futurenet.co.uk) and go to the directory [/incoming/futurenet/](ftp://ftp.futurenet.co.uk/incoming/futurenet/). Use your e-mail address as a password.

ST FORMAT DIRECT

<http://www.futurenet.co.uk/computing/stformat.html>

**ST
FORMAT**

The world's biggest-selling ST magazine



Welcome to the **ST FORMAT** home page, the Web centre for the world's biggest-selling ST magazine. Our mission is to bring you news and reviews about every piece of software and hardware produced for the ST, STE and Falcon, as well as practical, creative and technical advice to help you make the most of your Atari

Okay, so you know what FutureNet offers generally, but what's available for hard-core Atari buffs?

● Features

It's all here in our bite-sized features guide – everything from how to design comics on your ST to the past, present and future of Atari's Jaguar console.

● ST Answers

Frank Charlton and the gang crowd into the cyber ward for insane STs... and their owners. Whether you're troubled by viruses, assembly code, comms or badly-behaved STs, this is the place for you.

● Machines of the future

We take a closer look at the latest Atari clones, GeSoft's Eagle and C-Lab's Falcon Mk2, and ask whether they have what it takes to topple the TT and Falcon.

● Hands on

Find out how to set up a sound studio, transfer pictures to your hard disk and take your ST or STE apart with our practical guides to music, scanning and fitting a composite video port.

● E-mail the team

Now you can get in touch with the team that produces **ST FORMAT**. Whether you want to pose technical queries, suggest features or send us compliments, you're only a mouse-click away from our desktops.

● Bargains

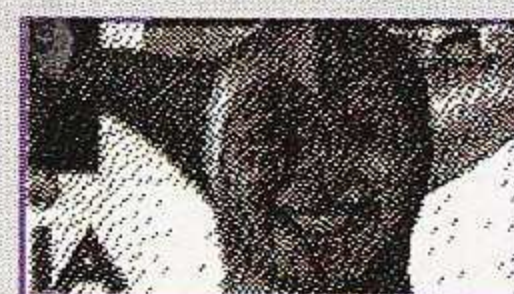
Connect to FutureNet and order a back issue or take advantage of our reader offers, all without ever leaving the comfort of your ST.

SCAN IT!

Scanners enable you to enhance your artwork and jazz up your documents. Peter Crush explains who's who and what's what on the ST scanner scene.

[Q & A](#) • [Scanning Hardware](#) • [Scanning Software](#) • [Scanning](#) • [Copyright & Wrong](#)

to install and dead simple to use, scanners enable even the most artistically challenged ST user to add graphics to letters, posters and reports. They make it easy to produce professional-looking illustrations... and they're great fun.



With over 200,000 registered users, FutureNet is the most popular commercial Web site in Europe. Point your Web browser at <http://www.futurenet.co.uk> to find out why...

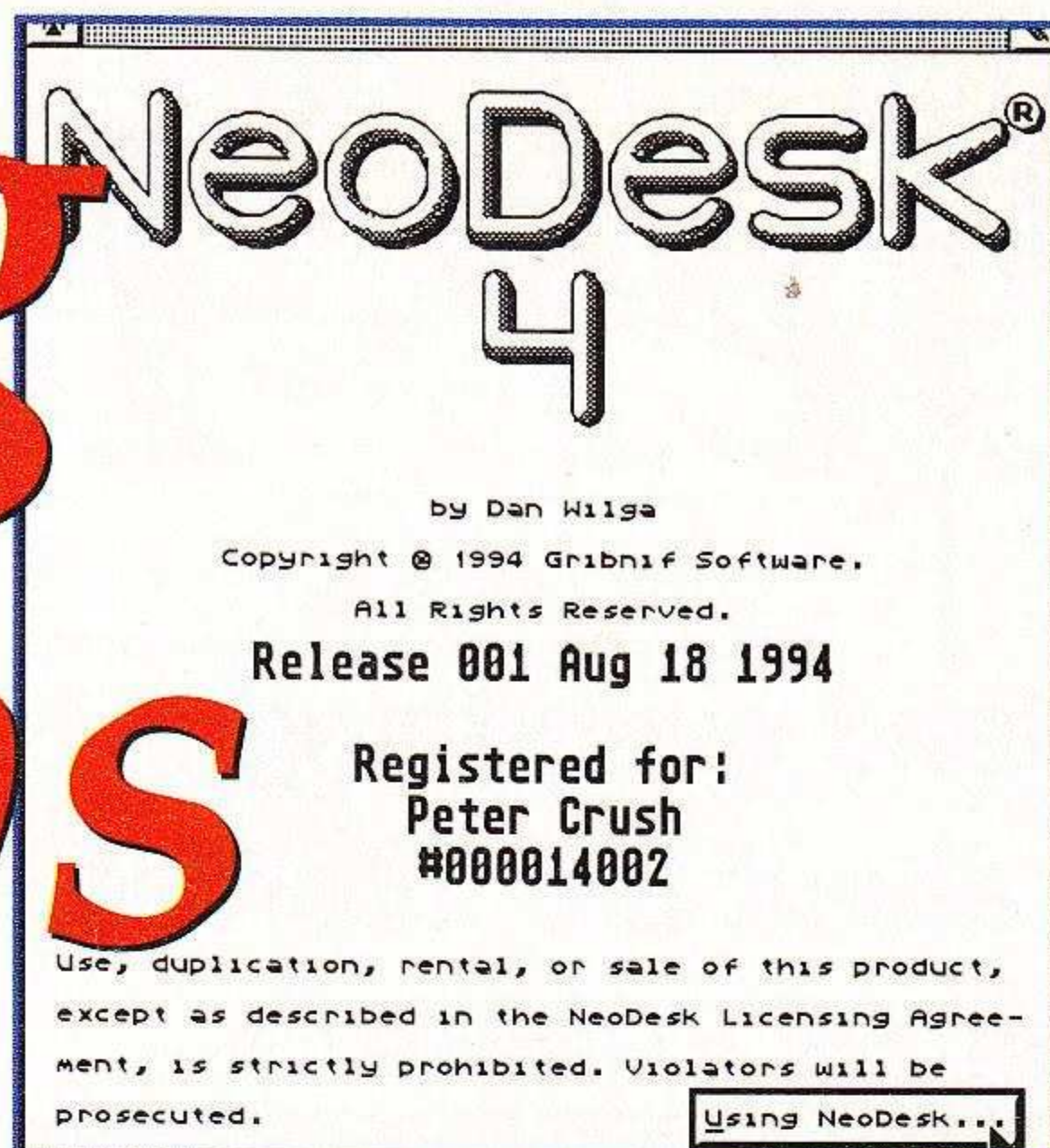
Duelling Desktops

The Desktop is the centre of your computing world, so it's worth finding one you enjoy using. Peter Crush considers the alternatives.

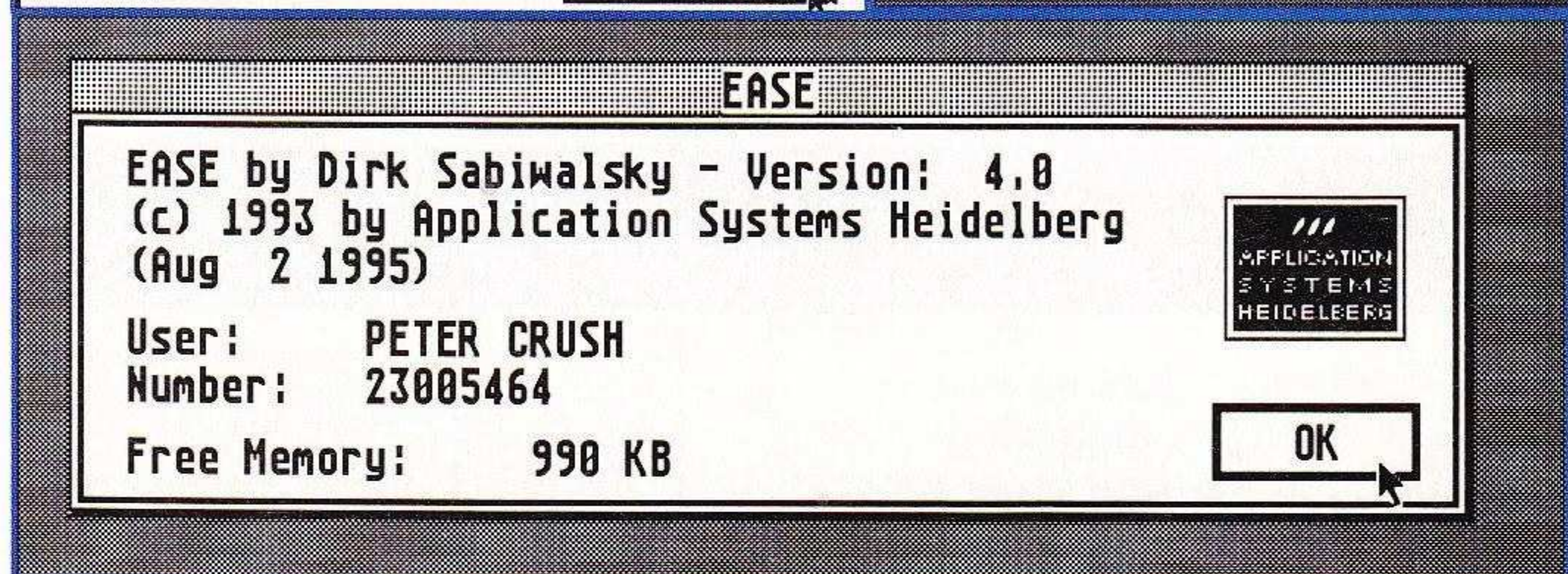
When the ST first appeared, its Desktop (the stuff you see on your screen when you turn the computer on) was quite revolutionary. You could click on floppy drive icons, and it had windows that displayed files so you could see exactly what you were doing. Back in the

'80s the only other computer offering that kind of display was the Apple Mac. Now everyone has jumped on the 'graphical user interface' bandwagon and the ST's Desktop looks a bit old hat.

Happily, alternative Desktops abound, and many Atari owners have opted for a newer, more powerful one. But



Which alternative Desktop should you opt for? We put *NeoDesk 4*, *Ease* and *Thing* to the test in this special head-to-head.



why would you want to, and what do they have to offer? Well, unless you have an ST with TOS 2.06, which included a fairly decent Desktop, you'll find the built-in one is slow, staid and rather boring. And, more importantly, it doesn't support multi-

tasking. In complete contrast, a modern replacement Desktop is swish, stylish and feature-

packed. You can do things more quickly, customise everything to suit yourself and work in both single and multi-tasking environments.

NeoDesk 4

Priced at £59 and available from Compo Software (☎ 01487 773582), this program scored 90% when reviewed in issue 64. Originating from

Gribnif, a USA software house, it followed the very successful *NeoDesk 3*, which for years was widely regarded as the ST's best utility application.

NeoDesk 4 is multitasking compatible. It was designed to work with the alternative ST

operating system *Geneva* (from Gribnif). It will also work with *MagiC*, but it isn't quite as compatible with some of

its features as *Ease*.

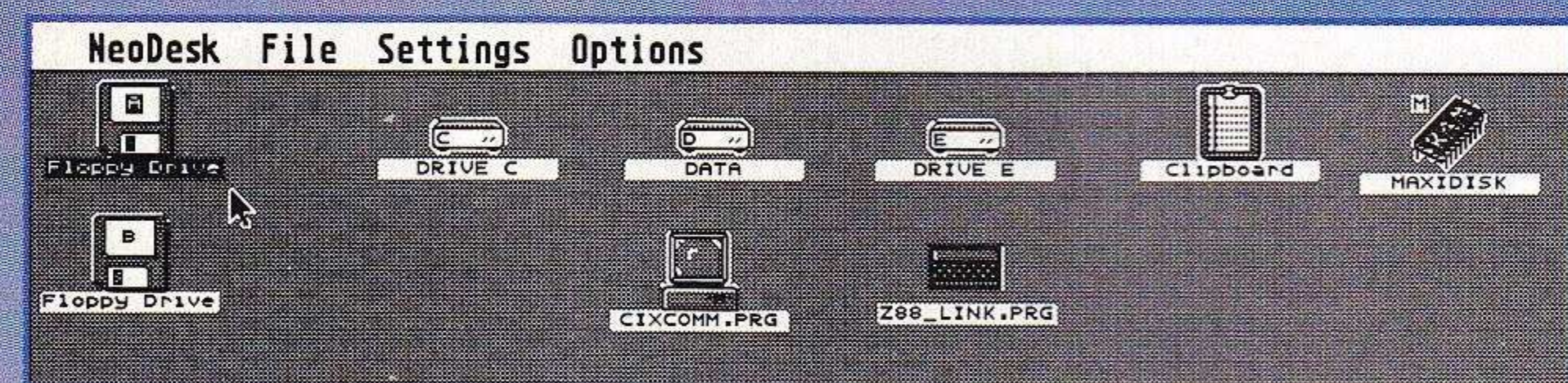
It is choc-a-block with powerful features and less vital – but nevertheless amusing – bells and whistles. It can use *Speedo* GDOS fonts to display text in windows and so on, but has minor problems with *Speedo 5* or *NVDI 3* fonts in some situations.

NeoDesk 4 works on any Atari system (and with any

The built-in Desktop is slow, staid and ultimately rather boring

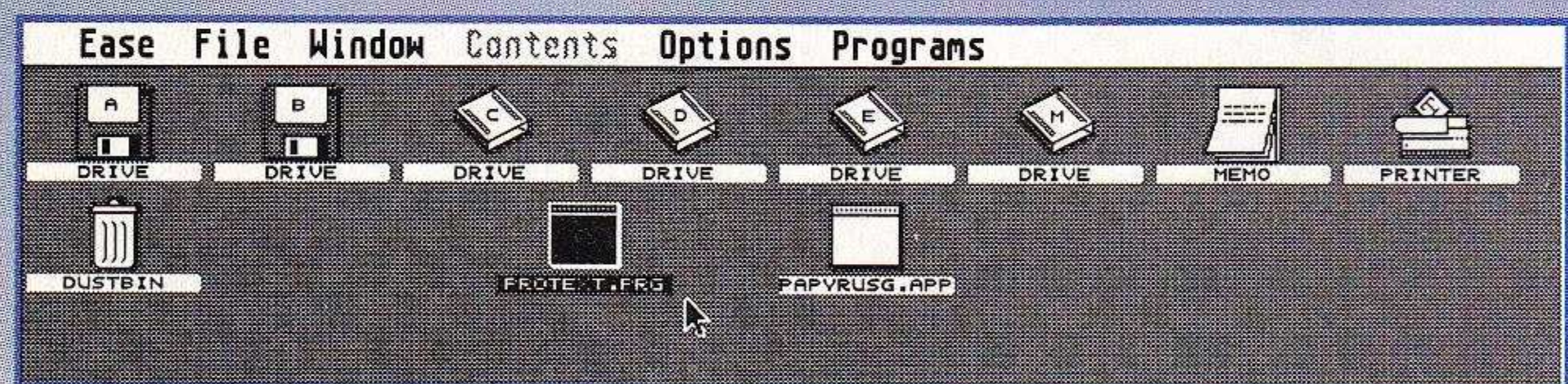
START ME UP

The first thing you should consider when buying a Desktop is how easy it is to set up on your system.



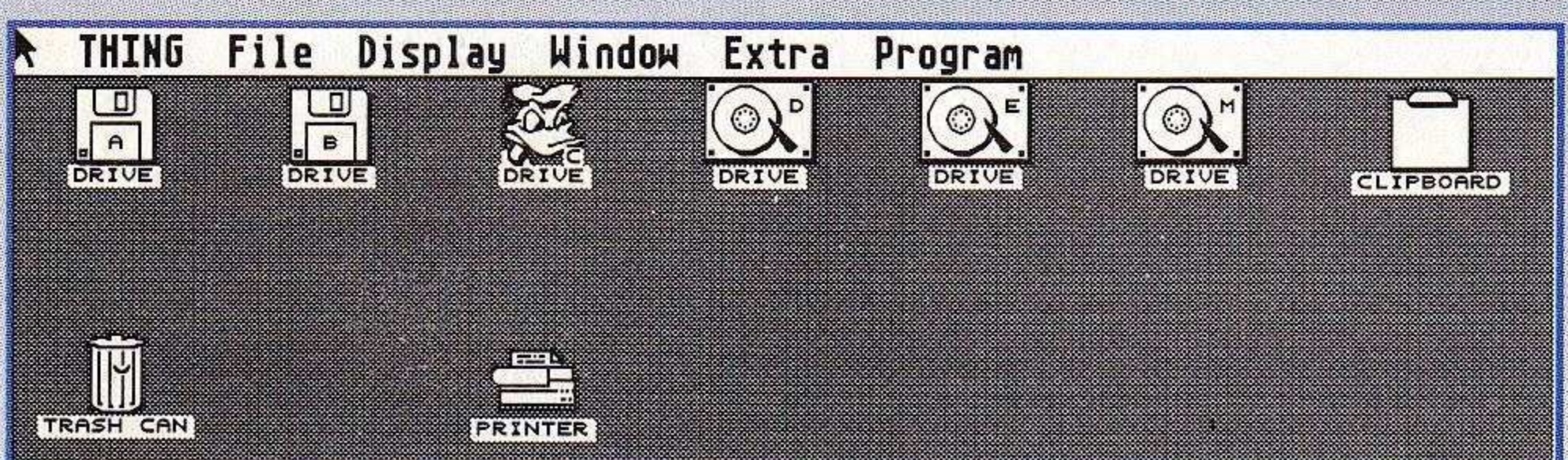
NeoDesk: Installation is covered in the manual. A number of the supplied programs have to be placed in your Auto folder in the correct order. Everything is explained, but it might be a bit daunting for a beginner.

★★★



Ease: Setting up is a complete breeze. There are few bits and pieces to worry about, and a complete beginner should have no problems. We even got *Ease* running from within *Maxidisk*, a RAM disk utility.

★★★★★

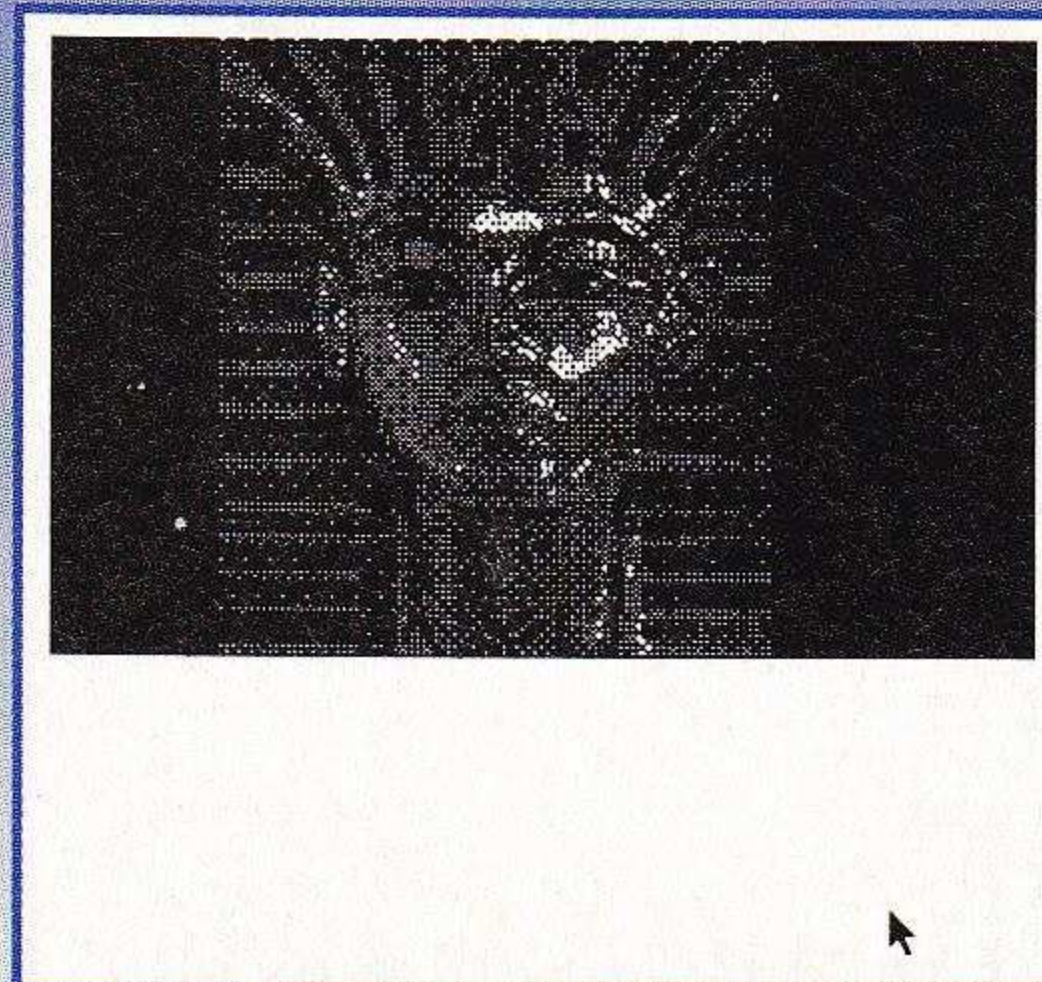


Thing: Installing *Thing* is almost as simple as setting up *Ease*, but you'll need to read the instructions to make the most of the associated programs.

★★★★

VIEW TO A KILL

You'll often want to look at files from the Desktop, so how do these programs perform in this department?



NeoDesk: Has good facilities for showing files. Double-clicking on text files displays them full screen, and you can also view some common image types (IMG, PI?, NEO).

★★★★

Ease: Text files are displayed in re-sizable GEM windows, complete with their special optimise and cycle gadgets. It doesn't have a built-in image viewer, but you can install external viewers.

★★★★

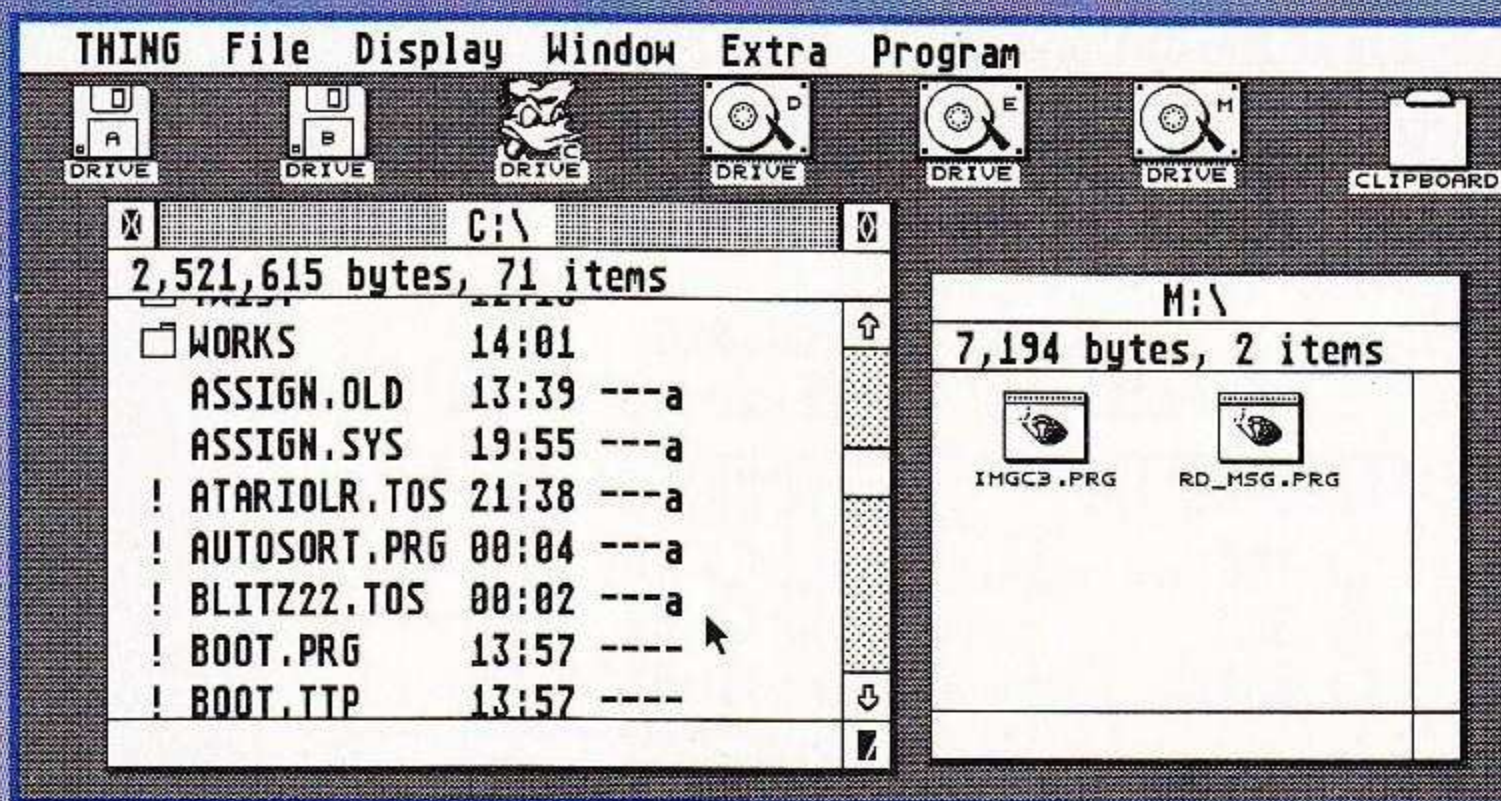
LOOK THROUGH ANY WINDOW

Next, how well do all the Desktops handle those important GEM windows?



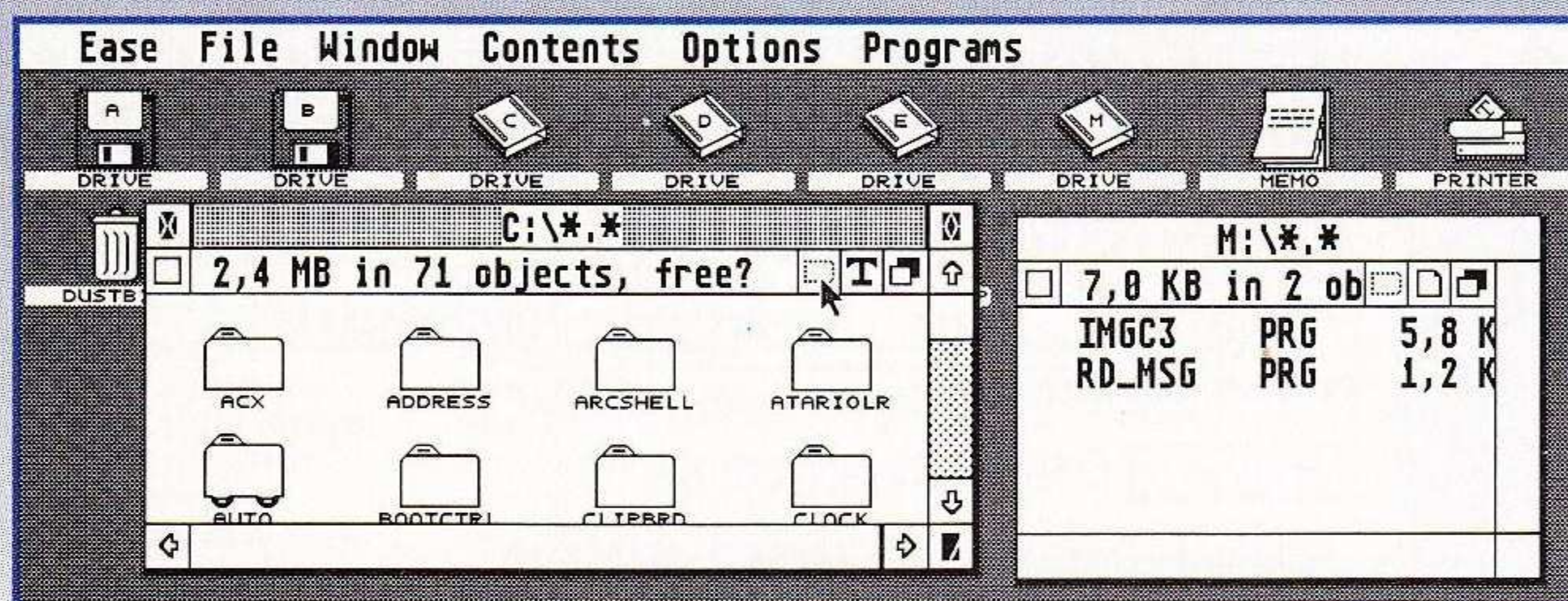
NeoDesk: This is the only one of the three to give you menus inside each window, enabling you to carry out all file operations with ease. It arguably has the best-looking windows, too.

★★★★



Thing: Has the simplest-looking windows, but uniquely includes the option to show file attributes (Archive Bit set, Read-only status and so on).

★★★



Ease: Provides a nifty extra window button. When you click on it, the window is 'optimised' to the best possible size and shape for displaying the files.

★★★★

version of TOS), it only requires about 300K of memory and will run in ST high, medium and low resolution as well as on the Falcon.

However, 1MByte of RAM and a hard drive are recommended for the best results.

A detailed 150-page printed manual accompanies the software. If you have an earlier version, upgrade deals are available – contact Compo Software for details.

Ease 4

Priced at £49.95 and available from System Solutions (☎ 0181 693355), this program scored 94% and received a Gold award when we reviewed it back in issue 79. Originating

from Germany, the fully translated English version includes a wellproduced 60-page printed manual.

It's designed to complement *MagiC*, the multitasking software from the same source,

A replacement desktop is swish, stylish and feature-packed

but also works well without it. *Ease* is compatible with all versions of TOS. It makes more demands than *NeoDesk* in terms of display and memory requirements: it can only oper-

ate in ST and Falcon screen resolutions of 640 x 200 pixels or higher, that is medium or high resolution on an ST, and needs 1MByte of RAM (it occupies about 500K on an ST).

MagiC, *NVDI*, and *Kobold* (a super-fast file copying utility) have been designed and programmed to work together with *Ease*, giving you a formidable new working environment. Obtaining the whole suite is a somewhat costly exercise, but these programs will transform your humble ST into a powerful new machine.

Thing

Thing is the odd man out in that it's not a commercial product. It's packed with very

DESK TESTS

So, how do you test a Desktop? We booted up the three programs one by one, then put them through a few key activities, trying all the kind of things you need to do from your Desktop. We gave each program a star rating (out of five) for each test.

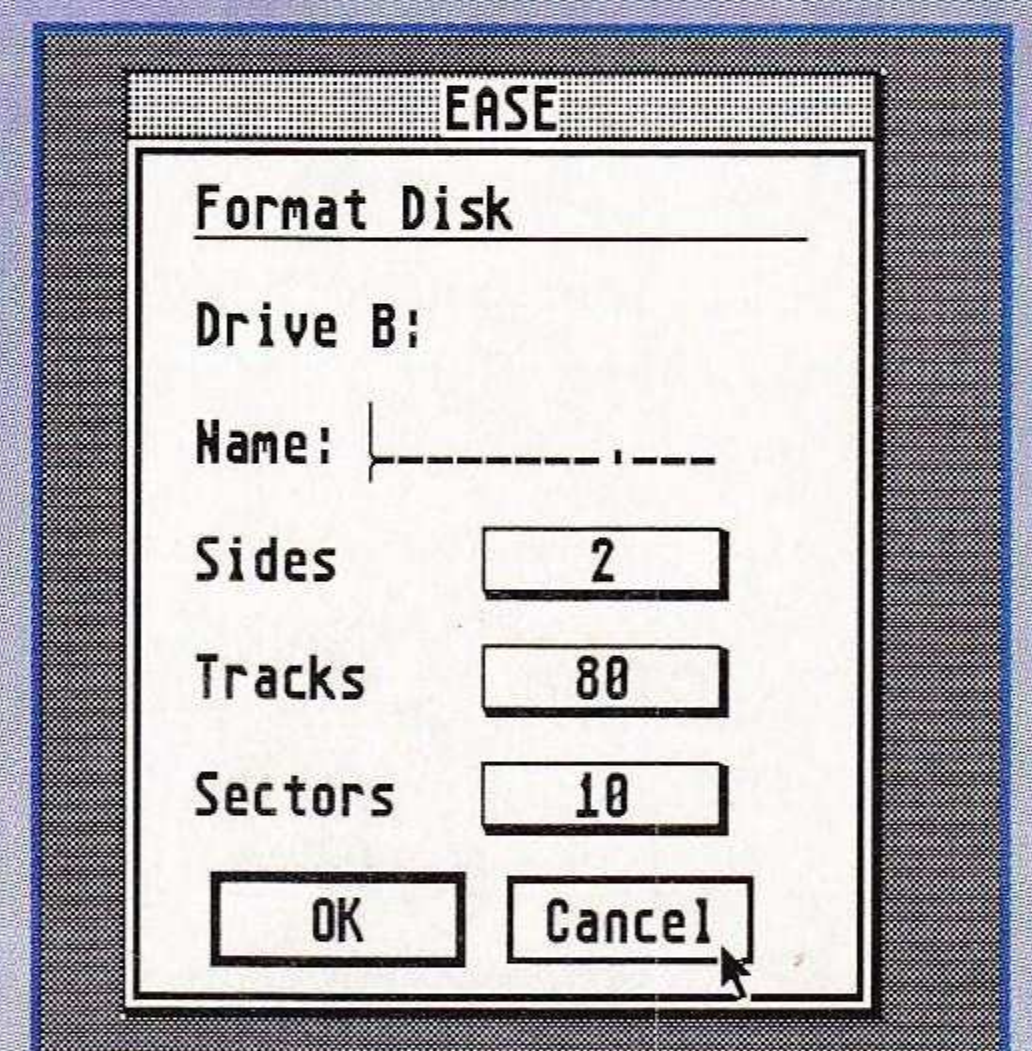
FORMATTING

You also need to format disks from the Desktop...



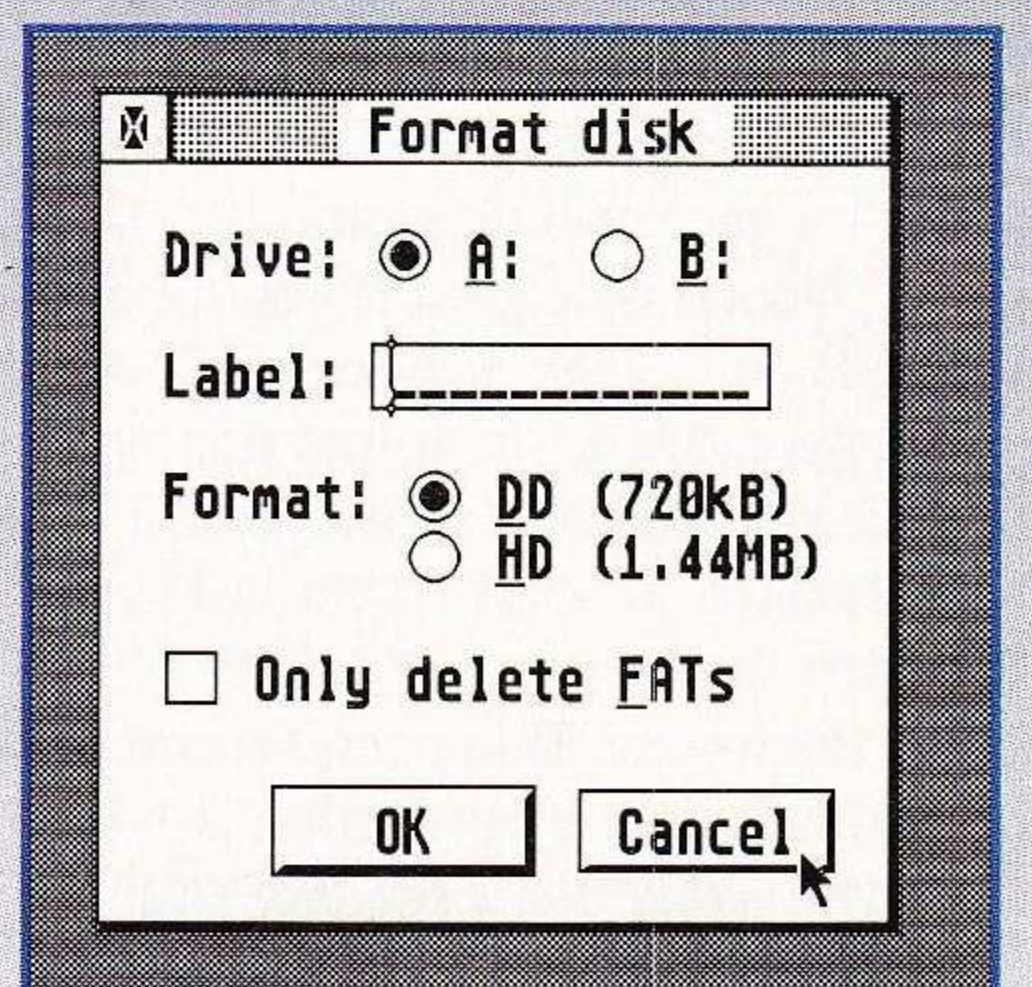
NeoDesk: Has a good formatting function with a very graphical dialog box. There are plenty of options regarding number of tracks, sectors and disk name. It works well, but isn't especially fast.

★★★★



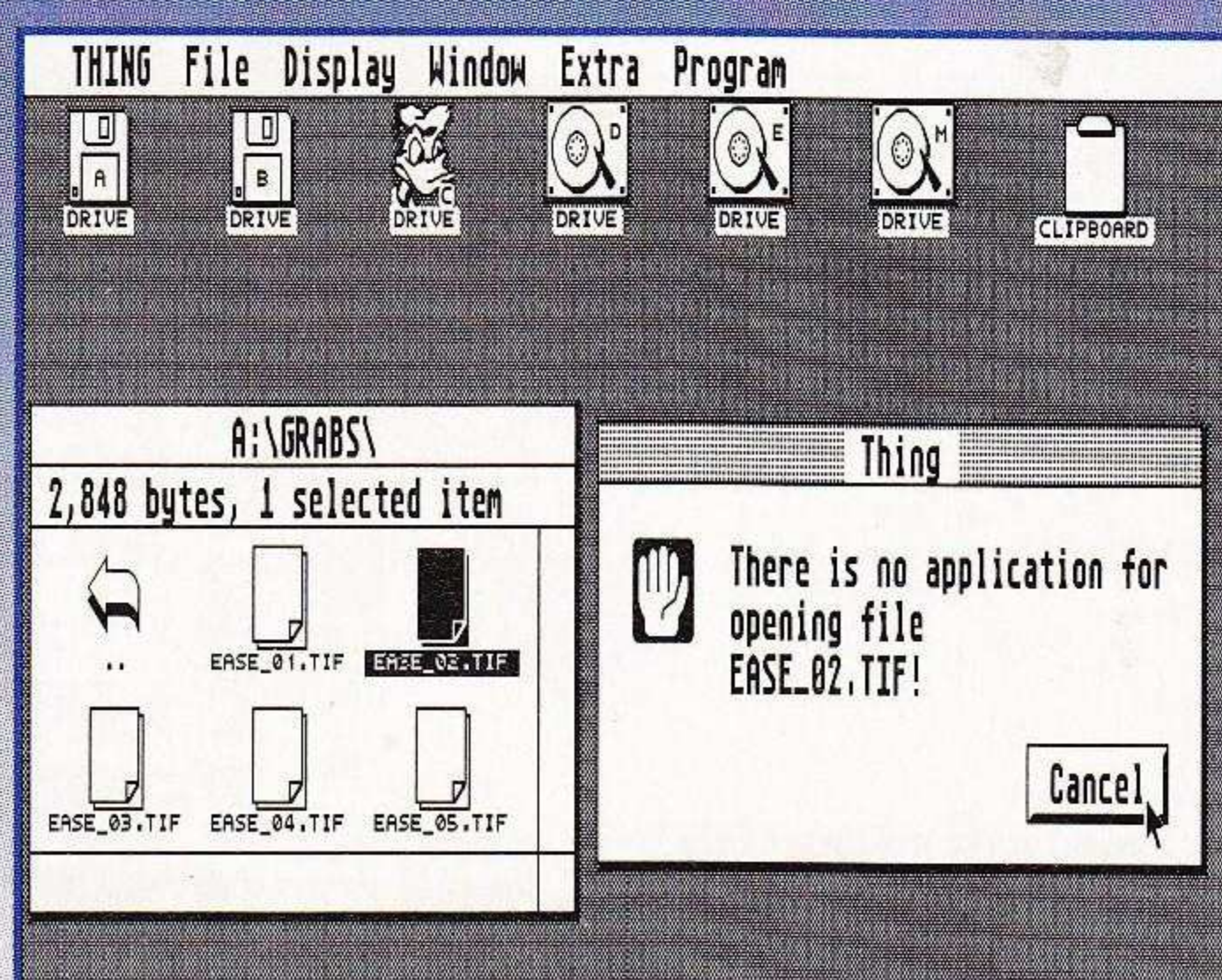
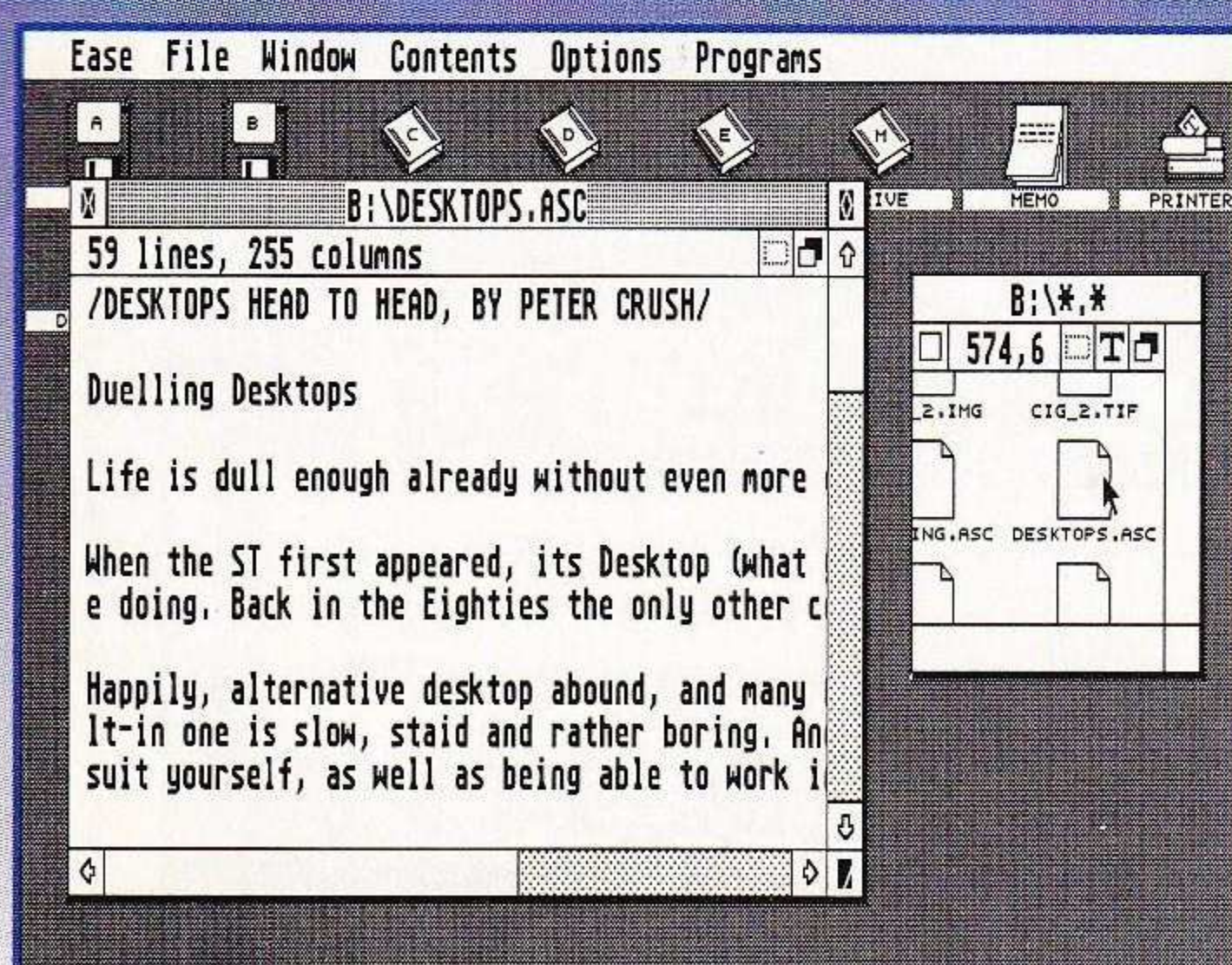
Ease: Has a much simpler-looking pop-up menu where you select your choices, and fewer options than *NeoDesk* re track numbers and so on. It's altogether more sensible in what it permits.

★★★★



Thing: Provides no options at all – it's either the standard 720K, 1.44K formats or nothing at all. Sticking to such standard formats is much safer though.

★



Thing: There aren't built-in text or picture file viewers, so you have to find suitable external programs to load the files you want to look at, then configure *Thing* to run them as required.

★★★

commercial features, though. It was reviewed in issue 74 and scored 86%. You can get it for almost nothing from most PD libraries and BBSs and it will only cost you a few quid to register if you like using it.

It's another German program, and as it's under continuous development, is probably the most up-to-the-minute of the three featured here. It's *MagiC* compatible and takes full advantage of a multi-tasking environment, but is equally happy without one.

The documentation comes in the form of an *ST-Guide*

All these Desktops have plenty of features, and none will disappoint

hypertext on-line help system. There is a English text file with version 0.59 of *Thing*, but unfortunately version 1 is only available in German (an English version will be supplied shortly – look out for a review soon).

Thing requires 1MByte of RAM and a hard drive. It consumes about 500K, and the *ST-Guide* program makes further inroads into your precious RAM. *Thing* doesn't work with TOS 1 or 1.2, but anything from 1.4 onwards is fine. However, you may have to experiment to get the best out of its many options. *stf*

VERDICT

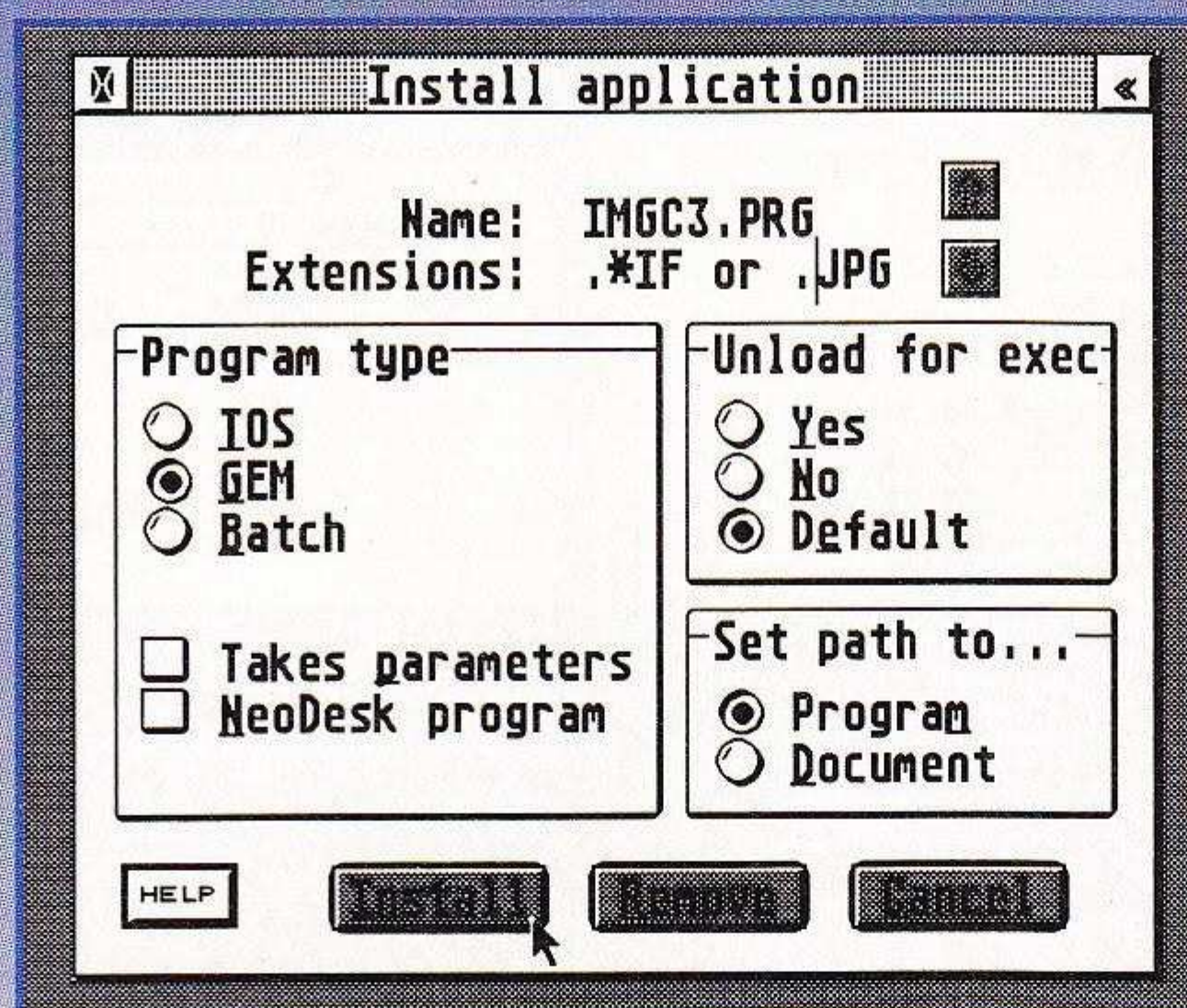
These Desktops have many more features than the built-in one, and none of them will disappoint. They're all a huge improvement on the ST's standard Desktop, and you'll never go back to using it again. All three programs are updated regularly, so keep an eye out for any new versions.

NeoDesk is best if you have a low-spec machine, because it will run on a 520ST with just floppy drives, and it has some good features that aren't included in the newer Desktops.

Ease and *Thing* require more memory, and a hard drive is almost essential. *Ease* will suit most people, and its stablemate *MagiC* makes a superb partner. The programmer types may prefer *Thing*, but you need to be a real enthusiast to enjoy dabbling with all its options. You'll also need *ST-Guide* to access the manuals.

APPLY HERE

You can 'install' programs for maximum power. How do they handle this?

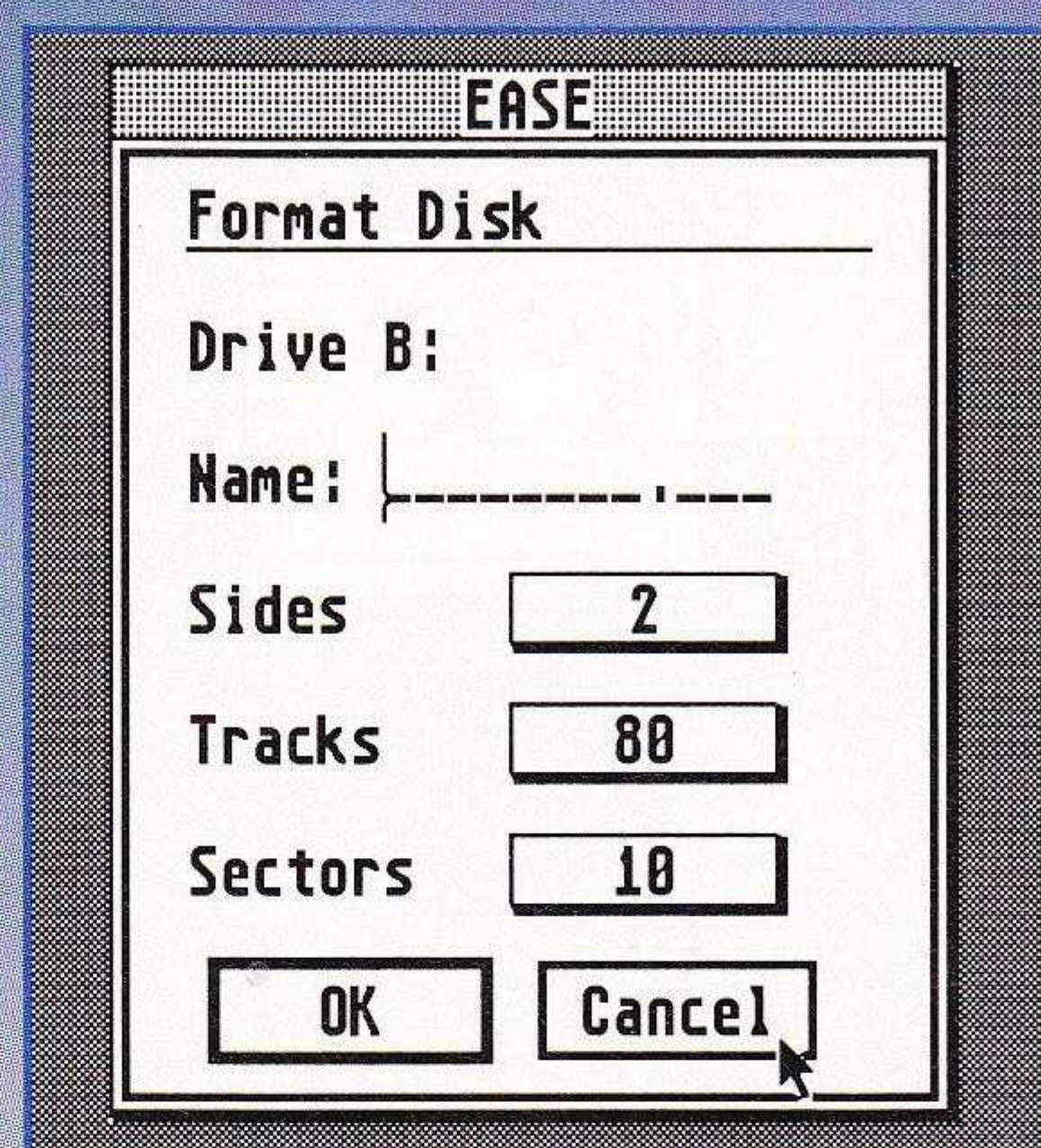


NeoDesk: There is a rather limiting two file extensions limit when installing programs with *NeoDesk*. So, if you want your wordprocessor to run and load when you click on files, you can only define, say, just TXT or DOC.

★★★

Thing: Everything is very configurable and you navigate through inter-linked dialog boxes. It's probably the most 'techie' of the three, but not necessarily the easiest to master.

★★★



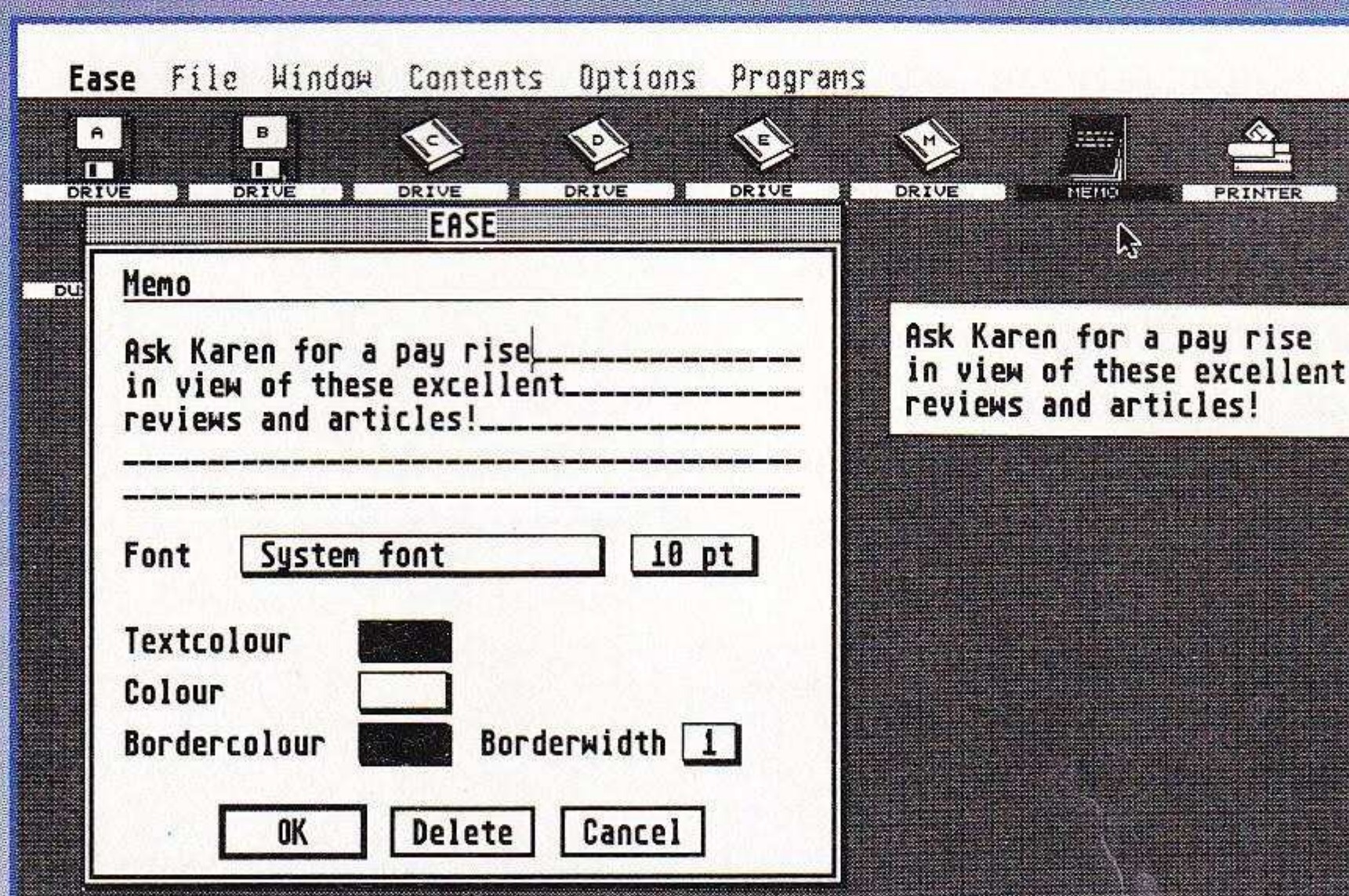
Ease: Enables you to define up to six file extensions to work with your various programs, which can even be Desk Accessories. There are some very clever ways of interconnecting things.

★★★★



WHAT ELSE?

All the Desktops come with added goodies. Here are just some of their extra features.

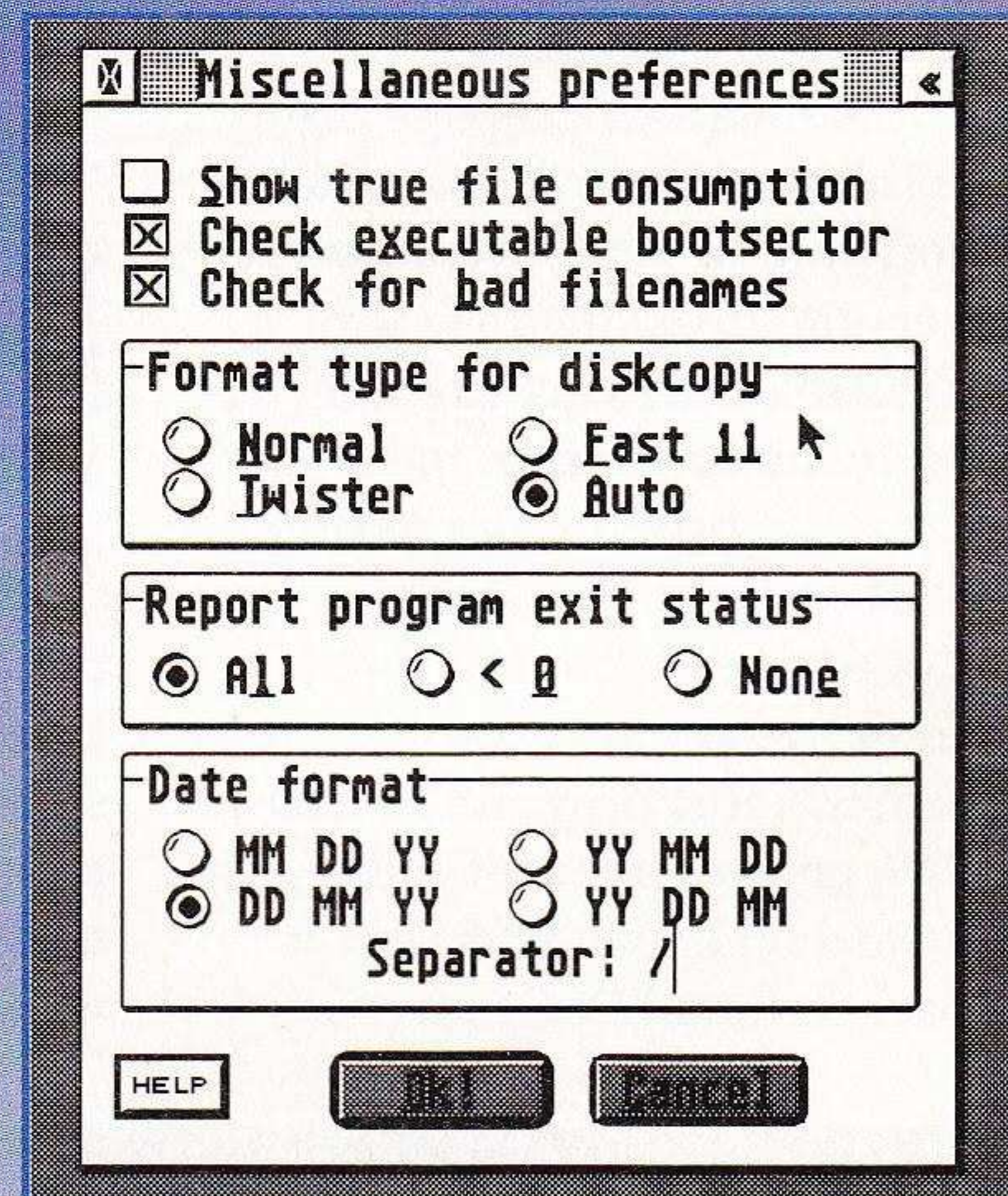


Ease: Everyone likes the 'stickies', little memos you can leave on the screen. It's RAM disk utility, *Flexdisk*, is another bonus, and it works perfectly with *MagiC*.

★★★★★

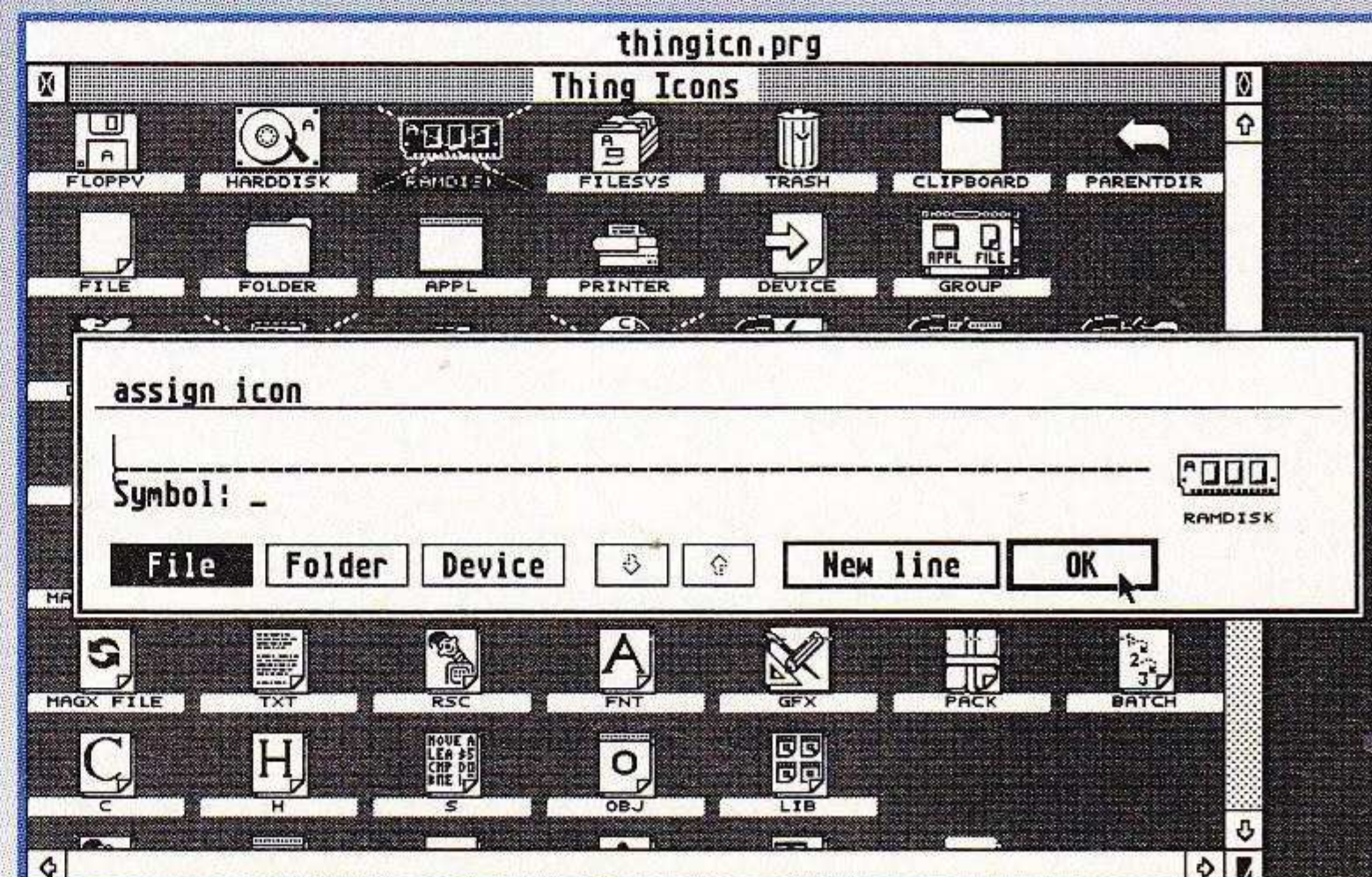
Thing: The associated Icon editing facilities is noteworthy, and the TOS2GEM utility enables you to run TTP applications in GEM-like windows.

★★★



NeoDesk: Is full of little features which make it a pleasure to play with. The Control Panel enables you to have a corner clock.

★★★★★



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BUS2 INVOICE MASTER	GD26 PLOP/PLOPNER/PUSHOVER	MI24 VISUAL ILLUSIONS 3D pics
BUS5 COMPACT OFFICE MANAGER	GD11 ATAX/BEZERR/STOMP/ASTERIODS	MU36 16 TRACK/ALCHIMIE JUNIOR/MIDI
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Citizen 120D/LSP10/Swift 24/9	2.85	2.70	2.50	2.30	Star LC10/20/100	2.29	2.14	1.94	1.84
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Epson FX/MX/RX100/FX/MX 1000	3.36	3.21	3.01	2.81	Citizen Swift 24	11.95	11.80	11.60	11.20
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NEC Pinwriter P2200	3.03	2.88	2.68	2.48	Star LC200	9.78	9.63	9.43	9.03
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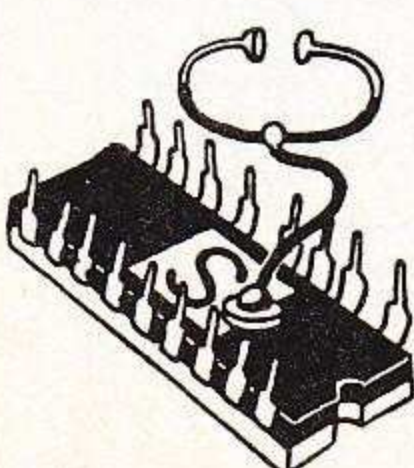
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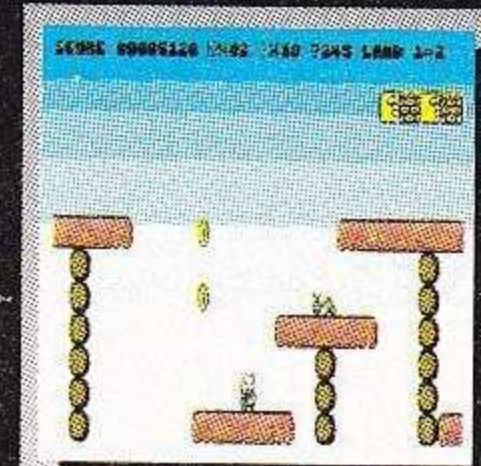
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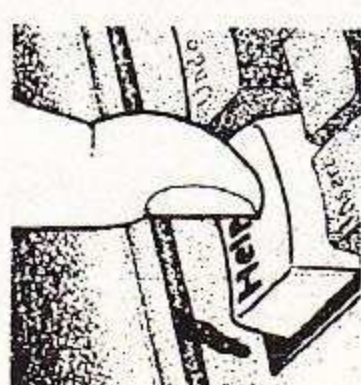
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Vision

If a picture is worth a thousand words, how much should you pay for an image processor? Or a graphical toolkit, such as *Vision*?

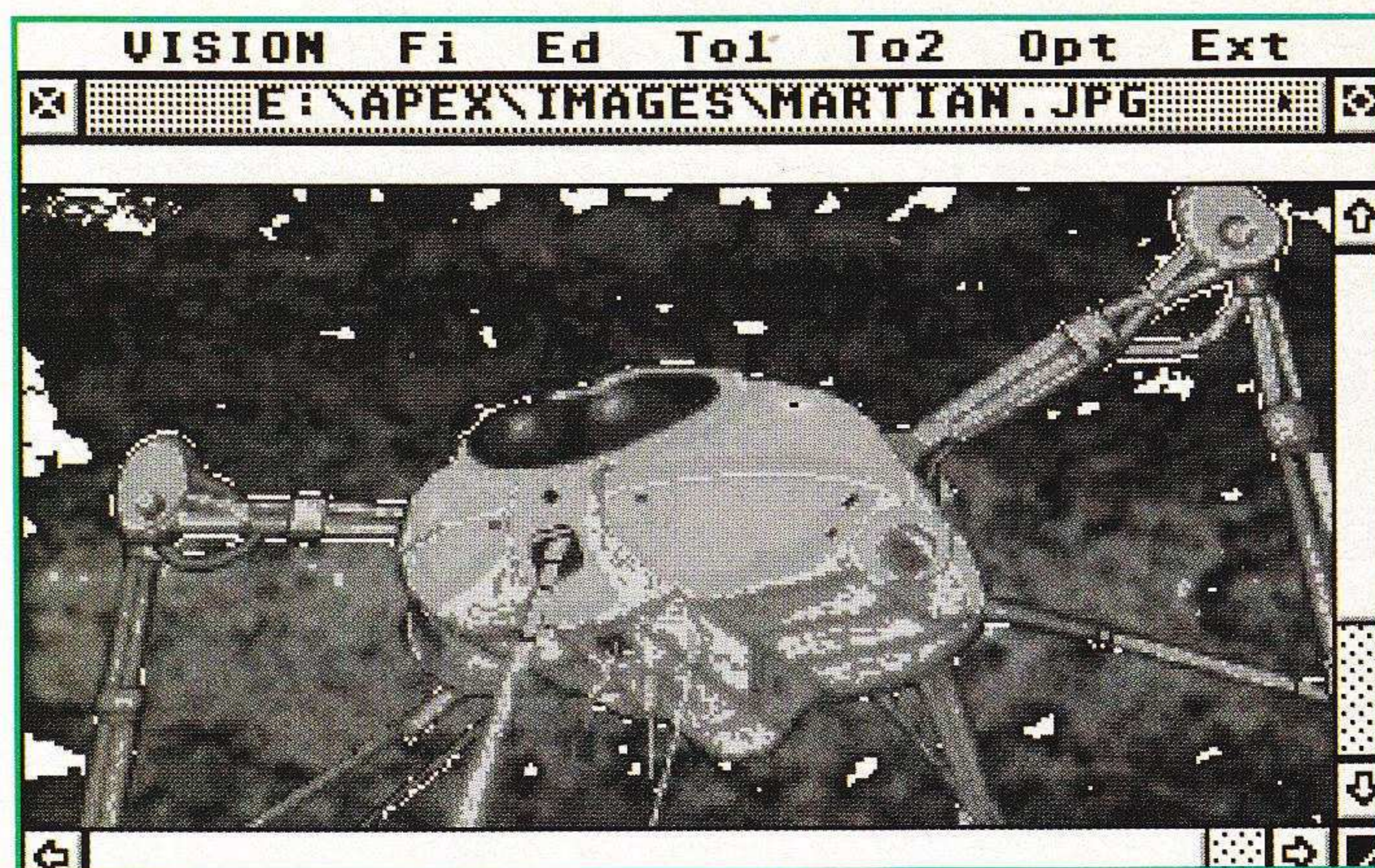
Ever since the Falcon surprised the world with its high-resolution TrueColour graphics capabilities, image processing software has gradually trickled on to the market. Recently we've had a bit of a flood, though, what with Floppyshop's *Positive Image* and now *Vision*, from French programmers Alias.

You don't even need a Falcon to run these newer graphics programs. Like *Positive Image*, *Vision* will run

on every machine from a 16-colour or mono ST right up to the Falcon and TT.

Vision is a GEM program which runs in any resolution you care to throw at it. The dialog boxes are non-modal, and it belts along happily under a multitasking system, such as *MagiC* or *MultiTOS*. The interface is very clean and easy to use, and includes keyboard shortcuts for almost all the menu items.

All the main drawing and filtering tools can be accessed



Vision makes a poor show of dithering TrueColour images on a standard ST, complete with dodgy missing colours.

in three ways: via the menu bar, function key and [Alternate] key combinations, and the tidy toolbox window. Icon toolboxes are very much the norm in programs like this, and *Vision's* is sensibly laid

out. Its smart icons look as good in mono as they do in TrueColour, too.

A snappy help facility is available throughout the program – just leave the mouse on a dialog button or icon for a few seconds, and *Vision* pops up a speech bubble telling you what it does.

File formats

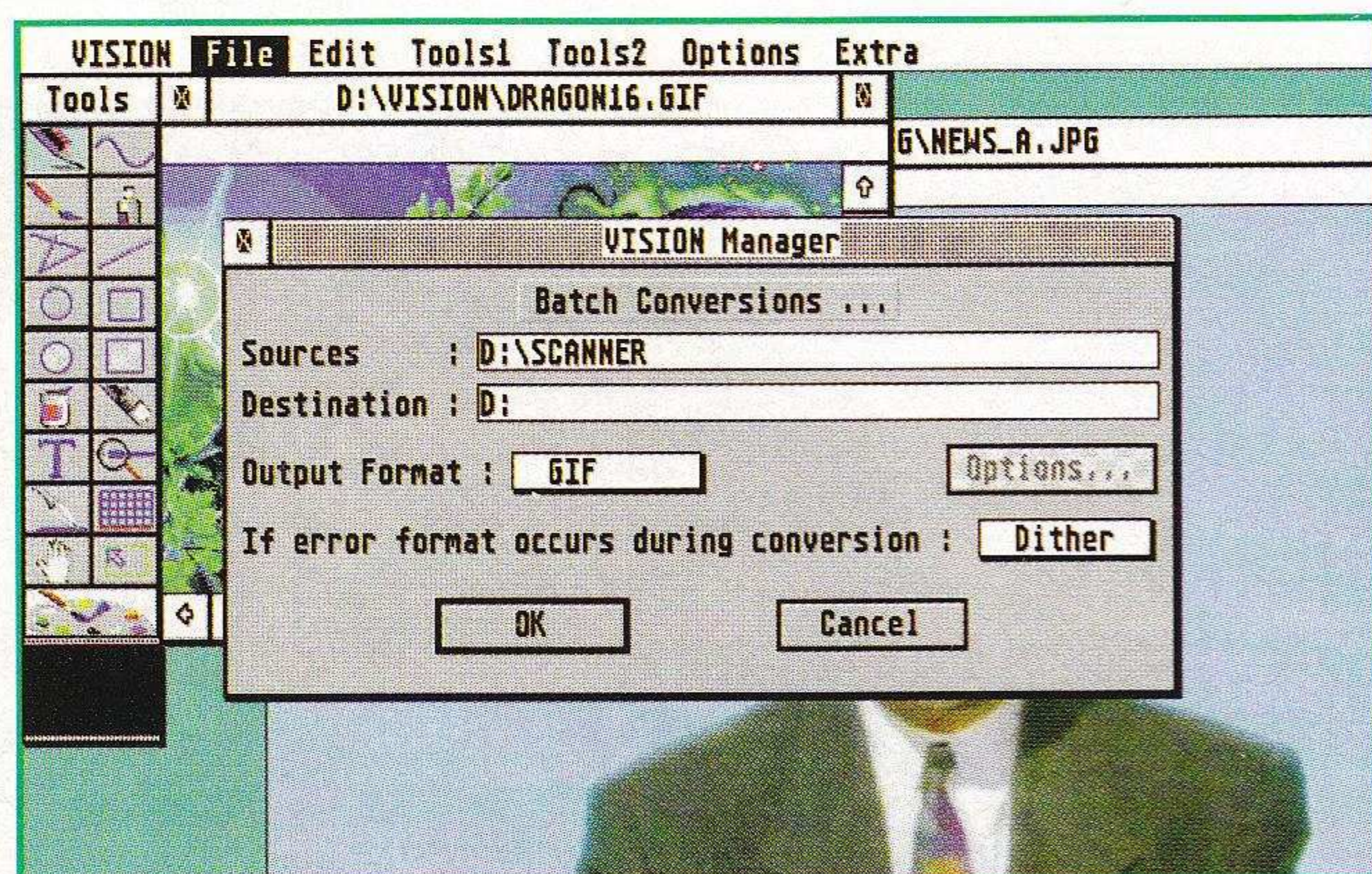
There's a huge range of image formats nowadays, but *Vision* makes a brave stab at supporting the popular modern ones, as well as older, more esoteric types. The popular compressed TrueColour formats, such as Targa and TIFF, are supported, and you can also load highly-compressed JPG images too. It also accepts 16 and 256-colour formats, such as GIF and BMP and the older *Degas* and *NeoChrome* files.

Selecting Open As... produces a list of the available formats. You can also find out which ones can be loaded but not saved, JPG being the prime example. If you save your images in a format which sup-

ports various compression modes and colour depths, such as TIFF, you are given an extra dialogbox so you can select

the appropriate options.

Vision works in any resolution, and can load images created with more colours than your display allows. Sadly, this is where the first niggle creeps in. While other viewers and processing programs offer a range of dithering methods, *Vision* provides only two: grayscale or mono. This means that when it's running in 256-colour mode on a Falcon, all TrueColour images are displayed in 256 shades of gray. Unlike *Positive Image*, it won't create a 256-colour approximation of the image for you. If you want colour, you need to run in the memory-hungry and slow TrueColour mode.



The batch conversion tools are smart, and are only let down by the fact they can't save JPG files.

PHOTO ALBUMS

Vision provides an excellent cataloguing feature, which it calls 'albums'. If you've got an extensive collection of images on your hard drive in lots of different formats, you'll have noticed how hard it is to keep tabs on them. Not any more... create an album in *Vision*, and you can track images across as many drive partitions and folders as you like.

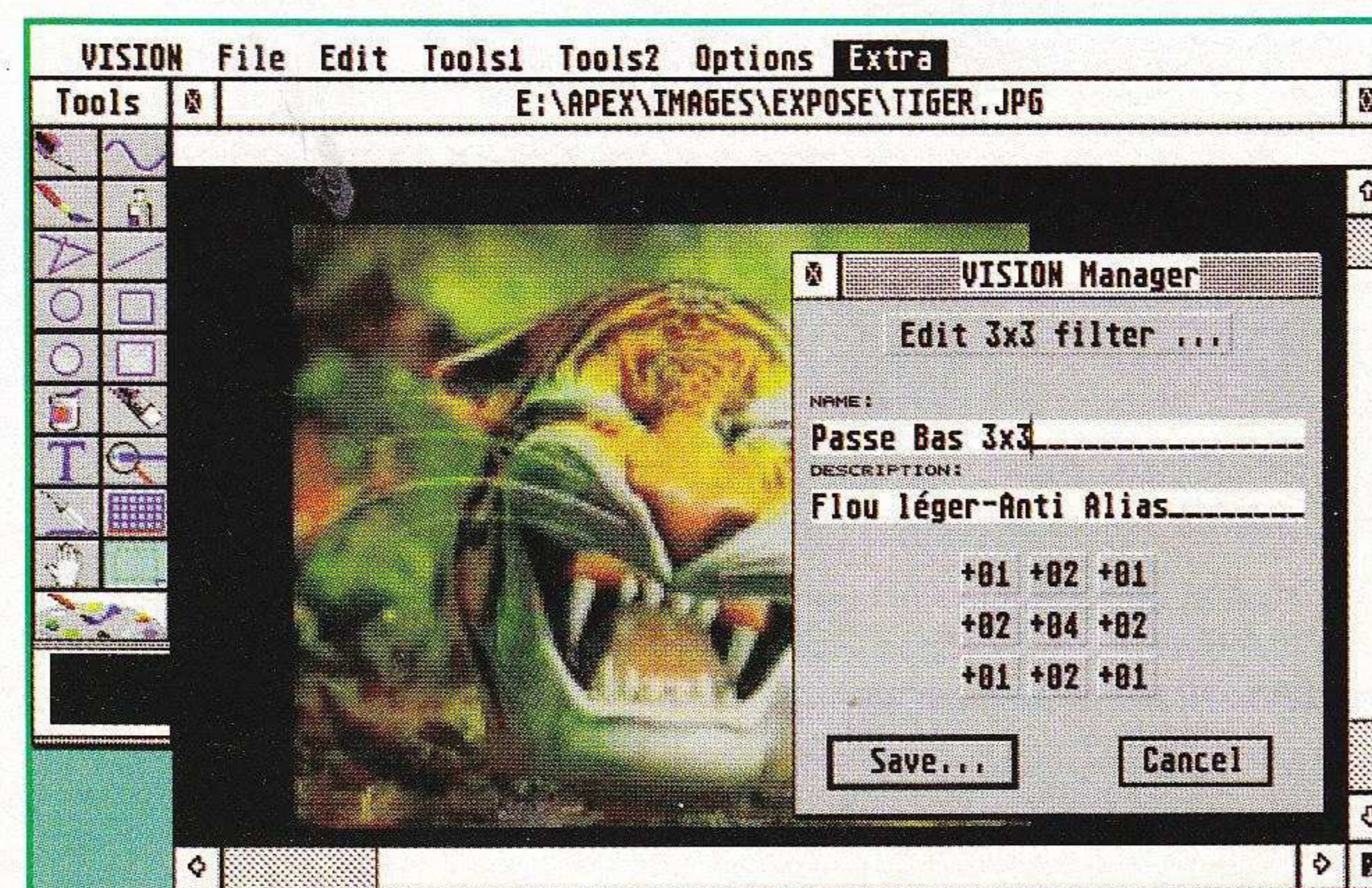
As well as storing basic information about each image in the catalogue, *Vision* give you three categories for classifying each picture, and you can easily change the category names.

Even better, the catalogues contain miniature thumbnail

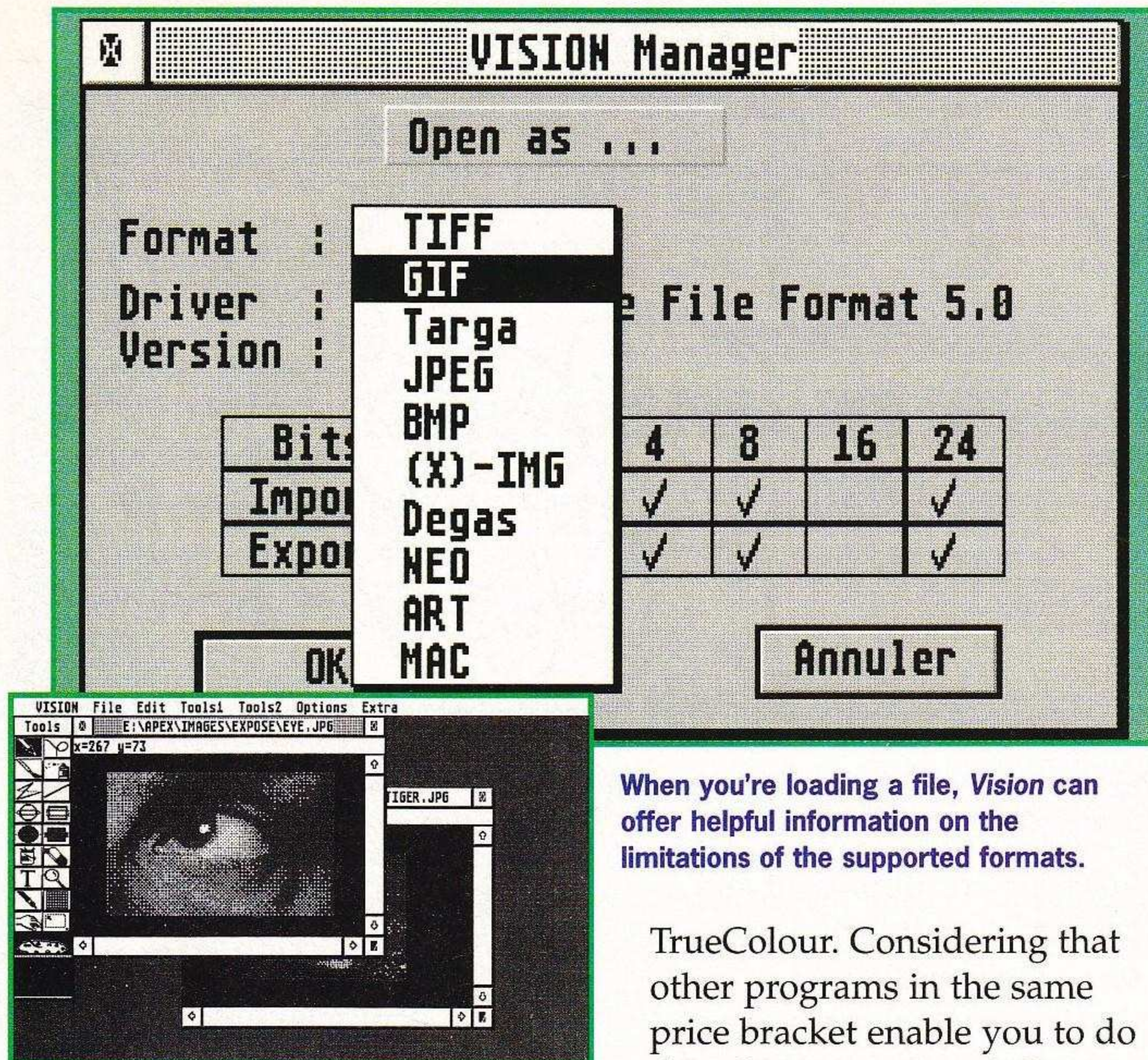
versions of each picture, so you can see what it actually looks like. Click on the preview, and *Vision* loads the full-sized version in a separate window. It's superb, and there really isn't anything like it on the Atari.



Vision's greatest asset is this nifty system for sorting and cataloguing your picture collection.



Each filter can be tinkered with if you know what you're doing, and new ones can be created from scratch.



When you're loading a file, Vision can offer helpful information on the limitations of the supported formats.

In the ST's mono resolution, Vision dithers images using a dot-matrix pattern – and saves them like that.

On a monochrome ST, Vision dithers each picture using a fast dot pattern. In 16-colours, images are dithered to 16 levels of gray – very badly. We had differing results depending on the source image, but in most cases the dithered image was terrible. Often vast chunks of colour were missing – check the screenshots for yourself.

The biggest letdown, however, occurs when you save a dithered image back to disk. Unlike *Positive Image* or Compo's *Studio Photo*, Vision saves the image in the reduced colour depth. Load a TrueColour pic in 256-colour mode, and Vision spits out a 256-grayscale image. In other words, you can't process full-colour images unless you have a Falcon running in

TrueColour. Considering that other programs in the same price bracket enable you to do this, this is a serious failing.

Filter Fun

Vision has an impressive selection of built-in filters available, ranging from blurring and sharpening through to embossing and creating weird colour effects. You can tweak the existing filters, or create your own – armed with a book on image processing, you could easily add some sophisticated extras.

Filters can be applied to an entire image or just a selected block, and the results appear tremendously quickly when used with the Falcon's DSP. Its French origins peek through here, though: all the filters have French names and descriptions.

As well as the filters,

In 16-colours, images are dithered to 16 levels of gray – very badly

panel for details). The standard drawing tools, such as line, box and ellipse tools, are available – all work well, and with a minimum of fuss. Adding text to a picture is simple too, and Vision supports scalable fonts if you have NVDI 3 or SpeedoGDOS installed.

Vision can also carry out file conversion operations on batches of files automatically. This is simple to set up, because the dialog boxes are sensibly designed. With up to four separate folders available for the source images and one for the final destination, the batch settings are among the best we've seen. However, not being able to save images in JPG format limits the practical uses of this feature.

So how does Vision compare with imminent releases, such as *Positive Image*? In a word, poorly. While we don't all want to manipulate huge

OLD MASTERS

As well as providing a plethora of image processing tools, Vision is also a complete art package in its own right. All of the standard drawing tools are present, including lines, boxes and Bezier curves. It misses out on some of the more complex palette manipulation and special effect tools that are included in *Deluxe*

Paint (Cover Disk 77), but it is a competent, if unspectacular. It's easy to use, too, thanks to the on-line help.

As far as we're concerned, it doesn't quite cut the mustard as a painting package – if you've no use for the image processing functions, Vision isn't worth £70 as a doodling suite alone.

TrueColour pics on a mono ST, one expects to be able to do so in a program at this price point. Saving images according to the screen depth is a real restriction, especially when the aged *Studio Photo* has been able to do this for years.

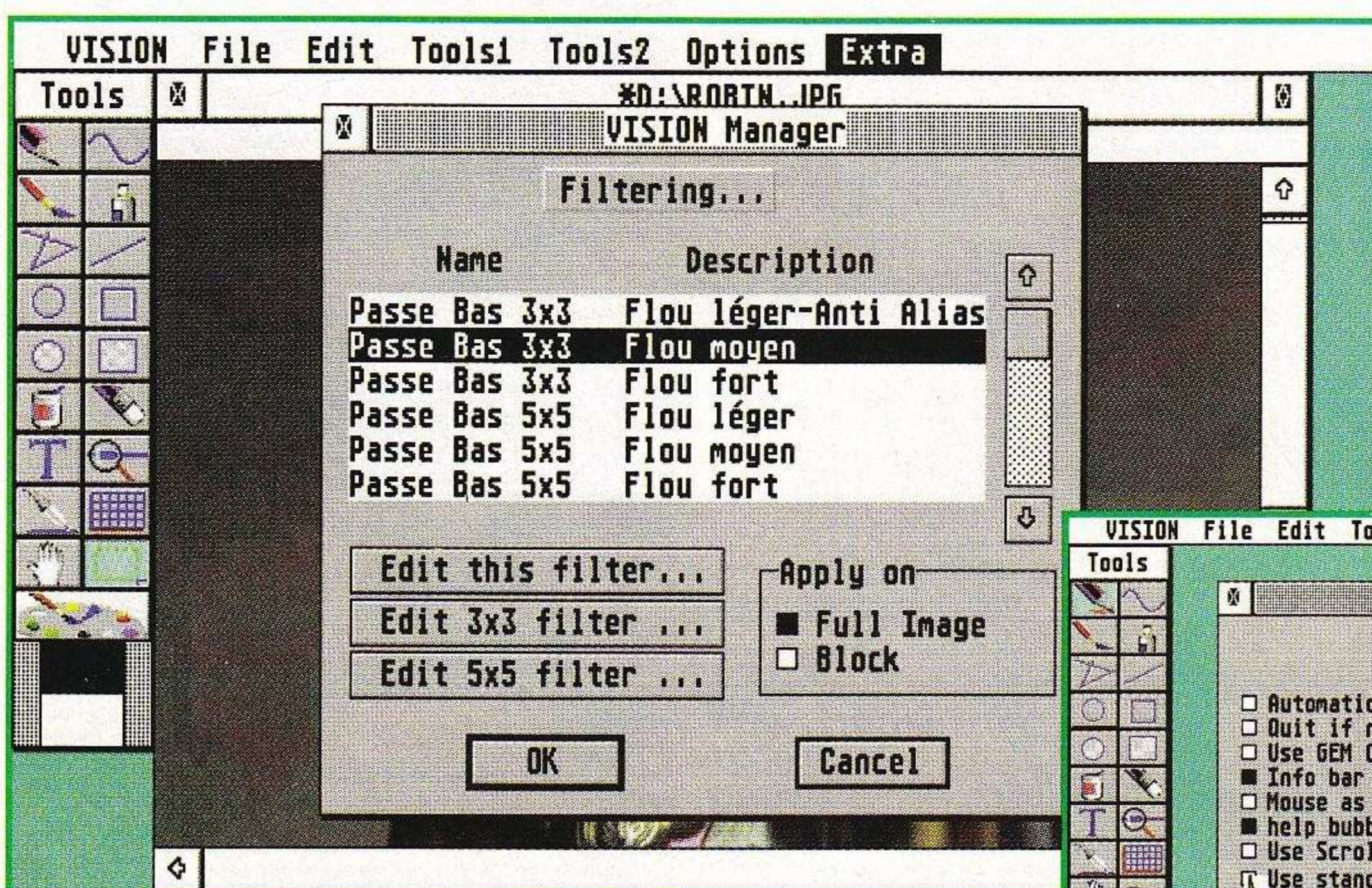
Full picture

The ability to create and save large pictures makes it a useful tool if you've got a standard ST (most art packages lock you to the default screen size). However, it's expensive if you're just after a suite of drawing tools. The filters are on a par with the competition, and the speed injection on a Falcon is very welcome.

Given that Vision costs much the same as *Positive Image*, it really needs a comprehensive overhaul if it's going to keep its head above water. As it stands, we'd rather wait and see how Vision develops in the future. *stf*

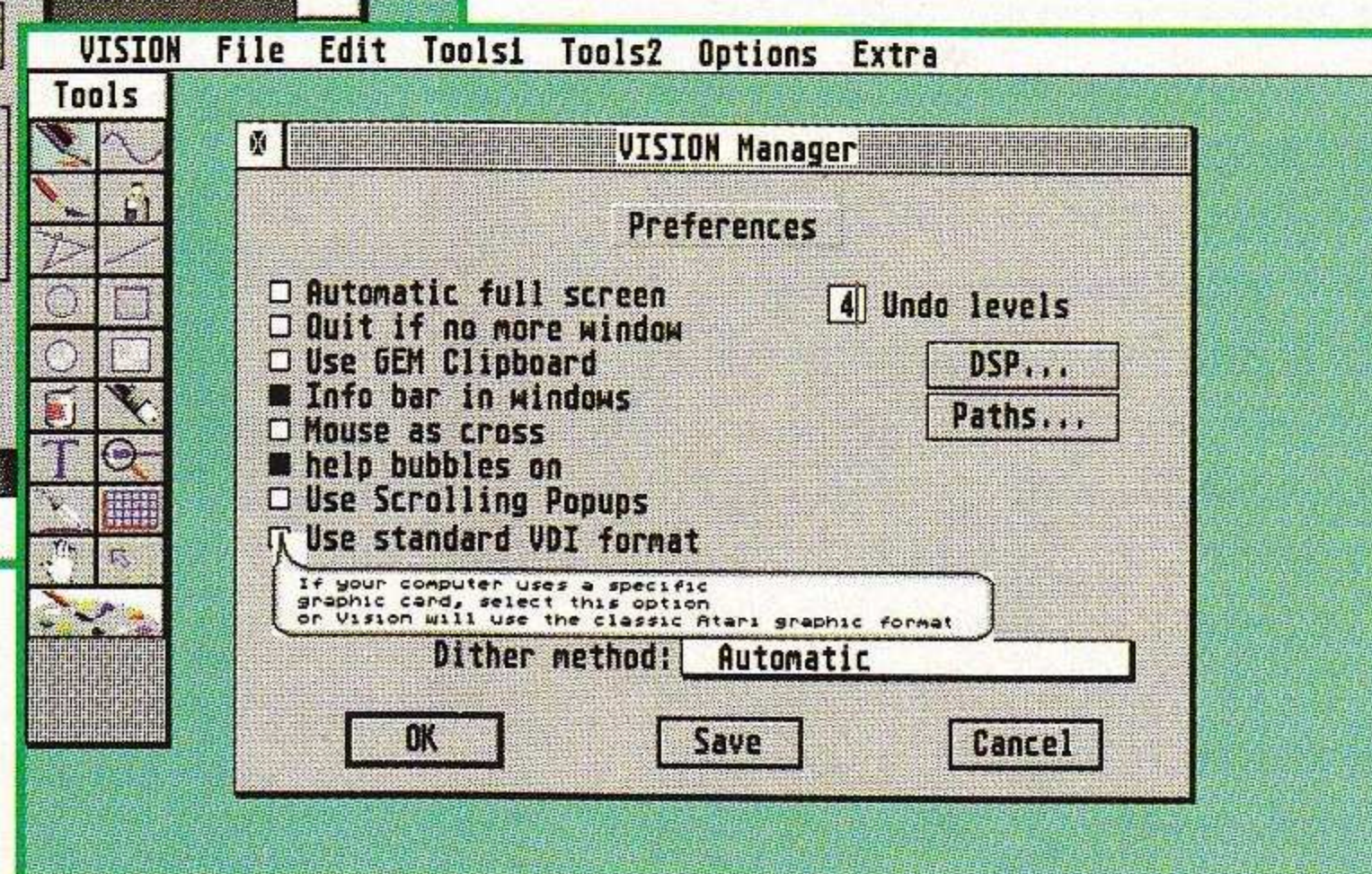
FRANK CHARLTON

Product: Vision
Price: £70
Contact: 16/32 Systems
Tel: 01634 710788
Min System: 1MByte ST or above, 4MByte Falcon or above



There's an extensive range of filters available to play with here – shame they didn't bother translating them from French, though.

The help bubbles appear if you leave the mouse alone for a few seconds, so you'll never get stuck again.



Vision

HIGHS

- Ultra fast on the Falcon
- Superb cataloguing system
- Very easy to use

LOWS

- Poorly translated to English
- Saves images at display resolution
- Terrible dithering system

In short...

A capable program, but it doesn't begin to compare with *Positive Image*.

71%

VERDICT • STIF VERDICT • STIF

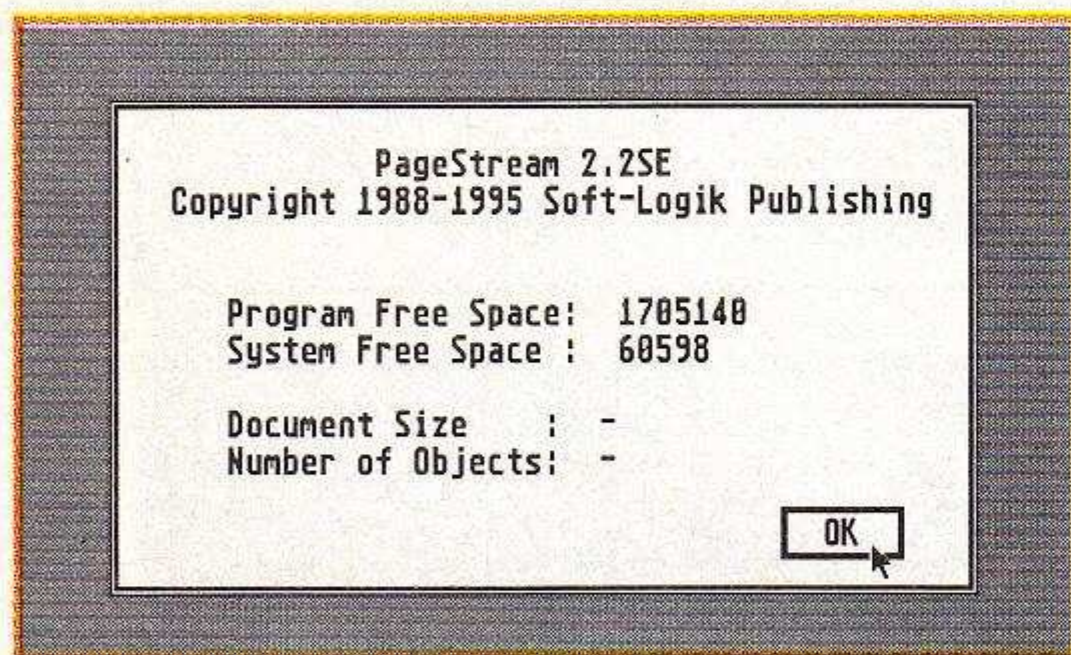
PageStream 2.2 SE

"A fully featured desktop publishing program for less than the price of an ST game." It's a great claim, but can *PageStream* live up to its promise after three years in the wilderness?



PageStream, or *Publishing Partner* as it was known in its youth, has been around for ages. It's been through various upgrades over the years, the last of which was version 2.2 (*STF* 41, 91%), which we reckoned represented the best value in colour desktop publishing on the ST.

Then things went quiet and Soft-Logic decided not to develop the Atari version any further. Although it was still available, it didn't receive any promotion and for a long time



It's special, so special...

FREE FONTS

Not only is *PageStream 2.2 SE* extremely good value for money in terms of its price, but it also includes the Plus Pack font disk at no extra cost. The Plus Pack, which used to be sold as an added extra, comprises the following nine font families: Avant Garde, Bookman, Chancery, Courier, Dingbats, Helvetica Narrow, Palatino, Schoolbook, and Symbol.

PageStream's fonts are high in quality and produce good results both on-screen and when printed. There are enough

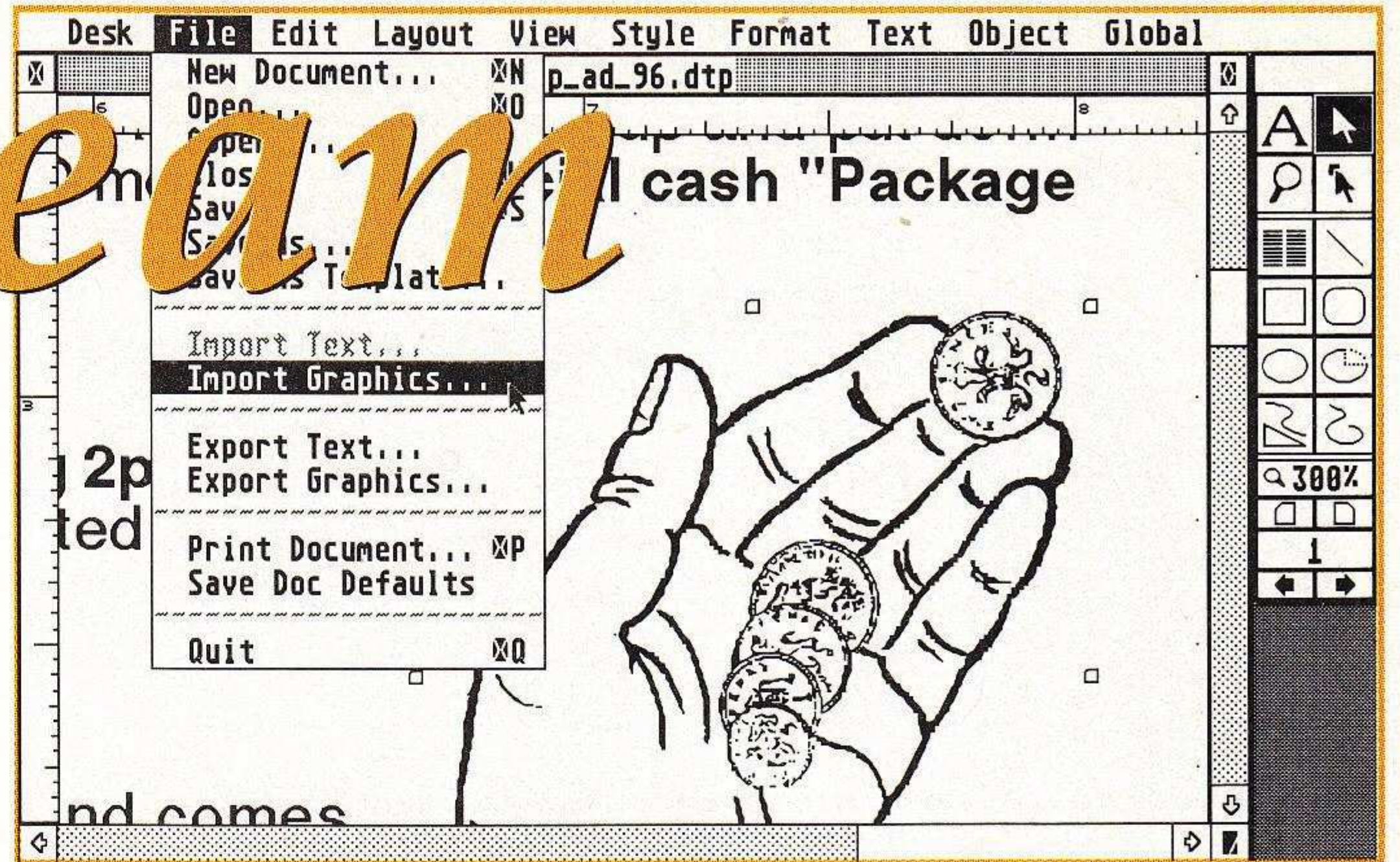
typefaces for most uses, but should you need more you can get them easily enough. *PageStream* works with three kinds of font formats: Compugraphic Intellifonts, *PageStream*'s own proprietary fonts and PostScript Type 3 fonts. You'll find PD fonts in all these formats. PostScript fonts, used in professional typesetting, are also available commercially from many sources. The FaST Club (☎ 0115 9455250) has a good selection of fonts for *PageStream* at reasonable prices.

it was overlooked as newer DTP programs basked in the limelight of software glory. Now, however, the marginalised package looks set to trip the trapdoor mechanism on its rivals and take centre stage once more. You see, *PageStream 2.2 SE* is now available for just \$39 (approx £30).

Spot the difference

Although SE stands for Special Edition, you'll be hard pushed to notice any difference in the program itself. *PageStream* originally came with a \$299 (approx £225) price tag, but while this has been slashed to \$39 (approx £29), *Pagestream SE* is not a cut-down version of the program.

We checked the disk contents against the previous release and found that almost everything was still there. The original printer drivers, for



PageStream's handling of graphic elements is praiseworthy, and imported pictures can be resized and rotated, too.

instance, are all present and correct – and there's even some new ones, too.

The original manual was published in two large spiral bound books, the new one covers the same material in one paperback-like volume. It's obviously smaller and somewhat less detailed than before, but in some ways it's better than the original. For instance, the information about printer drivers is very helpful, as is advice about sending files to a professional imagesetter for high-quality output.

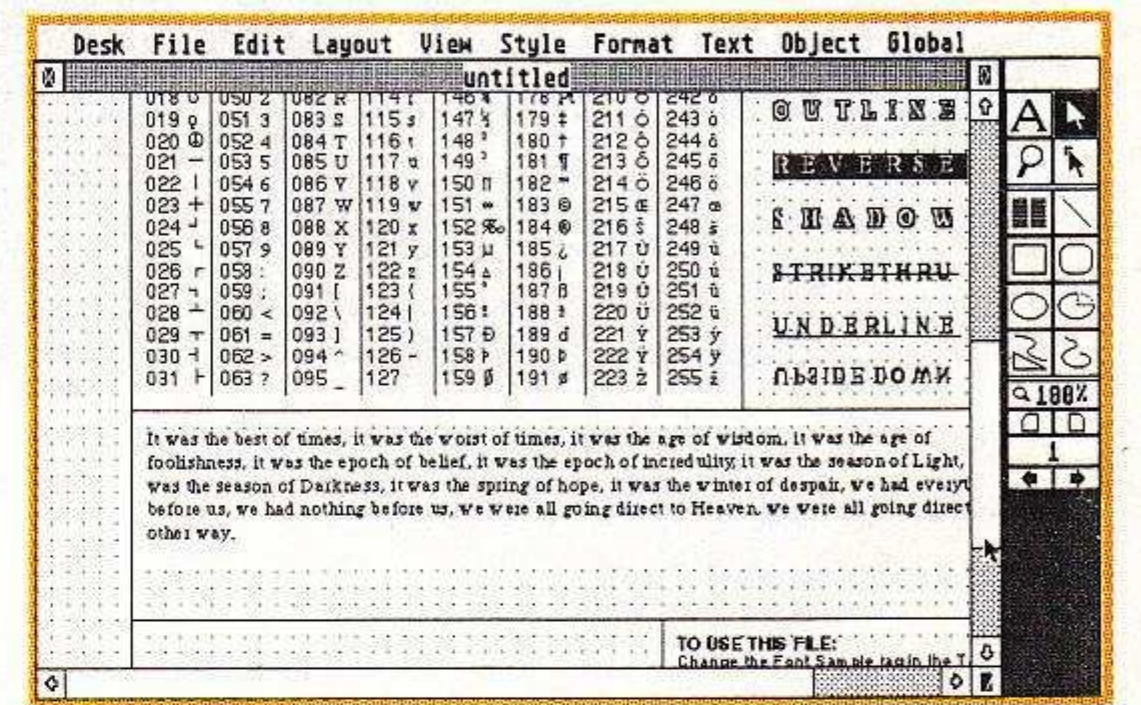
Good buy?

PageStream is certainly easy on the pocket, but is it a good buy? Well, it all depends on your setup. The program requires both an internal and external floppy drive or a hard drive. And while it will run in 2MByte of RAM, we'd recommend you use it with a 4MByte machine.

No DTP programs are easy when you first start using them, but as you learn the ins and outs of *PageStream* you'll find it's a very satisfying piece of software, capable of highly polished results. Although it's not as fast and slick as *Papyrus*, it does work with coloured pictures and graphics, whereas *Papyrus* only supports mono images.

It beats *Calamus v1.09* (which is also mono-only) by virtue of the fact that it can produce professional-quality PostScript output. It also contains more features than *Timeworks Publisher* – although the latest version of *Timeworks* does support Speedo fonts, which *PageStream* doesn't.

PageStream also finds itself outgunned when facing the accepted leader of the DTP field, *Calamus SL*. Still, consid-



PageStream 2.2 SE uses normal GEM windows and conventions, so it's pretty straightforward to learn.

ering it costs around £150 less that's only to be expected.

PageStream SE is a bargain of the highest order, which is capable of producing quality work and putting a smile on your bank manager's face. Go for it. *stf*

PETER CRUSH

Product: PageStream v2.2 SE
Price: \$39 (about £29)
Contact: The Computer Dungeon,
1440 Spencer Ave., Berkley, IL
60163, USA.
Tel: +1 708-547-6550
Min System: Any 2MByte Atari,
high or medium res, with two floppy
drives (4MByte and a hard drive
recommended)

PageSteam 2.2 SE

HIGHS

- Bargain price
- Real DTP features
- Good image and typographical control

LOWS

- Can't use Speedo or TrueType fonts
- Won't be developed further

In short...

A great DTP program at an amazing price and still worthy of its Gold award.

EZ Drive 135

**A novel data device hits the market
as we enter the strange but
exciting new world of
removable storage media.**

You just never have sufficient storage space, do you? Your cupboards fill up, the rooms fill up, and worst of all, your hard drive fills up. So do you buy a bigger drive, or try to make do?

Now there's a new option, a new breed of storage device that's a cross between a floppy and a hard disk, with the advantages of both. The revolution started with Iomega's Zip drive, which took the computer world by storm by offering 100MByte of storage on a cartridge no bigger than a floppy. Although Iomega's machine was the first on the market, SyQuest was soon on the case. The result is the EZ Drive 135.

Natty dresser

The unit is smartly styled and similar to an external floppy drive in shape, but slightly bulkier. It's finished in a dark grey colour with purple trim, and although chunky and solid-looking, is surprisingly light. An external power supply unit is provided, complete with a mains lead.

It's a SCSI device, so ST owners will need a suitable adaptor to link it to their ST. Gasteiner can supply its Toplink adaptor, or you can use any other DMA to SCSI connector, such as ICD's The Link or System Solution's Translator. If you have a Falcon, you don't need an adaptor. You'll find the EZ Drive's On/Off switch on the back of the case, along with a device selector switch enabling you to set its SCSI number.

The drive's cartridges are square sealed plastic cases only slightly bigger than a floppy disk, but about 10mm thick. They slot into the front of the EZ Drive and a little lever is used to lock them into place.

The drive runs up to speed in a few seconds and is silent in use. LEDs on the front panel apprise you of the drive's status and you hear a gentle clicking when it reads or writes data. Each 135 cartridge can hold 128MByte of data. Extra cartridges cost about £20.

The length of the leads makes it a bit difficult to connect the drive to the ST.

The Toplink SCSI adaptor is only about 20 inches long, dictating the drive be placed near the ST. This isn't a problem in itself, but the lead from the power supply unit attached to the drive is only about 17 inches long, so you also have to



The EZ-Drive is Syquest's answer to Iomega's Zip drive. Both are small, fast and represent a breakthrough in storage media.

place the transformer next to the ST (it isn't Gasteiner's fault, this is how the drives are supplied by SyQuest). This isn't really a good idea, given that the monitor and floppy drives are close by.

Drive on by

Apart from that nigggle, the EZ Drive worked well. Gasteiner supplies the EZ Drive with a choice of driver software, *GeSoft* or *ST-Manage*, and it also works with *HD Driver 4*, the latest version of System Solutions' hard drive utility. Once installed, the EZ Drive works just like any other ST drive – click on its icon on the Desktop and a GEM window opens, showing all your directories and files.

Although programs don't load quite as quickly from the EZ Drive as they do from a hard drive, for practical purposes it's as fast a drive as you need. If you don't already have a hard drive, it could be the perfect solution to your storage problems.

Value packed

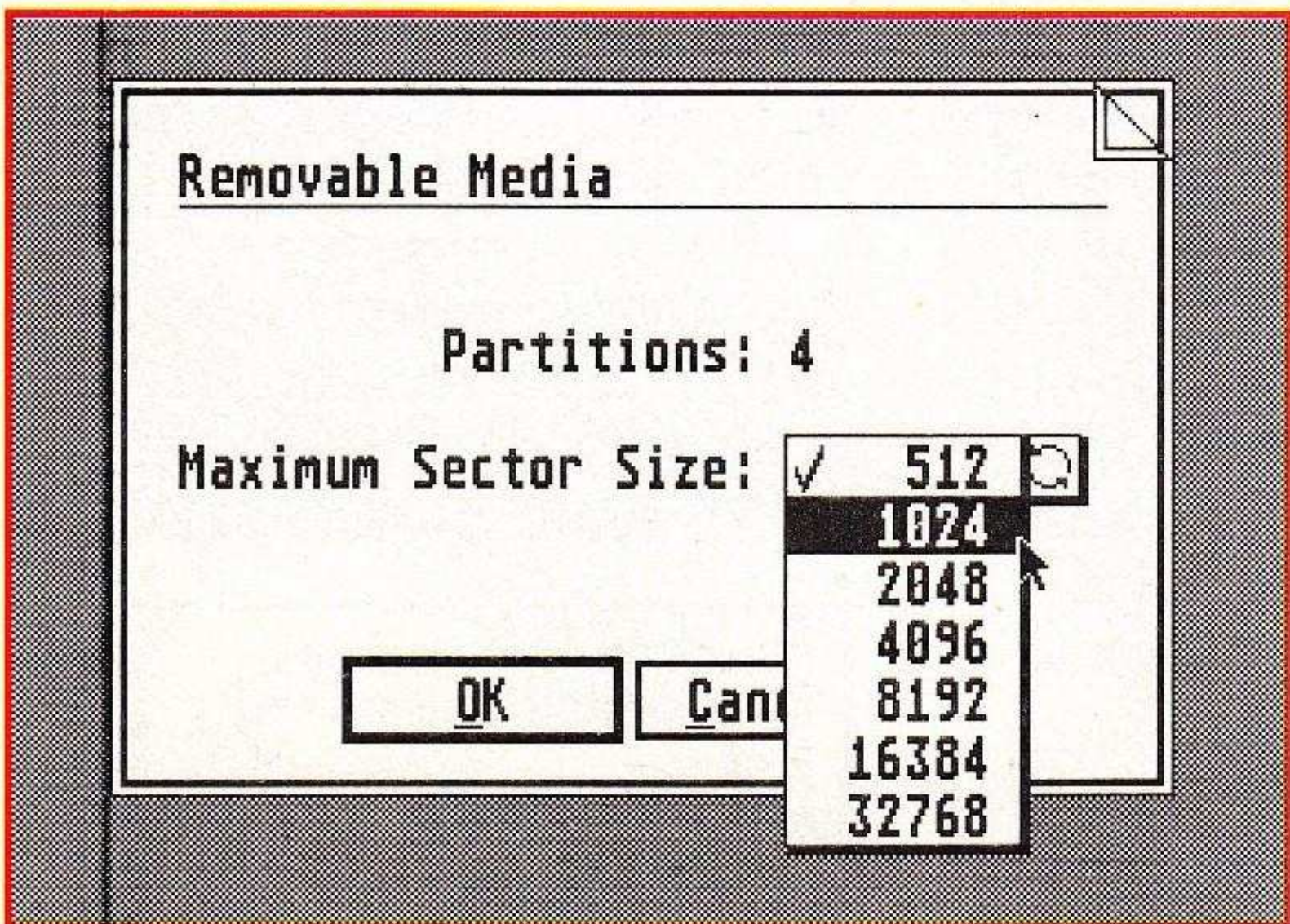
The EZ Drive is reasonably priced, silent and holds masses of data – you'll never run out of capacity. This is the future of data storage: hundreds of files on a reusable disk that fits in your pocket. We like it a lot. *stf*

PETER CRUSH



You'll need a DMA-SCSI interface (such as ICD's The Link) to connect the EZ Drive to your ST. These cost around £50.

Product: EZ Drive 135
Price: £199 (£249 with Toplink SCSI adaptor)
Supplier: Gastainer
Contact: 0181 3456000
Min system: Any Atari



You can use the EZ-Drive as you would any other installed ST drive, via the desktop. However, it's also compatible with hard drive utility programs, such as *HD Driver*.

EZ Drive 135

HIGHS

- Fast and quiet
- Unlimited storage potential

LOWS

- Lack of documentation
- Leads too short

In short...

Despite minor problems with the cables, the EZ Drive is a great new storage system. **91%**

Making the most of MIDI

Make the most of MIDI with the book of the same name.

Making the Most of MIDI approaches the subject from an unashamedly technical viewpoint. The author covers every aspect of MIDI in depth, from the basics right through to editing your own System Exclusive messages.

The first part of the book starts with detailed descriptions of MIDI equipment and ways of connecting it, then discusses sequencers and drum machines. There is also a section on the wider uses of MIDI, such as effects units and lighting controllers. Those of you who can wield a soldering iron will find useful advice on making your own MIDI cables,

and there is a complete fault-finding guide to help solve those niggling MIDI problems.

The later chapters, which are aimed squarely at the more technically minded reader, analyse the blocks of data that make up a MIDI message. Those of you interested in programming should check out the appendix, which includes tips on writing your own sequencing program (in BASIC) and converting MIDI data messages.

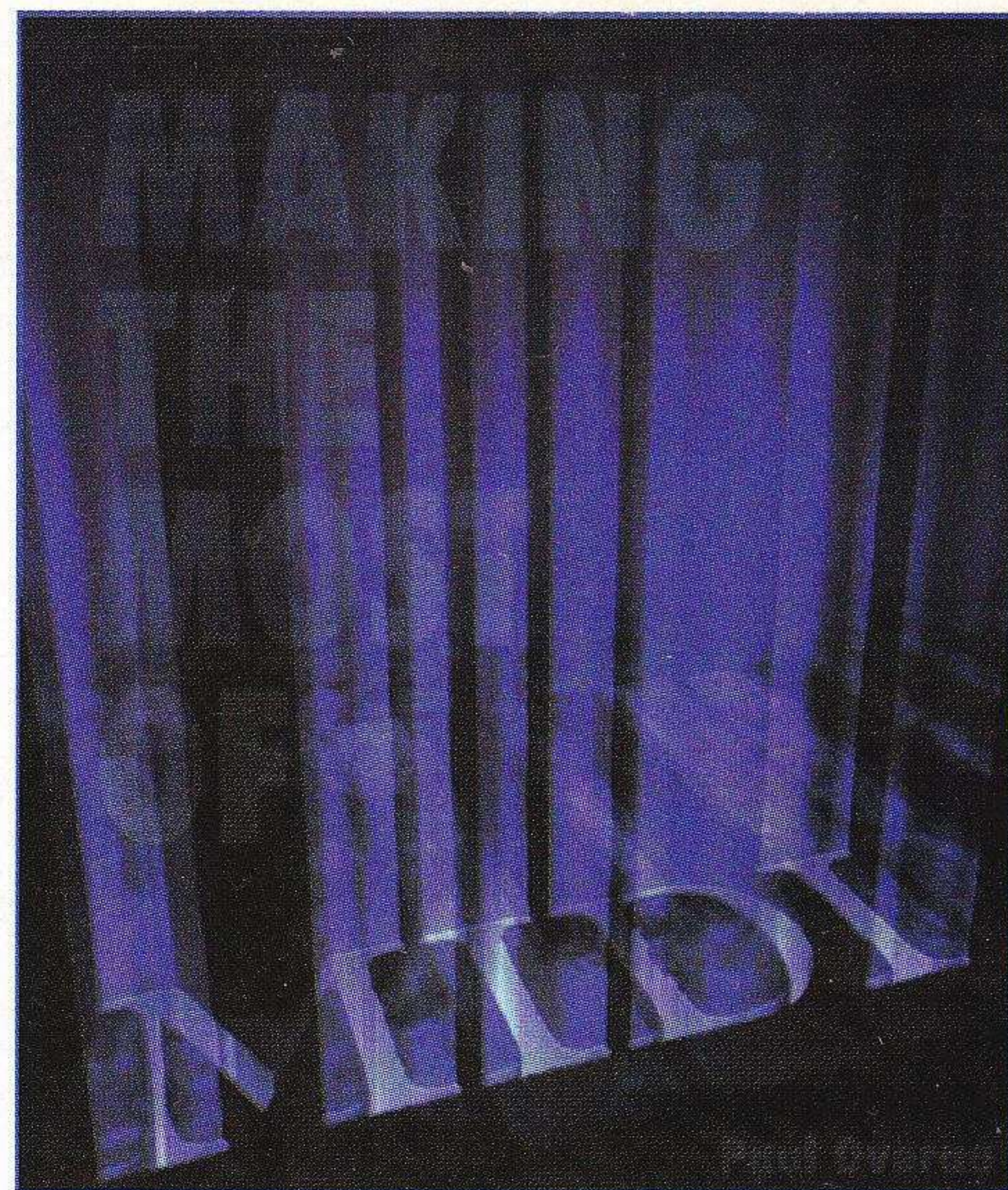
Pictures, please

This is not the type of book that you can skim through and instantly become familiar with the inner workings of MIDI. If you aren't too technically

inclined, be prepared to do some careful reading, because the diagrams are few and far between.

However, those that are included are clear and easy to understand, and there is an excellent glossary of MIDI terms. Further helpful information can be found in the Tips and Tricks chapter, which includes handy hints on MIDI files and sequencing, plus a guide to synchronising drum machines.

Despite the limited number of diagrams, there is a great deal to be gained from this book, whatever your level of experience. The raw beginner will find all the basic information required to get started,



Making the Most of MIDI is a comprehensive and detailed journey into the inner workings of MIDI.

while the advanced users can treat this book as an indispensable manual for the technical side of MIDI. *stf*

RICHARD MANLEY-REEVE

Product: Making the Most of MIDI
Author: Paul Overaa
ISBN: 1-85550-006-X
Price: £14.95
Contact: Bookmark Publishing
Tel: 01525 713671

STF RATING 85%

Rock in sequence

Is this anthology of rock and pop a winner for MIDI fans?

If you are a MIDI musician interested in improving your sequencing skills, *Rock in Sequence* helps you create con-

vincing music in a wide variety of styles. As well as containing 17 examples, ranging from 1950s Rock and Roll through to '90s Britpop, the book includes an introductory section dealing with the equipment and principles of sequencing.

Fact sheets covering such topics as General MIDI, drum tracks and modern dance music styles are included. There are useful hints and tips throughout the text, along with plenty of explanatory diagrams and illustrations.

In the first section, The Sequencing Studio, you are given a detailed guide around the basic principles of sequencing. As well as covering the difference between keyboard-

Bars	1-5	6-21	22-29	30-45	46-63	64-69	70-77	78-93	94-101
Section	Intro	Verse 1	Chorus	Verse 2	Chorus	Verse 3	Chorus	Verse 4	Chorus
Editing Instructions	Record as printed	Copy of bars 6-21	Copy of bars 6-29 plus sax solo and brass fills	Copy of bars 6-29 + fills (see text for ending)					

DRUMS		1				2				3				4				5			
Bar	Beat	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Closed Hi-Hat																					
Snare																					
Kick Drum																					

1. Pattern for bars 2-21 and for bars 26-29

2. Pattern for bars 22-25

Bar	Beat	1	2	3	4
Snare					

The layout and patterns are shown in a simple and easy-to-understand grid form.

and computer-based systems, it explains what MIDI hardware you will need and how to set it up.

The next section, Using the Sequencer, is a guide to the MIDI recording process. It takes you through recording and editing, and then on to more advanced options, such as changing the MIDI controller data.

Those of you who are still new to MIDI recording will find that these two sections give you an approachable overview of sequencing and MIDI in general.

The examples are presented as full musical scores and include songs by a wide range of artists. Each one represents a particular era of popular music. The lead and backing

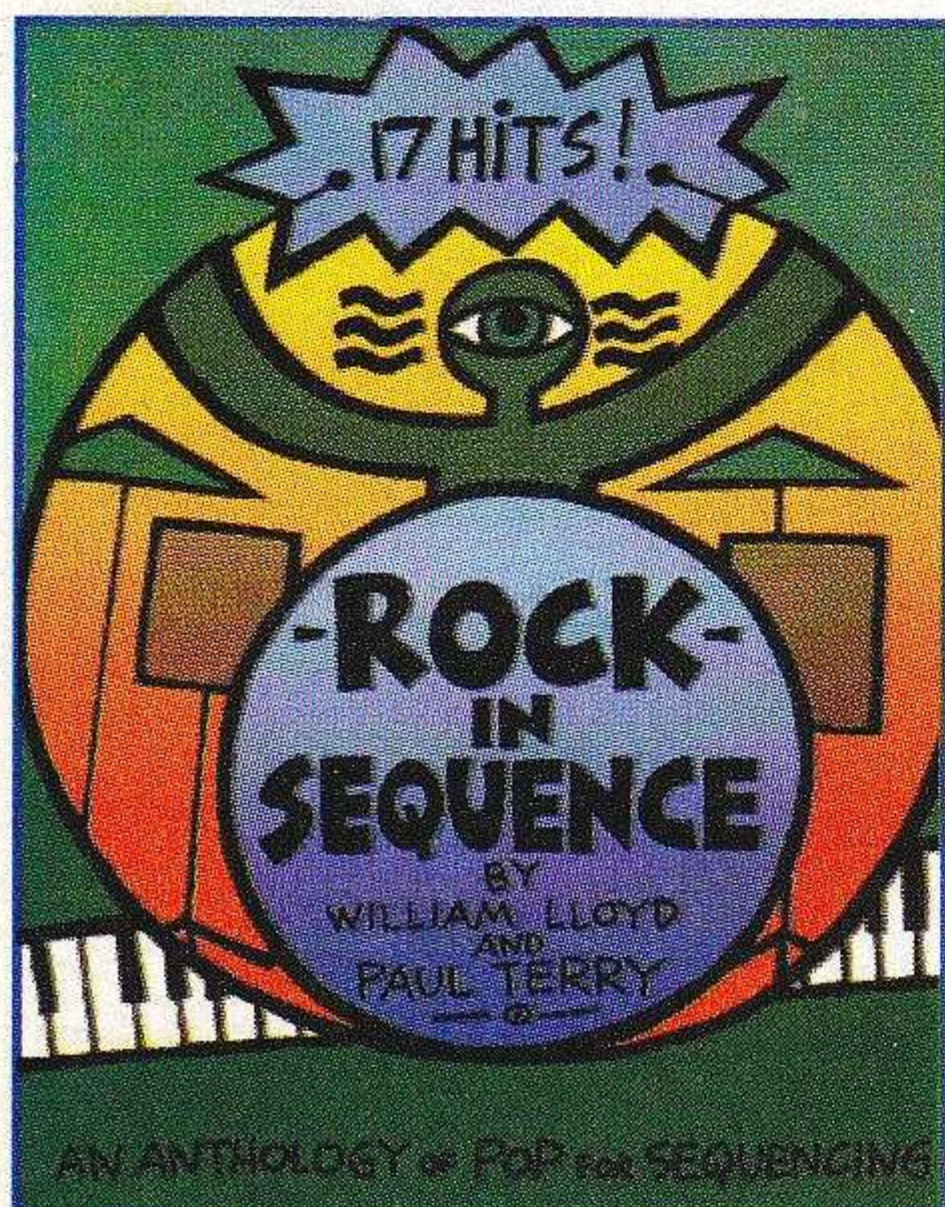
vocal lines are included, with hints on replacement sounds for instrumentals. The text accompanying each example contains tips on musical phrasing, sounds and chords.

Whether you are a beginner wanting to get into sequencing, or a more experienced composer looking for ways to spice up your music, this book will make a useful addition to your MIDI collection. *stf*

RICHARD MANLEY-REEVE

Product: Rock In Sequence
Author: William Lloyd and Paul Terry
ISBN: 0-7119-5612-X
Price: £14.95
Contact: Music Sales Ltd.
Tel: 01284 702600

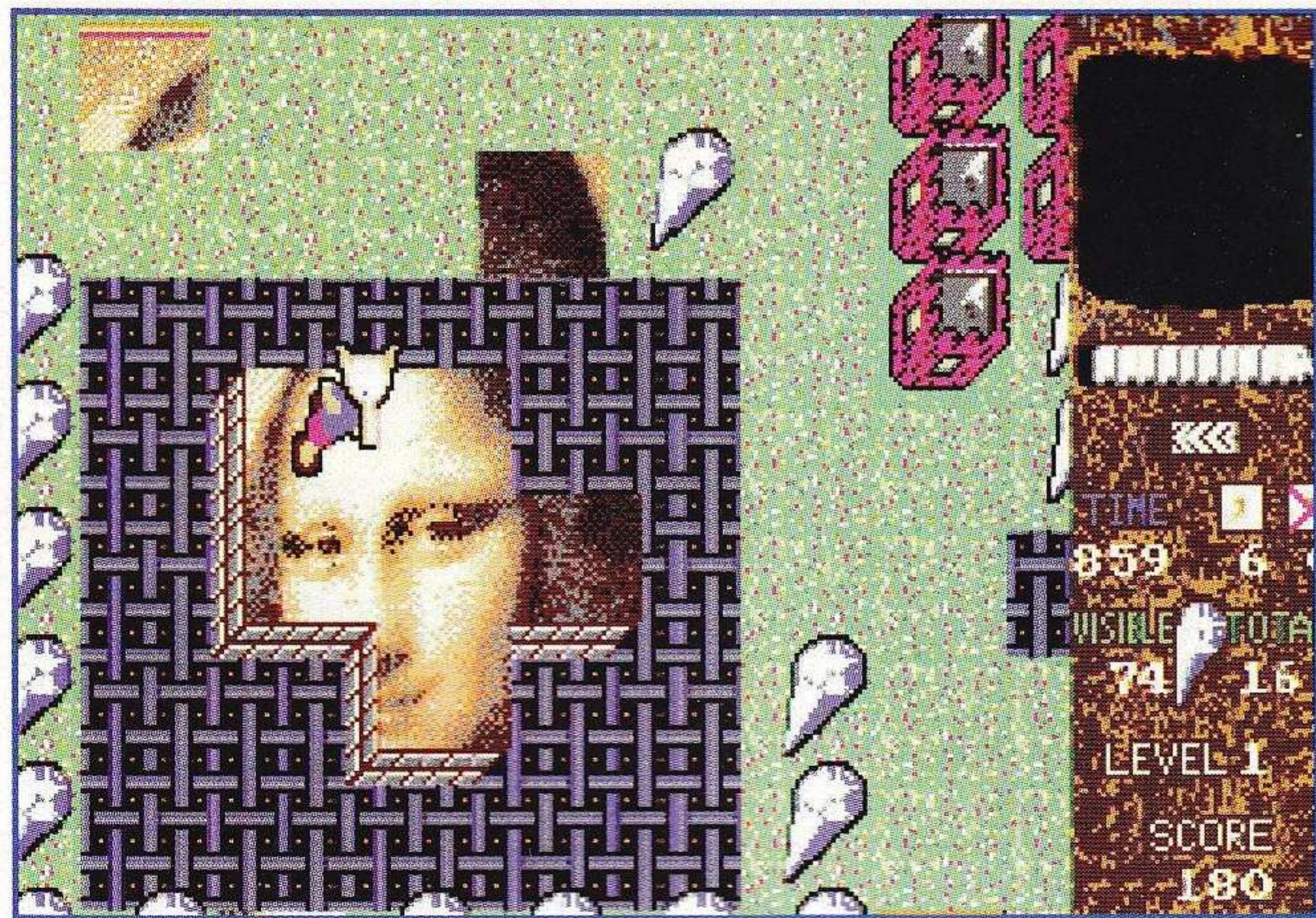
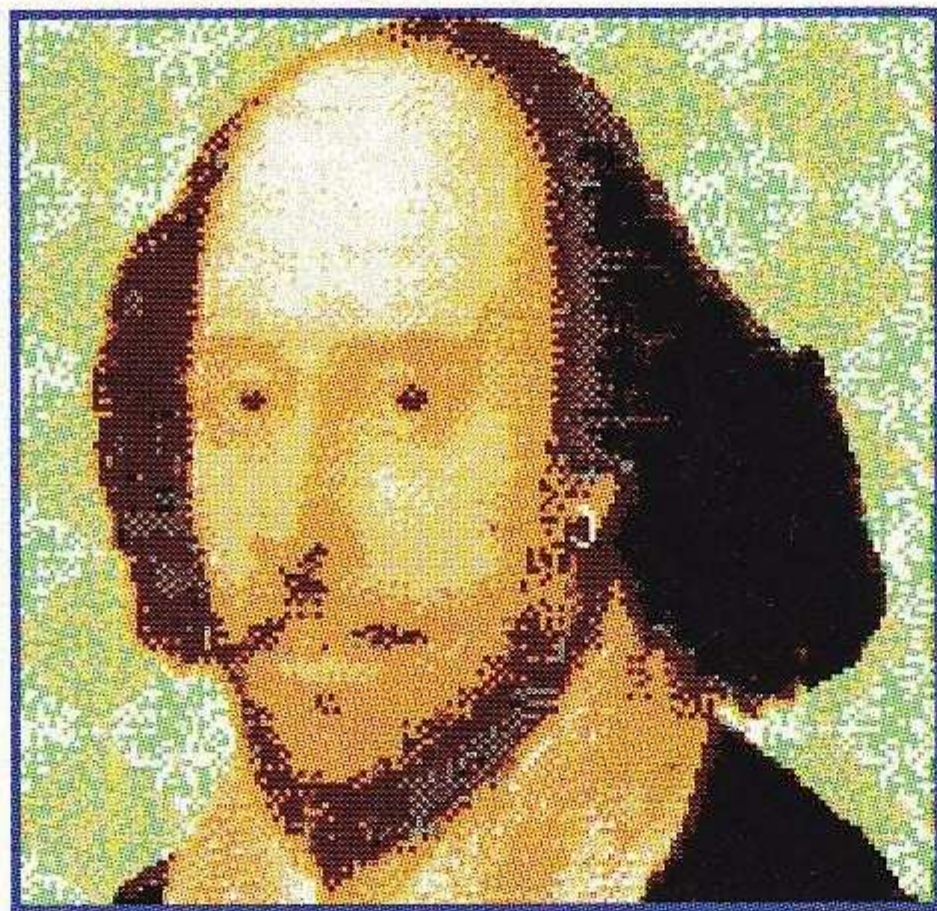
STF RATING 82%



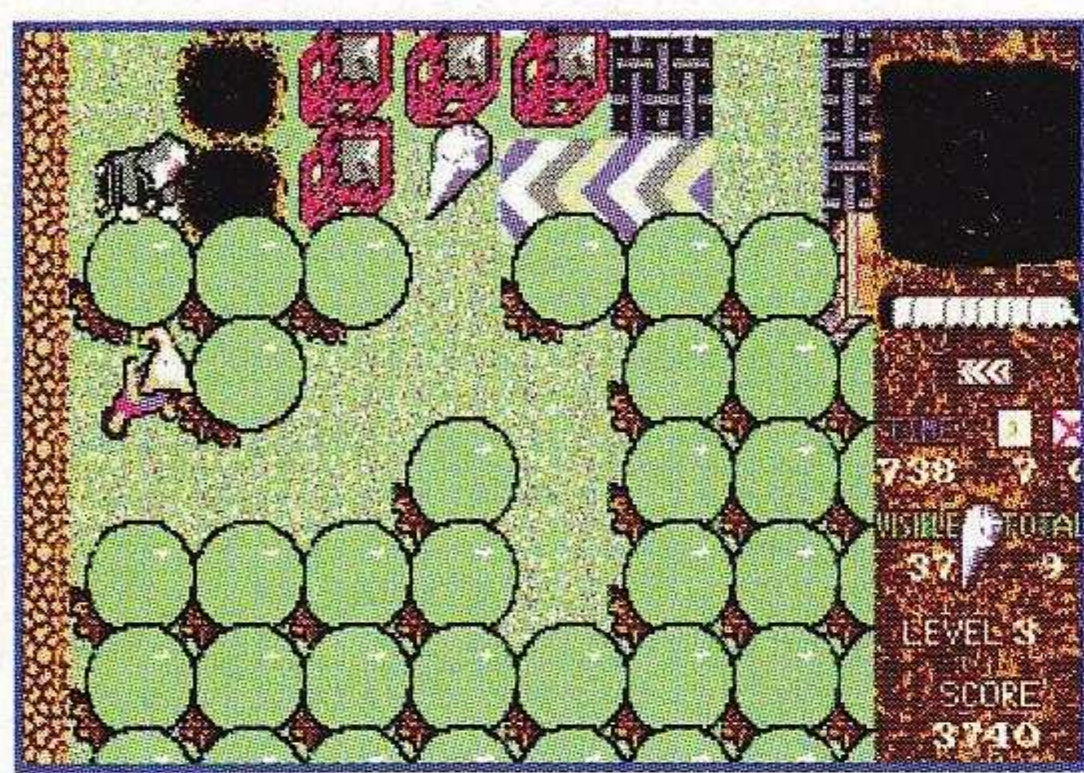
Rock In Sequence provides plenty of useful information for both beginner and intermediate MIDI musicians.

Ego

What do John Major, Henry VIII and Bubbles the chimp have in common? They all turn up in the puzzle game *Ego*, that's what.



The puzzles start off fairly simply, the pieces all fitting together with ease.



The renegade robots make later levels a bit more complex. Tsk, life's no rose garden.

The great thing about puzzle games is they don't have to have a plot. In *Ego*, Ego the elephant has to search his world, navigating hazards, collecting gems and reconstructing celebrity images for no reason other than that's what this game is about.

Ego takes place over 30 landscapes containing trees, conveyor belts, teleporters, roving renegade robot butlers and mushrooms. These form logic puzzles; you must solve the puzzles to locate 25 fragments of a celebrity photo and fit it together in the centre of the level. That's it. No, really.

Work it out

Your first objective is to work out which piece goes where. Once you've got that sussed, you have to plan how you are going to assemble the picture,

then fetch the scattered pieces in the right order.

As the easier levels fly past, you begin to see where the game's real challenge lies. Some pieces are hidden behind others, affecting the order in which you can place them. Elsewhere robots speed up, trees collapse to reveal maze-like hidden passages, and conveyor belts drag you off in dangerous directions, all of which conspires against the execution of your carefully thought-out plans. Some conveyor belts even run right through the picture grid, forcing you to build your plan around these blockades.

Although the objective is different, *Ego* is vaguely reminiscent of *Boulderdash*. With the exception of the weird 2D gravity of Data East's early dig-'em-up, the puzzles work in very much the same way. Each level requires distinctive tactics, but offers you enough freedom to incorporate your own playing style. What's more, each puzzle has more than one solution, providing longevity through variety.

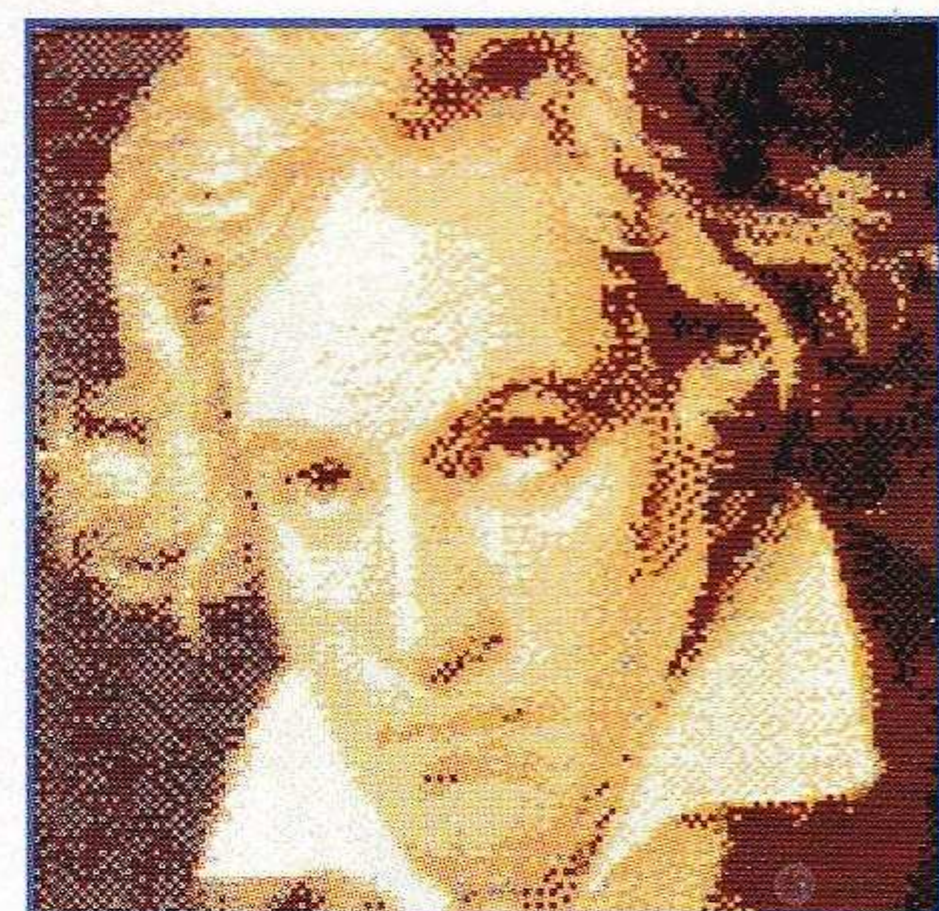
However, despite the fact that you're a free individual in a world full of moving hazards, *Ego* has none of the responsive, reflex-testing action that such a setting suggests. The weird environment seems to be merely a contrivance to make obtaining the puzzle pieces that little bit more difficult.

Drive carefully

It isn't hard to see why, though – the slow-down you suffer with just one robot on the

screen indicates what would happen if the game was packed with bad guys. *Ego* isn't a technical achievement by any means.

However, it does demonstrate devilish, mind-bending strategy and each level describes a difficulty curve that smoothly takes you from stupefying easiness to criminal difficulty. This is a game that introduces new concepts on one level, then overpowers you with them two levels later. The occasional unfair problems, such as hidden pits and seemingly identical puzzle pieces, may annoy you, but



you'll be able to solve them by trial and error.

Ego doesn't smash any gameplaying boundaries, and you won't gawp in astonishment as you play, but at its heart there's a puzzle to tax every aspect of your problem-solving abilities. The game falls down when it comes to the arcade part of the gameplay, and the sub-standard animation and scrolling drag it down still further. If you feel like a slight change of pace, though, *Ego*'s definitely worth a look. *stf*

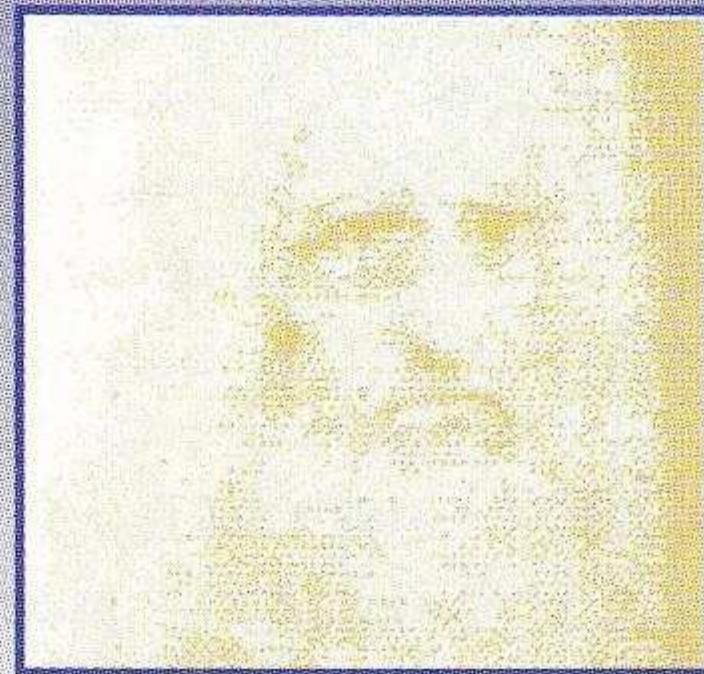
DAVE BARRINGTON

Product: Ego
Price: £19.95
Contact: Goodman International
Tel: 01782 335650
Min system: Any ST

CELEBRITY SQUARES

Each level of *Ego* gives you a different celebrity mugshot to assemble. Though most of them are instantly recognisable – such as John Major, Van

Gogh and Rockin' Roy Splatters-me Hattersley – some of the pictures left us completely mystified. Who are these people supposed to be, then?



VERDICT • STIFF VERDICT • STIFF VERDICT

Ego

HIGHS

- Excellent puzzle design
- Good difficulty curve

LOWS

- Poor arcade action

In short...

A decent puzzle game let down by poor graphics and a lack of action.

70%

Ishar Trilogy

Hear ye, hear ye. The messengers of doom are crossing the gates of infinity to discover the legend of the fortress. Or something.

As the many moons have passed over our land, the band of warriors known as Silmarils has brought forth three strange, mystical games: *Ishar: Legend of the Fortress*, *Ishar 2: Messengers of Doom*, and *Ishar 3: The Seven Gates of Infinity*. Each has its merits, scoring 90%, 92% and 84% respectively in this fine tome.

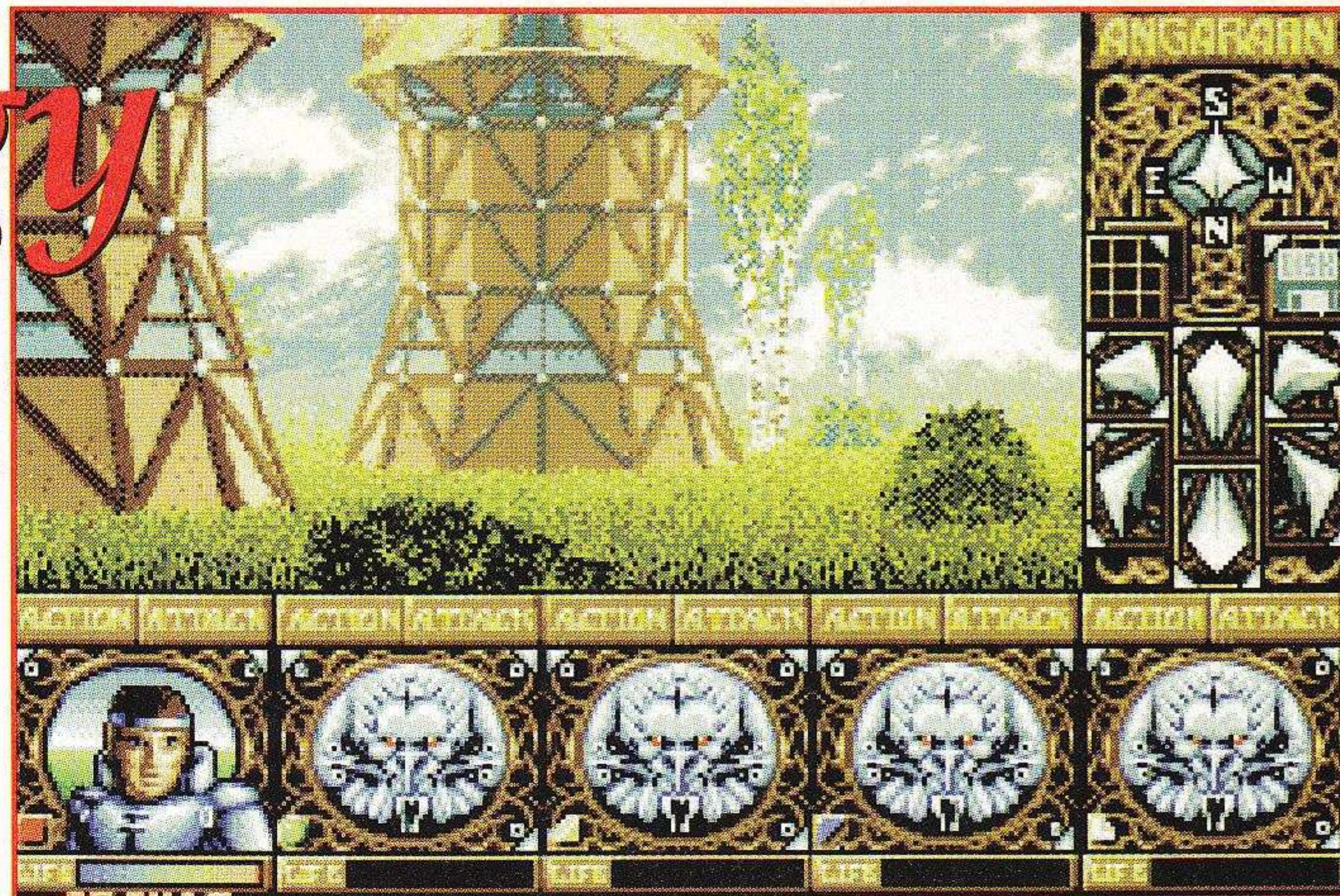
Draw close, weary one, and hear tell of a traveller who recently passed by a tavern where the weary Silmarils warriors were resting after their labours. The traveller, from the clan of 16/32, saw the warriors' fatigue and offered to rid them of their burden. So it came to pass that he harnessed

the power of Ishar. He told of astral phases, incantations and black rites – signs that the time was right to release the awesome force of all three *Ishars* on to the world once more.

Oh, sod it. It's the *Ishar Trilogy*, y'see. 16/32 has stuffed all three games into one box, and it's yours for just 24 notes.

Never 'eard of 'em

Ishar Trilogy is a series of rather special first-person perspective adventures, in which you gather a party of brave warriors, magicians, clerics and plebs to defeat a variety of large, organised, powerful and/or pathetic foes. The worlds you explore are filled with people to talk to, things



Y'know, those things look just like the cooling towers at the power station near Didcot.

to collect, and locations to explore. If you haven't yet experienced the joys of a statistically endowed, graphically beautiful adventure game, now's the time to strap on your sword. Hear ye, hear ye. The messengers of doom return at budget prices. *stf*

DAVE BARRINGTON



We'll have the penthouse suite, thanks.

Product:: Ishar Trilogy
Price: £24
Contact: 16/32 Systems
Tel: 01634 710788
Min system: Any ST

STF RATING: 85%

Sheer Agony

Sheer agony? That's a bit strong – we didn't think it was too bad on the Falcon. Does the ST version score any extra credits, though?

Sheer Agony is an aesthetically pleasing point-and-click adventure from Logitron. It scored 55% when it was released on the Falcon. Why such a disappointing score? Well, it isn't a bad game, it just suffers from a flaw in the original concept.

Adventures created from digitised pictures work well if you can touch and use everything. Unfortunately, *Sheer Agony* contains too many restrictions – if the player can take one object from the table, why can't he take others? Why can't he put the object down anywhere other than the exact place he took it from? Why does the player always have to

be standing in a certain place to look at the surroundings?

The second problem is the playability – or lack thereof. You have little hope of completing the adventure by trial and error. Objects can't be left anywhere convenient for later reference, and many of the puzzles don't have logical solutions: if you have a lighter, why do you need a candle?

All these flaws were in the Falcon version as well. In fact, the only things missing from the ST version are colour and clarity, which causes further problems. The visuals appear to be taken directly from the Falcon version, without modification, and so some important items disappear



"We do like to be beside the treeside, we do like to be beside the trees..."
Fortunately *Sheer Agony* is without benefit of the ST FORMAT backing vocalists.

into the sloppy mush of dithered pixels.

Unlike Falcon owners, the majority of ST users don't have hard drives, and while there's comparatively little disk swapping, some of the organisation leaves a bit to be desired. Swapping a disk for the message, "It's too dark to see," then swapping straight back can be a trifle annoying.

Despite all these problems, *Sheer Agony* is still a pretty graphic adventure that people will buy and play. The loss of

a few locations doesn't mar what gameplay there is, and there are still puzzles and mysteries to be solved. It could have been better, though – much better, especially for thirty notes. We remain unenthused. *stf*

DAVE BARRINGTON

Product:: Sheer Agony
Price: £30
Contact: 16/32 Systems
Tel: 01634 710788
Min system: 1MByte STFM, STE or TT, colour monitor, mouse

STF RATING: 50%

Power Drive Rally

Time Warner's new Jaguar drive-'em-up is certainly pretty, but does it manage to get out of first gear?

You must admit, it's a bit depressing. There you were, right at the frontline of the next generation, forking out a fortune buying one of the tiny trickle of Jaguars that actually managed to make it on to shop/importers' shelves back in 1994 when everyone was terrifically excited about them (yes, everyone *was* once terrifically excited about the Jaguar). You admired the potential in *Cybermorph*, you flipped over *Terminator 2000*, you looked forward to *Doom* and *Alien vs Predator*. You had 64 bits at your fingertips – hey, that's four times as many as everyone else – and you couldn't wait to see what sense-defying thrills were in store.

Ripple dissolve

Now it's 1996, and despite being comprehensively beaten on to the High Street by several months, the Saturn and

Playstation have become all-powerful. Every game seems to break astonishing new technical ground. All your next-generation mates have just spent their Christmas bonuses on a rally driving game so fast, challenging and exciting that the video gamer of just two years ago would have laughed a flat, hollow laugh right in your face if you'd shown him the pictures and said that this would be running on an affordable home system inside 24 months.

Meanwhile, your sad 16-bit chums are playing a different rally driving game, a sluggish, old-fashioned, overhead-view effort that looks about two years older than it really is.

"And what about your-

self?" they ask, the disappointment still reflecting off their downtrodden faces. "Got any good rally driving games for your Jag?"

"Hey, look, it's the Goodyear blimp!" you half-heartedly cry, pointing limply out of the window at a bleak and empty sky.

Power Drive Rally, then. It looks lovely, it really does. Gritty dirt and asphalt tracks, leafy country hedgerows and old red telephone boxes.

Maybe all isn't lost. But then you drive across a bridge, noting that where you'd normally expect to find a fast-rushing

stream or a serene village pond, there seems to be a blue sky strewn with cumulonimbus clouds, creating the unnerving sensation that you've died and gone to some kind of rally-driving heaven.

That illusion dissipates quickly as you begin to play a slow-moving, stop-start game involving nothing more exciting than a few laps of a series of featureless courses against single, or even no, opponents. Even though it's a rally, deviating from the road (to cut a corner over a grassy verge, say) results in a crunching dead stop and expensive repairs to your seemingly

grass-damaged car. Corners arrive with such little warning that you can play the game almost as effectively just by listening to your co-driver's shouts of "Hairpin left" and so on. You really don't need to look at the screen at all.

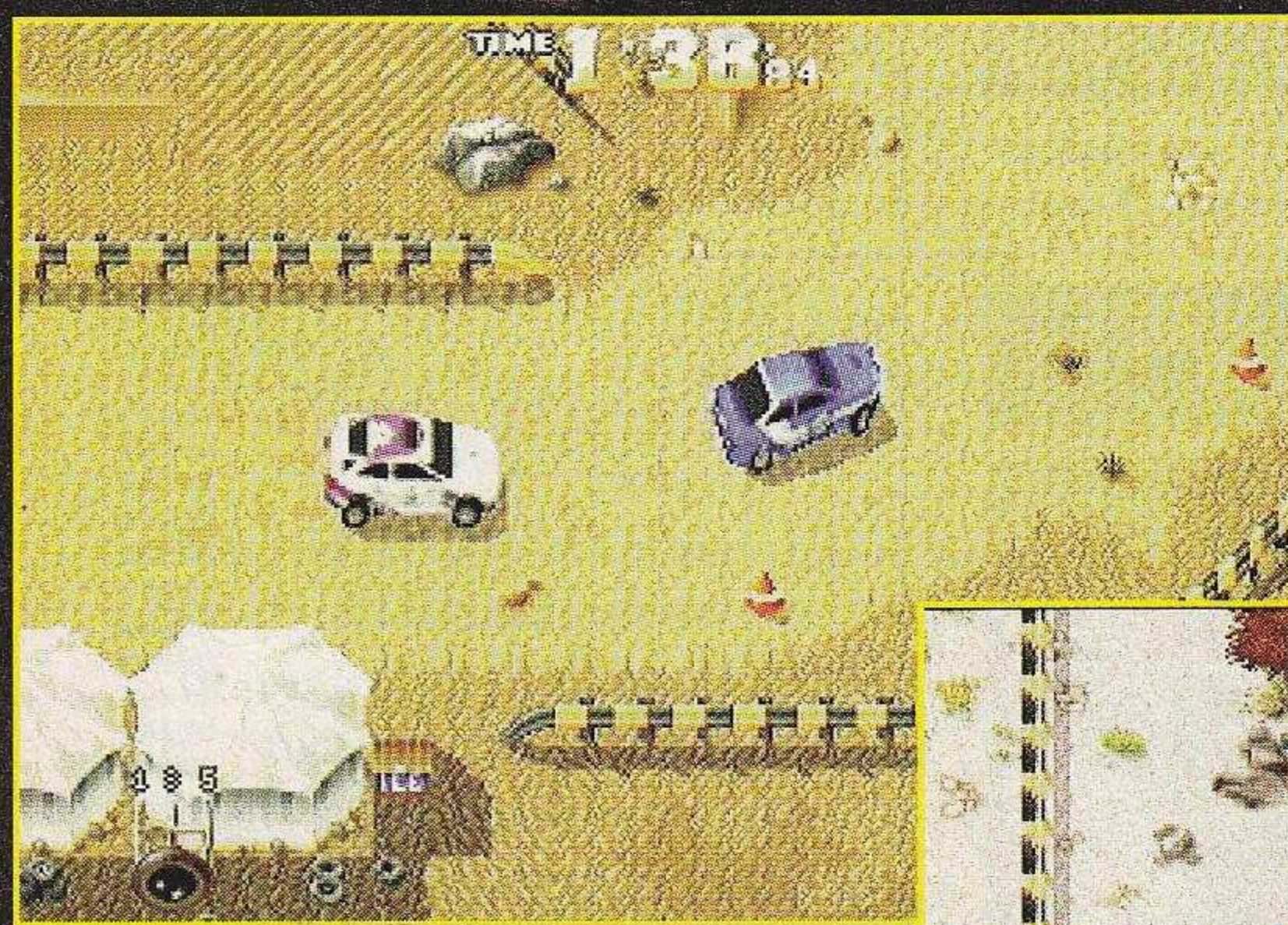
There's a kind of honeymoon period in *Power Drive Rally* where you lose on each new track every time you reach one, but having learned its layout get one track further next game. However you soon realise there aren't enough interesting or attractive things in the later courses to justify the considerable effort expended to reach them, and go round your mate's house for another game of *Sega Rally.stf*

STUART CAMPBELL



Clouds in a stream? It's either a rubbish reflection or God's set up a rally course.

A slow-moving, stop-start game with a series of featureless courses



"Don't follow me, mate – I'm lost too."

Thank goodness for that arrow – you would never have noticed that bend coming up without it.



Product: Power Drive Rally
Price: £50
Contact: Time Warner Interactive
Tel: 0171 3914300
Min system: Jaguar

VERDICT • STF VERDICT • STF VE

Power Drive Rally

HIGHS

- It's pretty
- It's quite difficult

LOWS

- It's slow
- It's shallow
- It's dull

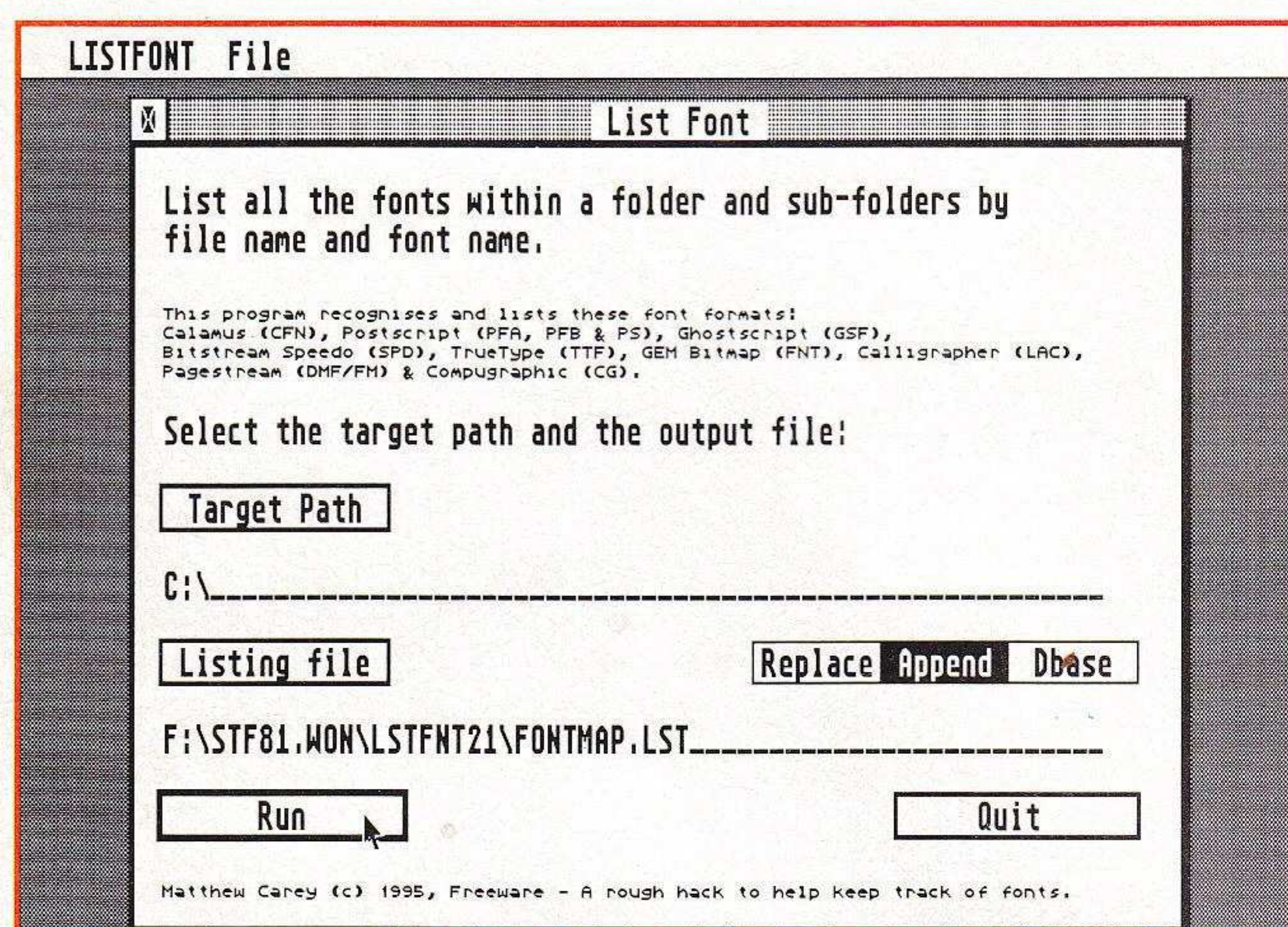
In short...

Oh look, it's not *bad*, but... but anyone want to buy a Jag? I'm saving up.

57%

PD & Shareware

Nick Peers, boy reporter extraordinaire, casts a critical eye over the latest and greatest public domain and shareware releases.



List Font enables you to catalogue all your fonts for easy reference.

FaST Club utilities

Sam the Sweeper, List Font 2.1 and ARCXDIR
FaST Club, Disk DM50

The FaST Club's latest diskmag includes three useful utilities.

Sam The Sweeper simply wipes an entire directory or drive of files of a specific type, such as BAK files. You must enter a pathname and the type of files you wish to delete, then confirm the details by pressing any key other than [Escape].

List Font 2.1 scans entire drives or partitions for fonts and outputs the results in a LST file. It does its job quickly and professionally, but there is no facility for viewing the results on the screen. It recognises most formats, including GDOS, SpeedoGDOS, Calamus and even Calligrapher.

ARCXDIR enables you to display the contents of a set directory or archive (ZIP, ARC and LZH files are supported). You can restrict your searches to particular drives or directories and set wildcards to search for specific filenames or types. It works quickly, but could do with a shell to make it easier to navigate. If you're prepared to learn fiddly TTP commands then give it a look; otherwise, does anyone want to provide a user-friendly interface?

STF RATINGS: 70% (Sam)
81% (List Font)

Songz 1.9

HENSA, in micros/atari/falcon/a/a095
Falcon, hard drive required

Songz is a superb multimedia music database for high-end machines. It enables you to store the details of your favourite albums and singles, complete with links to pictures, text and sounds. The functionality comes at a price, though: the version at HENSA contains almost 3MByte of text, sound and graphics data, stored as a Tar file within a 1.3MByte GZip archive.

Once you have

Nishiram

LAPD, Disk G412 (two disks, £3)
All Ataris, hard drive installable

Nishiram is a role-playing game which owes more to *Ishar* for its visuals than to *Dungeon Master* for its concept. It's a shareware adventure with stunning graphics and gameplay that will immediately appeal to fans of the role-playing genre.

As explained by the lavishly colourful introductory sequence, you have been sent to the planet Drenium to intervene in a succession dispute. The game is more science fiction than fantasy – you travel around in a damaged robot suit and can hover, fly and launch probes for reconnaissance and other essential tasks.

Role-playing games can be confusing at first, but *Nishiram* offers you a comprehensive guide to the first level which conveniently familiarises you with your character's controls and abilities, as well as your shortcomings.

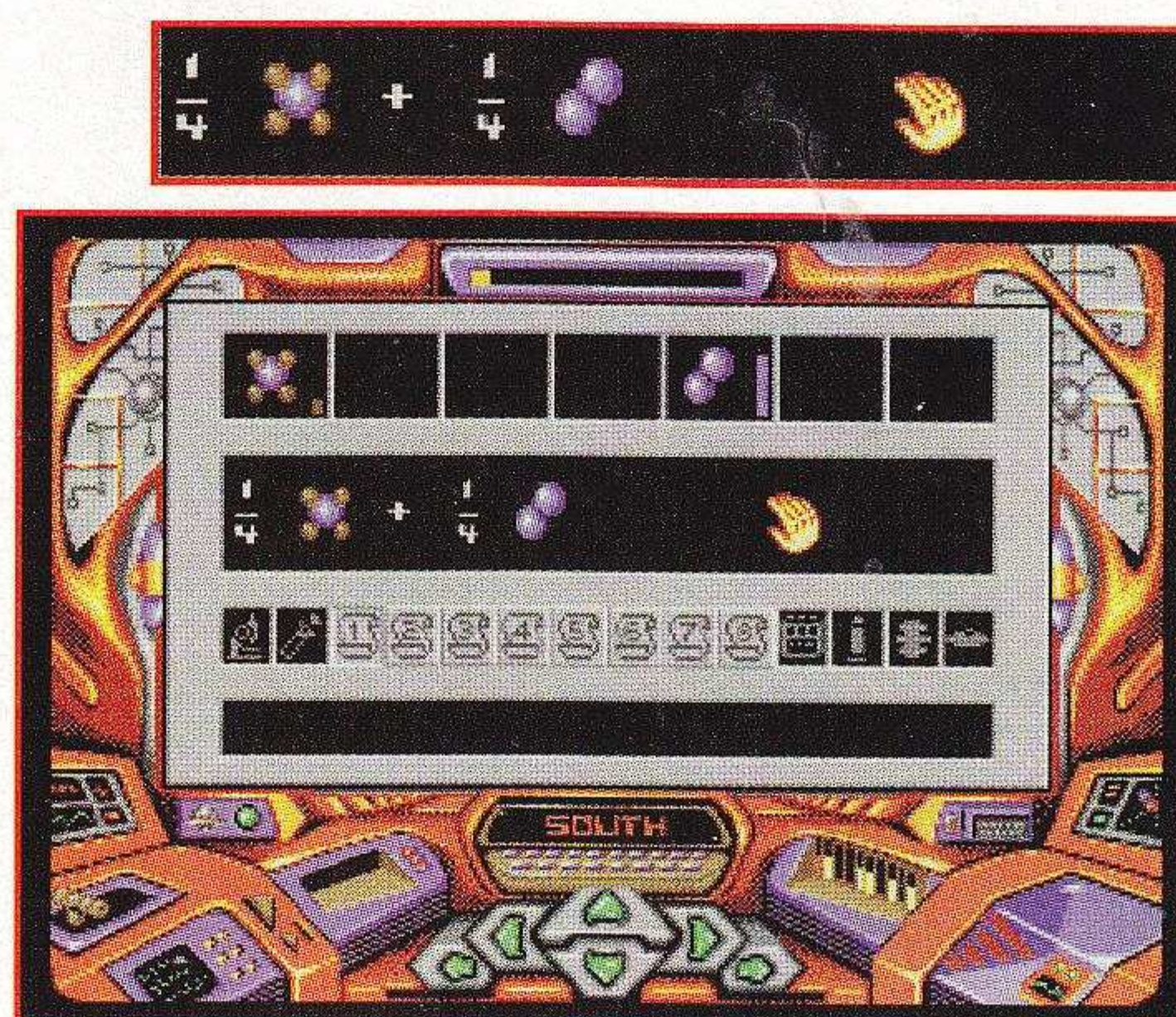
The first level involves quite a bit of trudging around, and if there's any criticism of it, it's that the game seems a little linear. There are no real options to go off the beaten track. However, there's quite a bit of thought involved, and your chemical abilities – you can fashion a new battery from rocks, for example – are a clever twist on the magic theme.

Nishiram is an original and engaging role-playing adventure that boasts some absolutely stunning graphics. The gameplay will have you hooked for days and it's well worth a closer look.

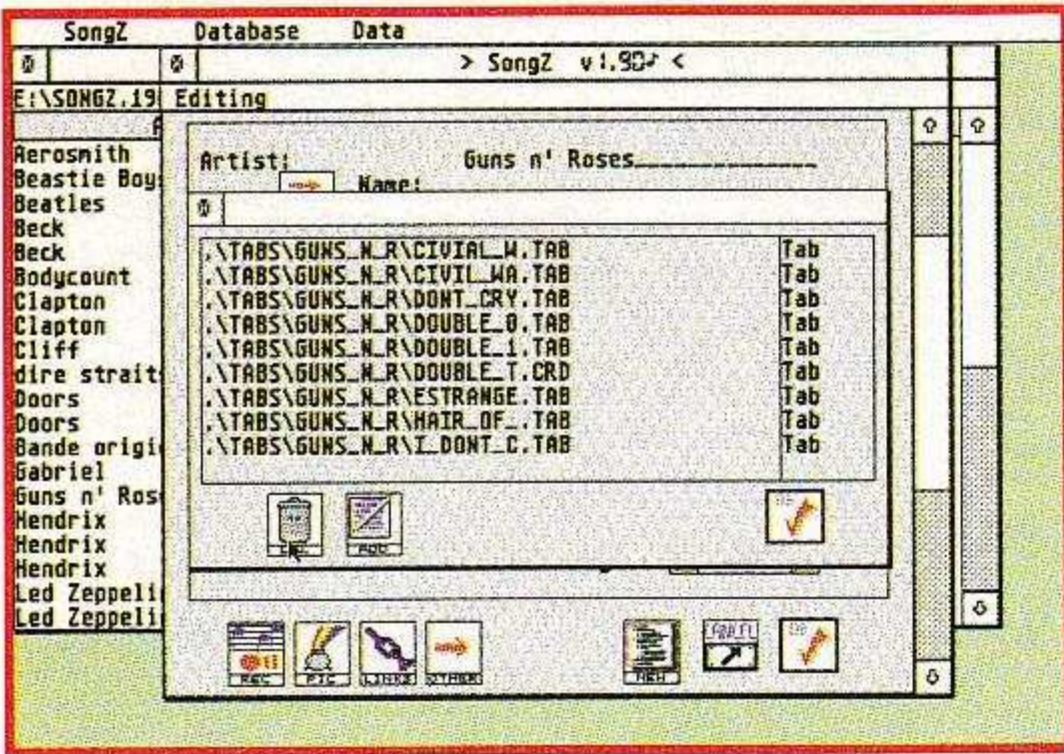
STF RATING: 89%



Battery power is at a premium, but you can't hang around – you must kill the plant and find two different kinds of rock.



The chemistry screen is a clever variant on the magic abilities found in more traditional role-playing adventures.



You can create and edit multimedia links quickly and easily with Songz.

decompressed the program twice, you're in for a real treat. Load in a database and you're presented with a list of albums by the featured artist. Select one of these and you're taken to an attractive dialog box which gives you the lowdown on that album, plus the opportunity to edit your data.

Aside from all of the usual text information, you can link your entries to graphics, sound, lyrics and even tablature sheets. Using external players, you can also create connections to soundtracker MODs, Quicktime movies and MIDI files. The Falcon-specific version reviewed here even enables you to use the Falcon's direct-to-disk facilities to record samples and link them to your entries.

The unregistered version limits you to 40 records per database and prohibits you from viewing pictures. However, you can easily get a feel for the program, and it's certainly the most attractive multimedia database around.

The interface has only been partly anglicised, so it can be a little confusing to get around. More comprehensive documentation would be a plus, especially as Songz wouldn't take too much time to master if only you knew what was going on. Nevertheless, it won't take you long to start entering your

Darkside of the Galaxy

LAPD, Disk G439
All STs

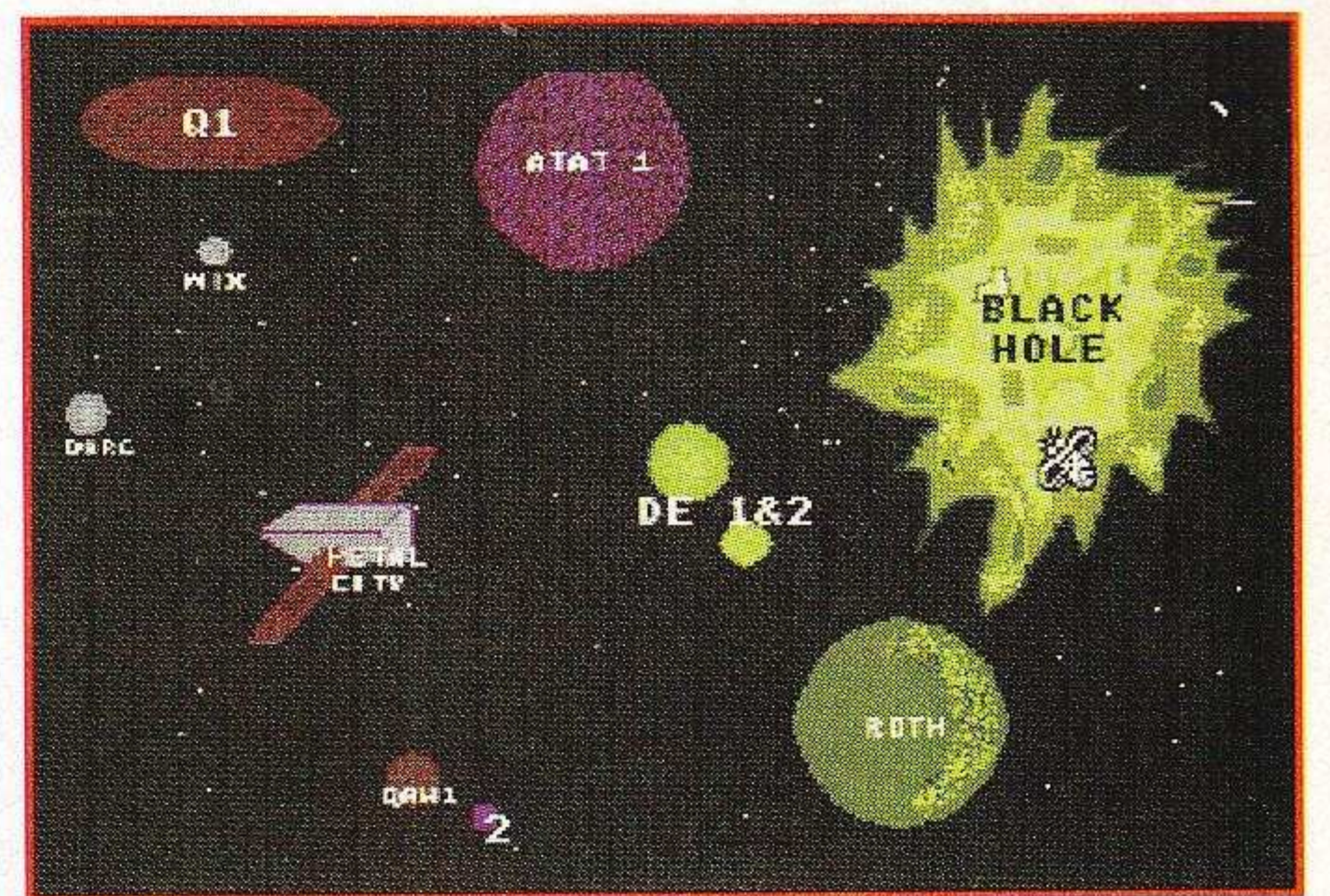
Your ship has been sucked through a black hole and destroyed, but you emerged on the other side in an escape pod and have been rescued by friendly natives. Although you have 500 credits, it is not enough to build a new ship for you to return home, so you must trade between ten planets to raise funds.

Darkside's interface is confusing and unhelpful – one minute you are buying or selling cargo relentlessly, the next you are visiting a bar to hire a pilot or view your status. The graphics are

best described as functional and the gameplay is confusing and repetitive.

In this shareware version you are only given the codes for four of the ten planets, which restricts you somewhat. Although the shareware fee is only £1, there is not enough variety or depth to make you want to play *Darkside of the Galaxy* any further. Just steer clear of black holes, okay?

STF RATING: 40%



These are the ten planets you'll need to trade between in order to escape back through the black hole in *Darkside of the Galaxy*. Except you can't actually go through a black hole, you know. Oh dear.

extensive Mantovani and Meat Loaf collection for all the world to marvel at.

Songz closest rival is Music Box, but if you want a slick, professional-looking database you'll not do better than this. Just make sure you have a large hard drive.

STF RATING: 89%

EKO System Demo

Falcon Owner's Group,
Disk 273
Falcon only

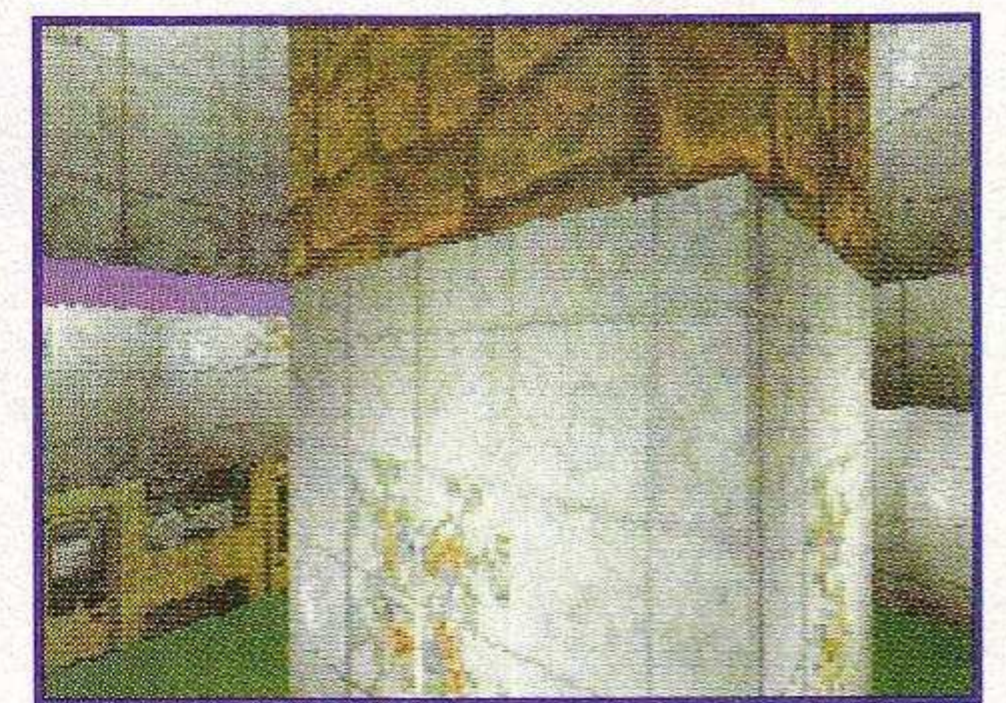
Any self-respecting Falcon owner keen to see what the machine is capable of just has to view these four demos from the recent Fried Bits III Coding Convention. The winner, by



Some shots from the demos by TYS and Chaos Engine. Each demo takes up less than 96K of disk space – it's amazing what efficient coding can achieve.



A shot from the EKO System demo. It's just a pity you can't hear the funky background music that accompanies it.



The Doomino demo suggests that the Falcon will be receive at least one decent Doom clone this year.

EKO, is an 800K affair with a funky soundtrack and some beautiful stills to complement the more usual 3D effects so prolific in these demos.

Perhaps even more impressive, and an indication of what efficient coding can achieve, are the three sub-96K demos. TYS's effort foregoes music to demonstrate some excellent animated sequences – the *Dr Who* time tunnel vies with the Rubik's Cube and Newton's Cradle for best overall effect. Chaos Engine combines graphics with sound and consequently doesn't impress as much, although the 'burning water' of the demo's title is neatly done.

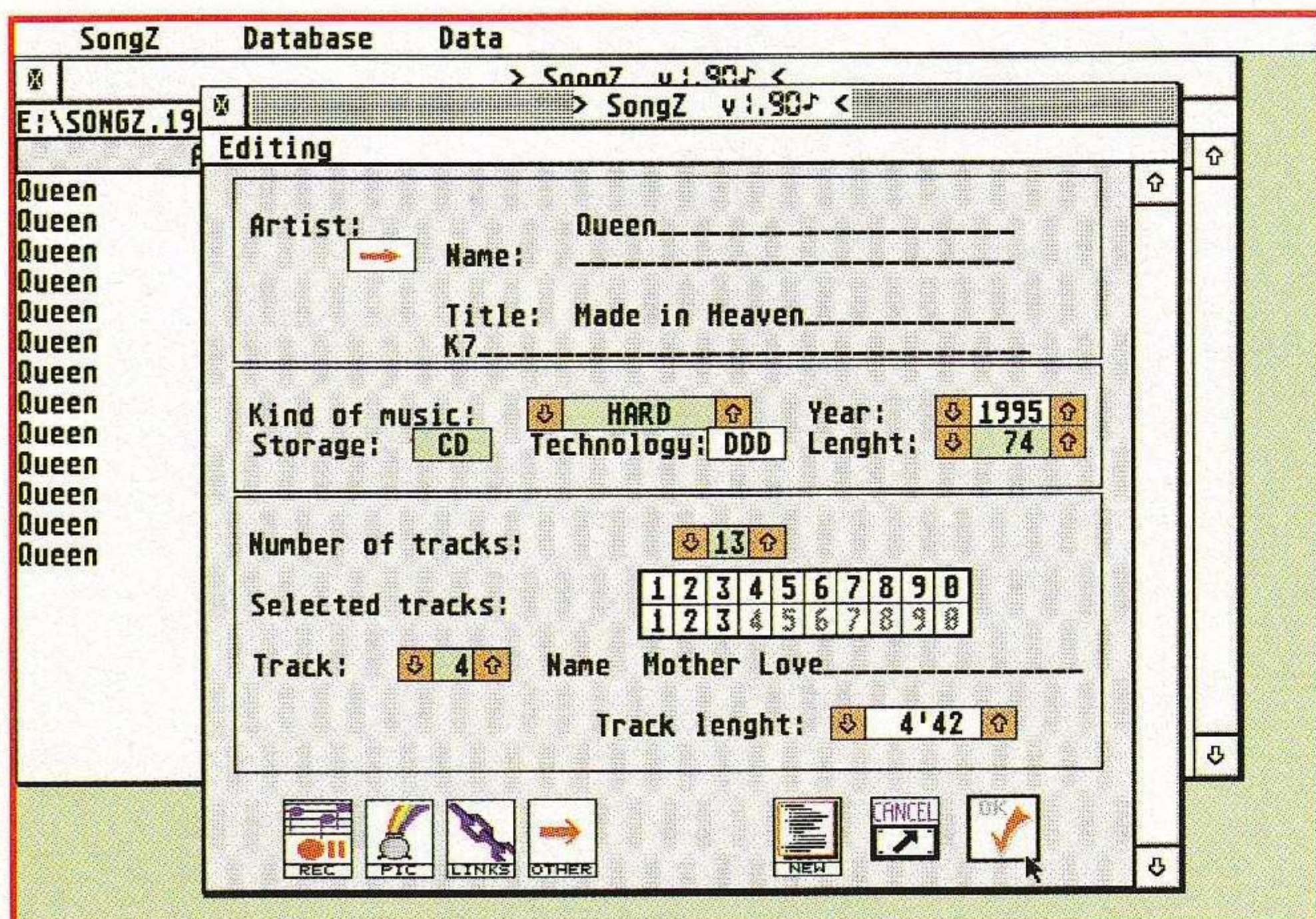
The final demo, STAX's *Doomino*, is a late preview of a very interesting *Doom* engine.

Not only are the walls properly shaded, but there are metro trains and guards to watch out for as you are taken on a brief tour of part of the game. It's almost worth buying this disk for this demo alone, although demo fans will enjoy all four efforts. Excellent.

STF RATING: 94%



Another shot from one of the 96K demos.

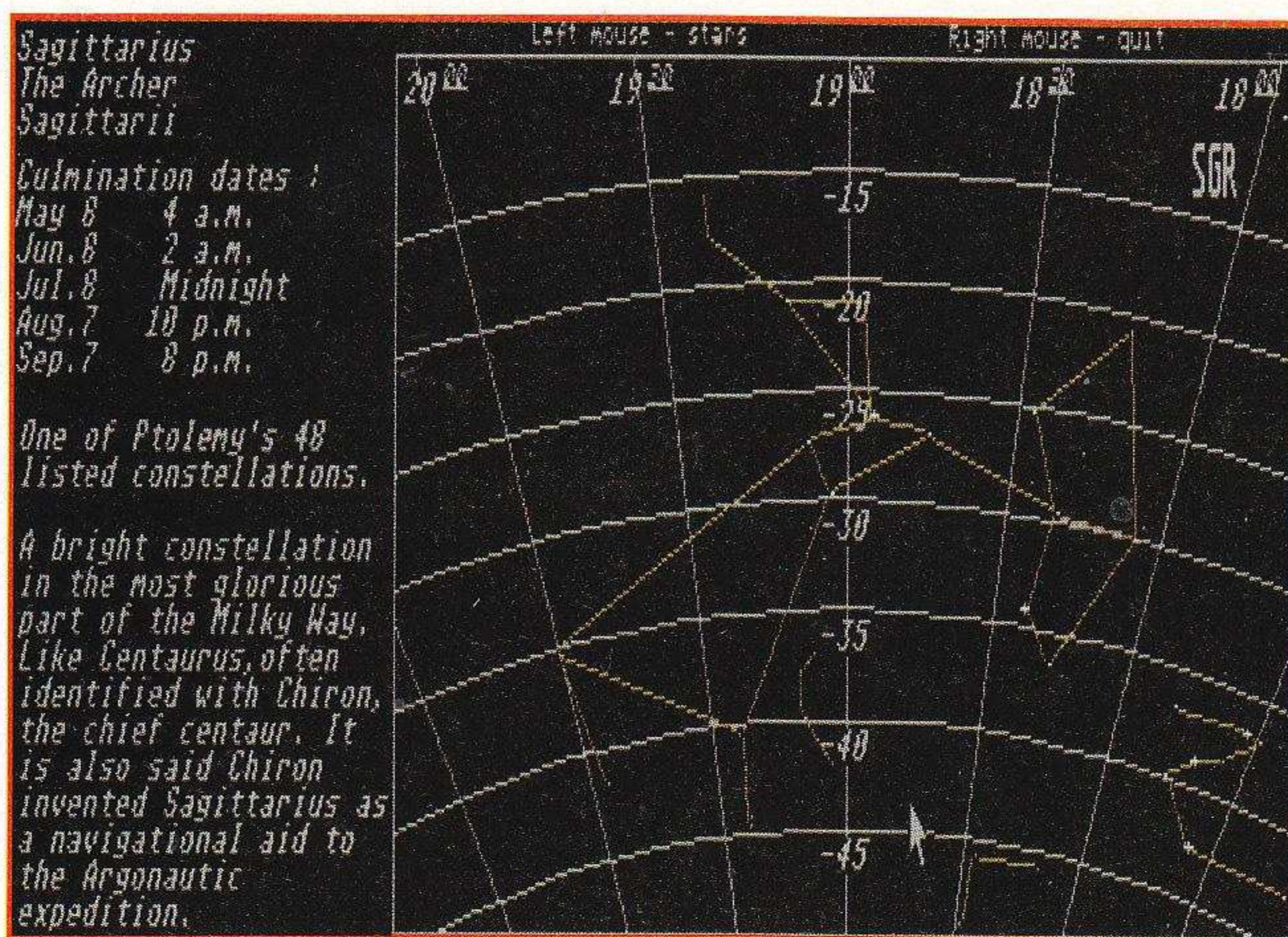


Hmm. It's time for this month's gratuitous Queen mention. The supplied Queen database needs updating with the latest addition to the band's rich history.

ST World 3

Disk and SAE to: ST World, Trecyrn Farm, Blaenwaun, Whitland, Dyfed, SA34 0HV All Ataris

Although ST World has yet to really carve out a niche for itself, it's friendly, offers an interesting mix of features and includes some useful PD programs, such as *Pack Ice*, *Little Green File Selector* and *Format 11*. However, ST-related articles are a little thin on the ground – only the FAQ on Zip drives and the interviews with STellar PDL and Locutus PDL stand out. You also get some amusing funnies. Three programming tutorials and some repetitive PD



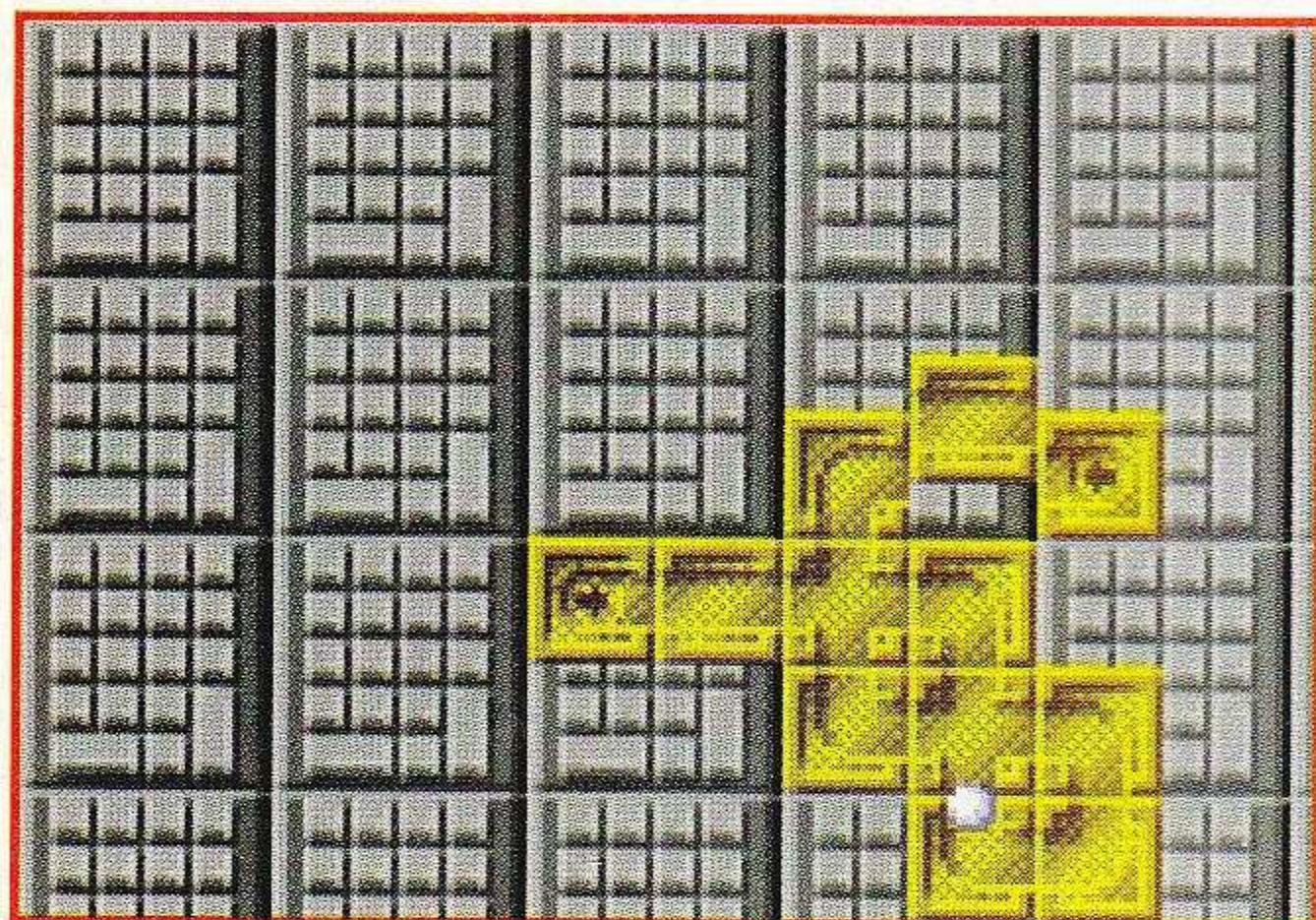
Selecting information on individual constellations in AstroGuide 4 reveals lots of interesting facts. This particular constellation is Sagittarius.

reviews round-up the ST stuff.

ST World is a reasonably entertaining read, but a better variety of PD reviews and more Atari-related features would enhance it greatly.

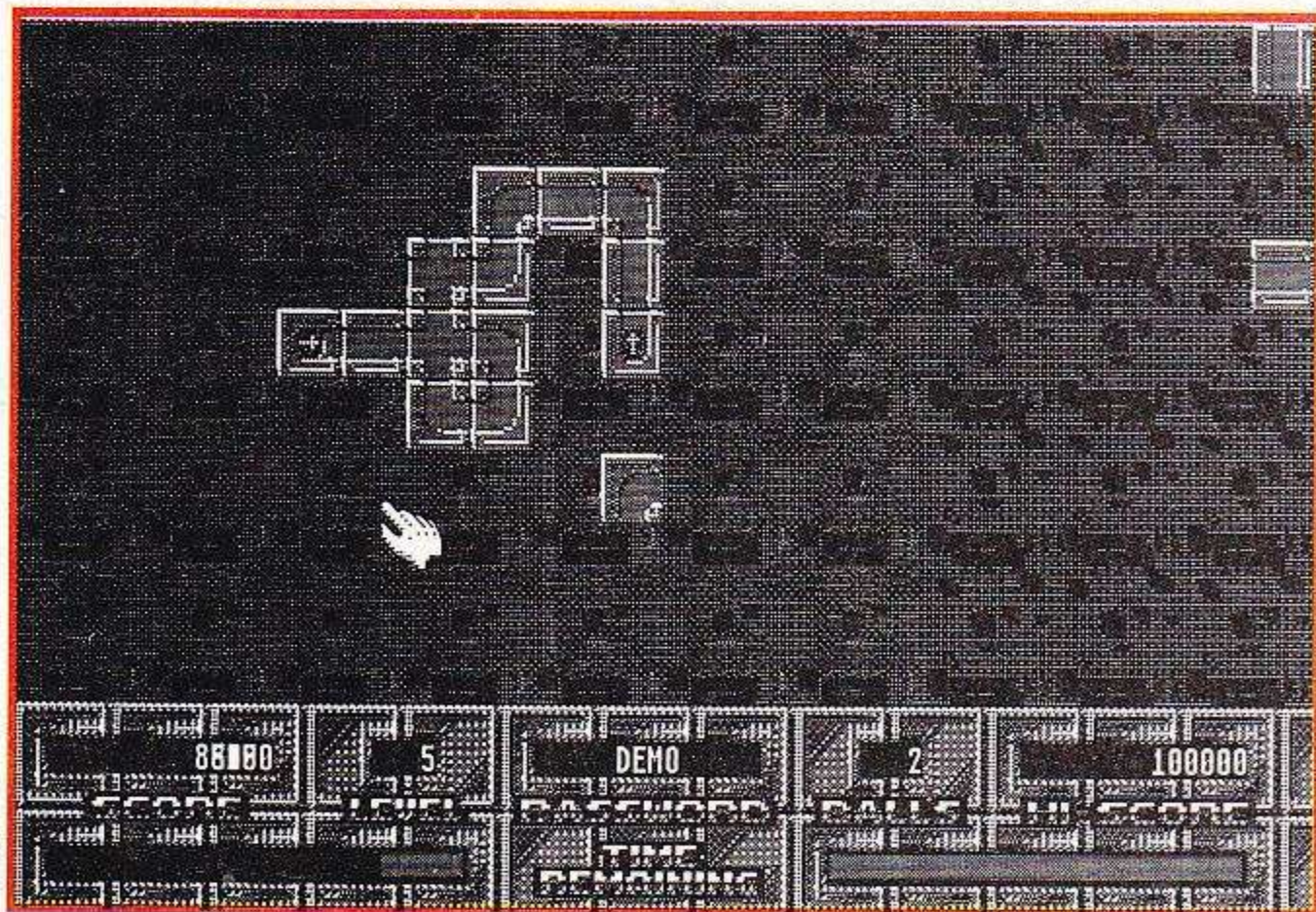
STF RATING: 66%

Rollercoaster Experience



A clever variant on the *Pipemania* theme, *Rollercoaster Experience* enables you to practise the ancient art of aqueduct-laying.

High-resolution monitors are common across the Channel, so many French games are monochrome-compatible.



Goodmans, GD2715
All STs (TOS 2.06 with STOSFix)

Rollercoaster Experience is, unsurprisingly given recent trends in Atari games, an arcade puzzler. It offers another variant on the popular *Pipemania* theme – you must arrange the pipes so the ball travels from start to finish. Once you have a pathway, just click on the start point to let the ball roll. You must use all the pipes – leave any out and you'll lose a ball as surely as if your pipe-laying skills

aren't up to scratch.

The demo version restricts you to the first ten levels, but that's more than enough to give you a good idea of the game. The game graphics are clear and crisp, and although the music is quickly annoying, you can always turn down the volume and play your favourite A-ha tracks instead.

The full version is available through Merlin for £14.95 and has 100 levels. If you found *Pipemania* intriguing, you'll love this.

STF RATING: 82%

Astro Guide 4

Goodmans, Disk GD2714
All Ataris, ST medium or high resolution

AstroGuide is a comprehensive collection of star charts which any self-respecting astronomer

should have. Version 4 was originally part of the MicroMagic licenceware range, but has been re-released by Goodmans. Once you've set up the program as you desire, you can display and print out charts of all the different constellations or examine a view of the night sky at a particular location on any chosen day.

There are plenty of options: for instance, you can view a night sky from any one of four directions, overhead or in panorama. You can even have the constellations marked out for you.

Selecting an individual constellation brings up its position in relation to its neighbouring stars as well as a short section outlining the constellation's place in history and mythology.

The program runs quickly and is as comprehensive a guide to the constellations and night sky as you're likely to find anywhere. Recommended for all keen astronomers.

STF RATING: 88%

Vidigrid 2

Goodmans, Disk GD2740
All STs (TOS 2.06 or Falcon with STOSFix)

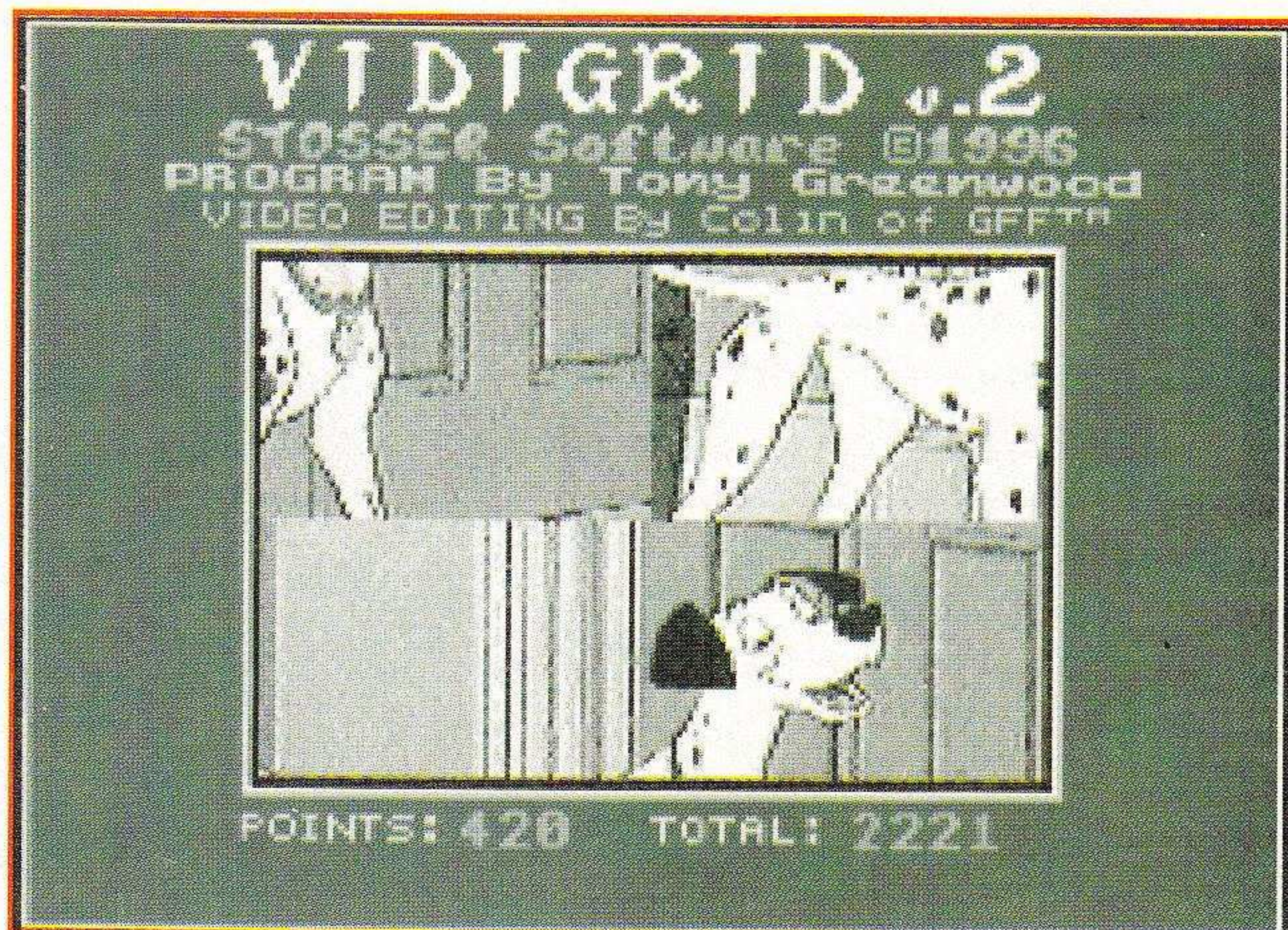
Tony Greenwood's latest foray into the shareware scene comes in the form of a sliding puzzle game. You must rearrange the jumbled-up pieces within the generous time limit in order to progress to the next stage.

Initially you must rearrange just four pieces to put the puzzle together. Once you've done this with all 14

puzzles, the challenge is increased; next time round you have ten smaller pieces.

The pictures, which are digitised and animated in a brief loop sequence, are clear enough, and you can even include your own sequences using the editor program. However, it's far too easy. Younger players will love it, but more seasoned gamers will find trawling through the easy level every time you play too frustrating.

STF RATING: 68%



Vidigrid 2 is more than 'just another puzzle game', but it needs level passwords to tempt the experienced player back for more than one or two games.



It may not be up to UDS's *SubStation*, but *Annex* provides a satisfying blast for owners of all Ataris, including the STFM.

Annex

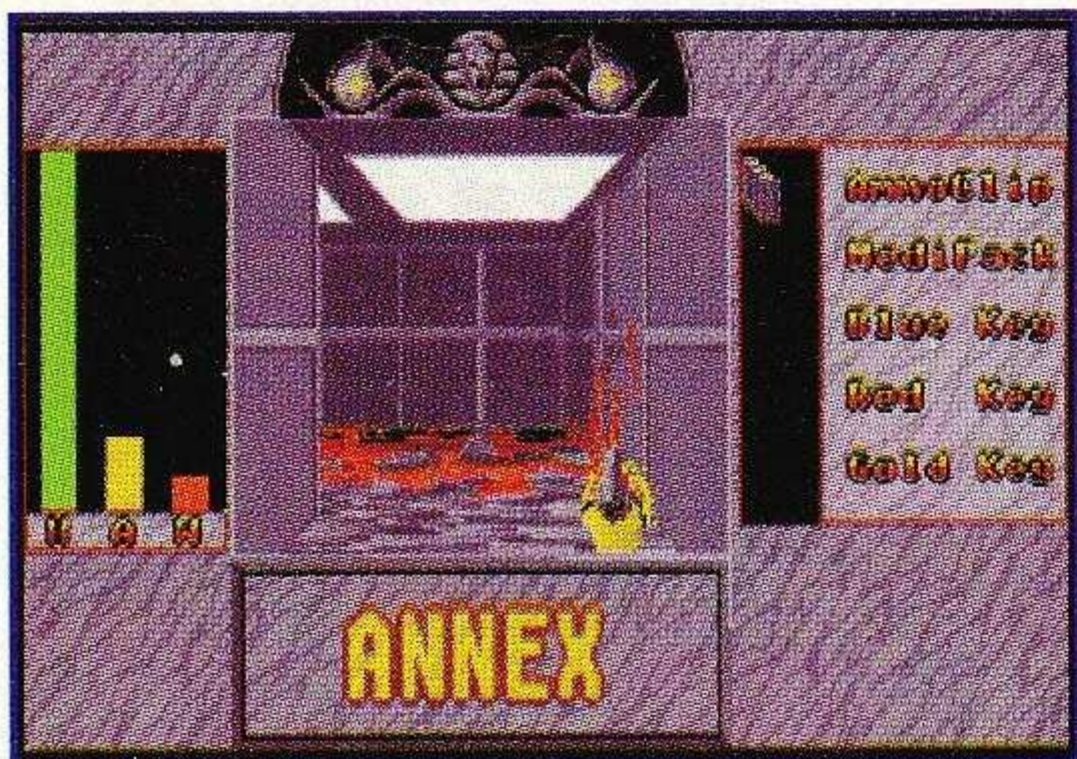
LAPD, Disk L135 (£4.95)
All Ataris

Annex attempts to combine the action of *Doom* with the perspective of *Dungeon Master*. You can only turn in 90-degree increments as you walk around its levels and corridors, but you can still shoot anything that moves on sight. Your task is made easier by a novel firing system which uses the mouse to aim, fire and reload your weapon. Although it's a little strange at first, you'll soon find using the mouse easier than remembering and juggling another three or four key presses.

The game places you on Science Station Annex with a straightforward mission: destroy all the aliens without getting hurt. At the same time you must return the station to normal by shutting off the reactors and restoring the life support. You must be careful around the reactors, because too much exposure and you can end up with radiation poisoning to add to all the other problems besetting you.

The graphics are a little small, and there aren't many sound effects, but as a compromise between *Doom* and *Dungeon Master*, *Annex* works reasonably well. At £4.95 it's a little expensive for a licence-ware title, and it isn't up to *SubStation* or the *Doom* clones available on other formats, but it's a satisfying blast.

STF RATING: 80%



Annex is a little gory at times. Besides, I'd prefer a nice shade of royal blue and white.

Two-in-One 1.51e

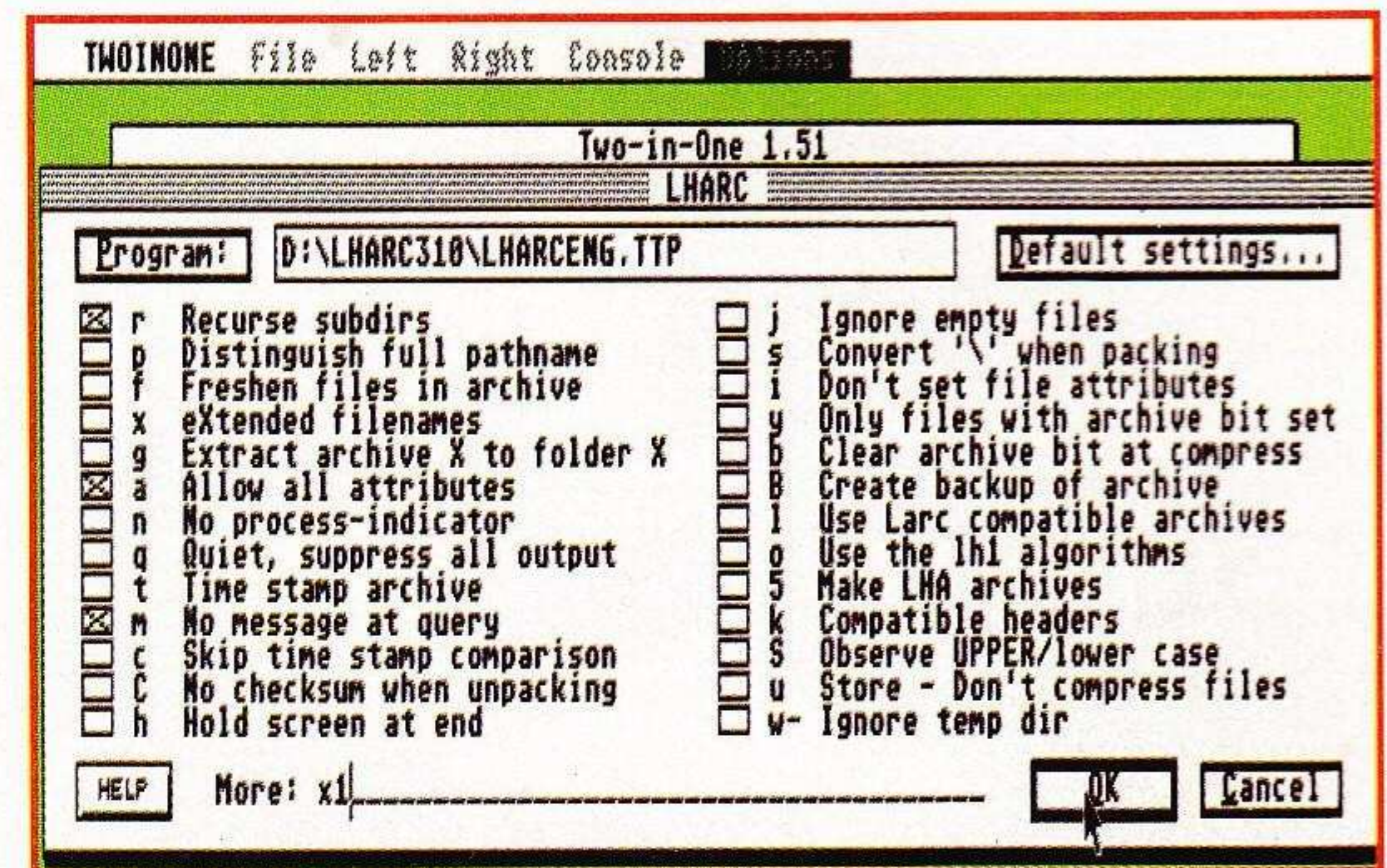
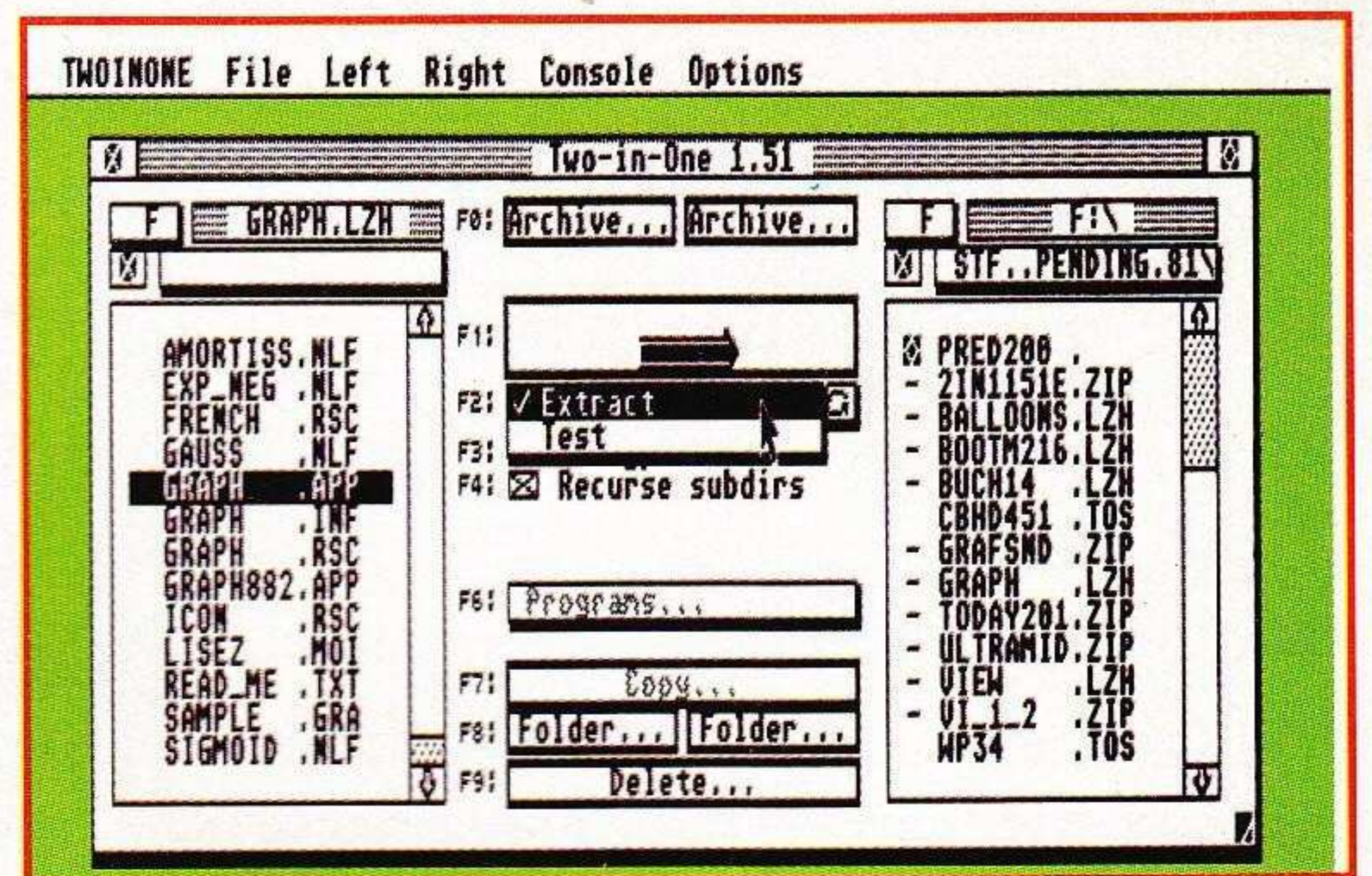
Wonder Disk 81
All Ataris

Just like *Pacshell* (STF 80, 90%), *Two-in-One* provides a single shell-like interface for a wide variety of archiving utilities. Those of you familiar with the wonderfully unfriendly TOS-Takes-Parameters command line will find it a breath of fresh air by comparison.

Two-in-One's interface is centred on two directory windows. One is usually used to display the contents of archives, and the other the directory you wish to dearchive files to or compress them from. Although it's a little more complex than *PacShell*, it is easy enough to get the hang of, and more flexible. You can store up to eight frequently accessed file paths, enabling you to reduce the time spent moving around your directories and drives.

Although *PacShell* handles TAR and ARJ files by default, *Two-in-One* offers more spaces for different archive formats to be included in the program. The most common archivers (LZH, ZIP, ZOO, ARC and ARJ) are easier to configure, thanks to a more informative options box.

Configuring your favourite archiver to work with *Two-in-One* is much more straightforward than making it work with *PacShell*.



Two-in-One's interface is substantially different from *PacShell*'s, giving you a genuine choice.

Two-in-One is an excellent piece of software with a user-friendly interface to make archiving a less demanding pastime. The one downside is that

the documentation is only in ST Guide format, but if you feel restricted by *PacShell*'s GEM-like interface, try this instead.

STF RATING: 90%

PD & SHAREWARE ROUND-UP

The top PD releases from the past four months are lined up, ordered about, shouted at and generally knocked into shape at the ST FORMAT military academy for PD and shareware (STAND UP STRAIGHT, YOU AT THE BACK). Here are their final ratings:

TITLE	PD LIBRARY	TYPE	ISSUE	RATING
Warp 4	Keefy	Diskmag	80	94%
Isle of Glass	Goodmans PDL	Game	80	92%
Everest 3.5	Goodmans PDL	Text editor	77	91%
Take 500	Floppyshop	TG500 editor	78	91%
Deadland	Merlin PD	Game	79	91%
Wildlife slideshows	STellar PD	PCS pictures	77	90%
PicScan 2.7e	LAPD	Graphics utility	79	90%
Internet Access Pack 1.15	HENSA	Internet utility	79	90%
PacShell 2.62	Goodmans PDL	Archiver shell	80	90%
Space Monsters	Goodmans PDL	Game	80	90%
Da Capo 1.22	HENSA	Address manager	77	89%
Genocide	LAPD	STE/Falcon game	78	89%
Psygham	Floppyshop	Utility	78	89%
HERO	Goodmans PDL	Game	77	88%
Falcon STOS Extensions	Floppyshop	Falcon STOS	78	88%
Nova 9	James Bird	Diskmag	79	87%
National Lottery Simulator	Floppyshop	Guess	78	85%
Thing Backgrounds	Ad.Lib	IMG files for Thing	79	85%
Zorg 2.01	LAPD	Disk utility	80	85%
Craghaven	LAPD	Game	78	84%
Emperor	LAPD	Game	78	84%
Towers 1.5	LAPD	Game	79	84%
Third Dimension 20	Floppyshop	Diskmag	79	83%
Train Set 2	Goodmans PDL	Game	80	83%
Paula 2.4	Goodmans PDL	MOD player	79	82%
Route Finder 2.2	Wonder Disk 80	Route planner	80	82%
Pipetris	Cover Disk 77	Game	77	81%
Muzak Player 2	Floppyshop	Music player	78	81%
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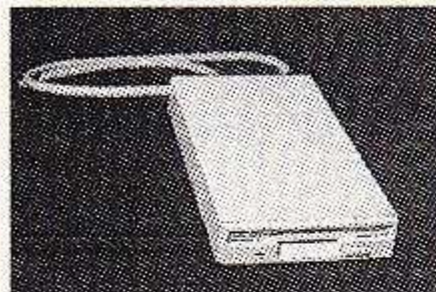
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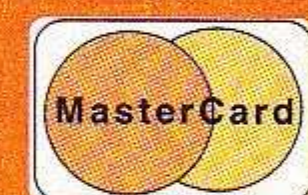
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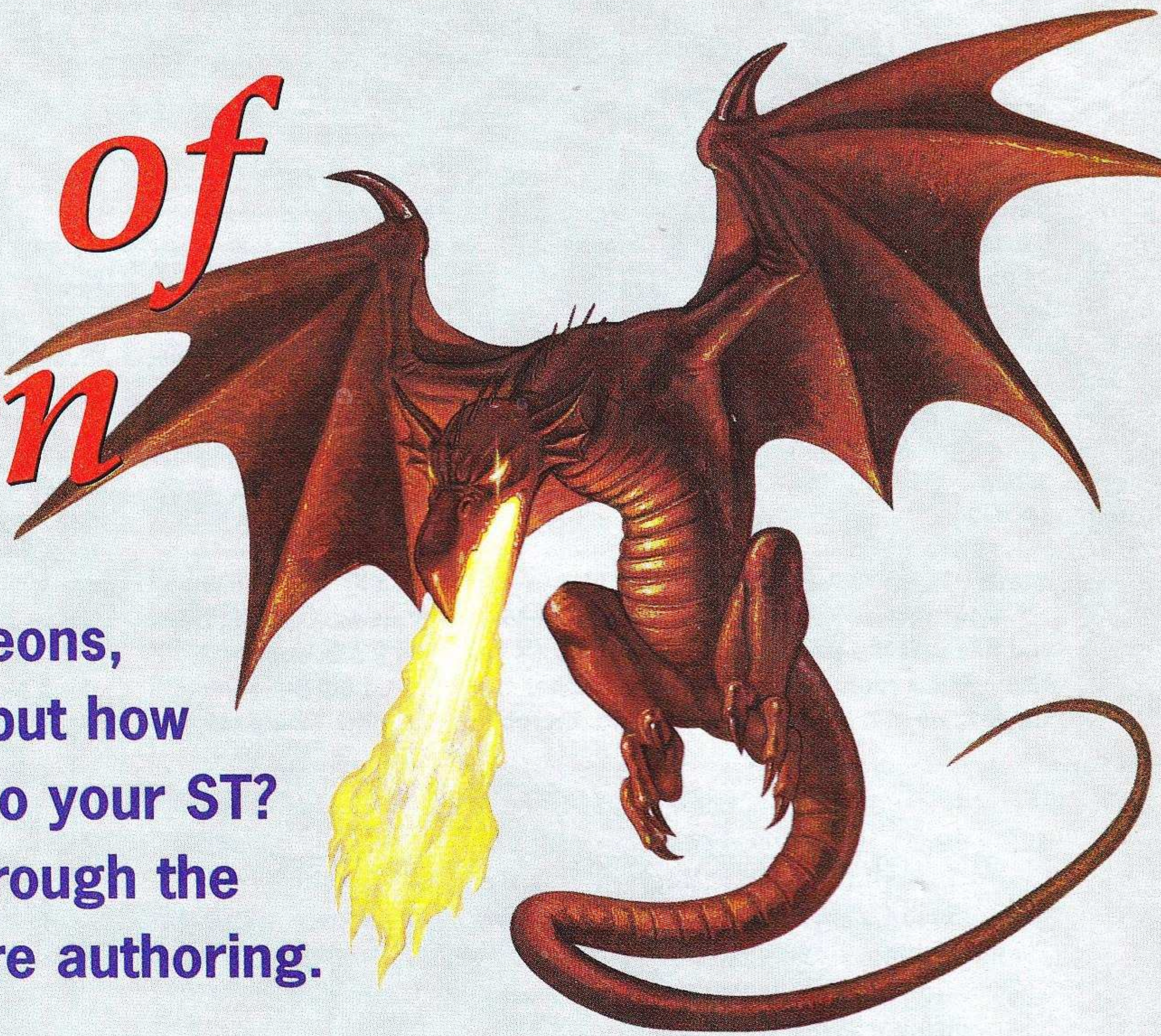
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A world of your own



Your head may be full of dungeons, dragons, swords and sorcery, but how are you going to get them on to your ST? Simon Forrester guides you through the mystical world of text adventure authoring.

So, you want to write a text adventure? It isn't as difficult as you might think, because the average adventure has fewer words than a copy of *ST FORMAT* and fewer pictures than... well, pretty much anything.

The one thing we can't give you much help with is the plot, where the only limits are your imagination, time and inclination. However, we can make the programming relatively painless. This isn't a beginner's guide, but anyone with some understanding of the language (*GFA Basic*, of course) will be able to pick up a lot of useful techniques.

As you read the next five pages, it would be wise to play *The Espers*, the text adventure supplied on this month's Cover Disk. With it you'll find a full listing which demonstrates structured programming. Like most listings, it also contains a fair number of patches, throw-away lines and extra routines that have little to do with the original code.

The listing is in ASCII, so those without *GFA* can use a

word processor to view it. *GFA* owners can load it up using the 'merge' feature (loading it directly won't work, because *GFA* uses a special file format for its own listings).

On with the show...

Data storage

Before you get involved in any real programming, you have to put the adventure world into a form the computer can understand. Your map may look great on paper, for instance, but it has to be logically structured and reduced to raw data for the adventure program to understand it.

Take a look at the map (bottom right). You'll notice it is made up of squares (representing locations), arranged in a rectangle, numbered from the top left to the bottom right. These sixty-four locations are our game world.

Each location has lines leading off in one or more of eight possible directions, these being doors to the next location. Each room, then, will require several pieces of information - a brief description, a fuller piece of text, the door

```
ne
You're in a small clearing with a hut to the north. You can see an
important sign.
n
It's too dark.
use match
About half a second after you lit the match in the dynamite shed, the world
became very loud and colourful for you. People all over the valley pointed
into the air, saying 'ooh' and 'aah' to alternate bangs. You are at this
present time being scattered across the valley you came to save. Nice one.
Your health has just dropped to 0%.
Not being able physically to take this much damage, your astral form
disintegrates, and you re-awaken knowing you have failed. The Valley of the
Espers is doomed. Cheers.
Just before they were sucked into the bowels of hell, the residents of the
valley made a point of erecting a large plaque, telling future civilizations
how abysmal you were at saving them.
Press any key to start all over again, loser.
```

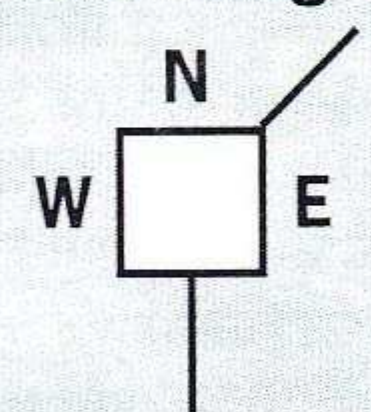
Don't be afraid to kill the player outright if they do something patently stupid. Only a moron would light a match in a dynamite shed.

information and status flags. In *Espers*, the status flags indicate whether the location has already been visited (in which case the brief description will be displayed, rather than the long-winded one), and whether there's enough light to see your surroundings (the flag asks whether it is dark). So, the information for the first location might be:

Brief: On a rocky pathway leading south to northeast.
Long: You're at the gradual but dramatic slope of an outcrop of rock to the north, the only safe path leading you northeast to the top. Alternatively, you could wimp out of the climb and head back south.
Doors: 01001000
Seen?: N
Dark?: N

So, what about those doors? Each of the binary digits represents one door. The first digit is north, the next northeast, the next east, and so

Door diagram



on, all the way around the room. The figure 01001000 tells us there are exits to the north-east (the second digit) and

```
go east
If forest paths could talk, this one would make some exclamation of
surprise as it hit a small cliff rising to the west. It can't, though, so it
doesn't.
examine cliff
It looks almost as surprised as the path that hit it (but the path doesn't
have a description).
examine path
Okay, so I lied.
```

Text adventures have very few pictures, so you won't need any fancy graphics routines. You will, however, need lots of imagination and a good dictionary.

01-02	03-04	05-06	07-08
09	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			

The *Espers* game world has 64 locations.

DIMENSIONS

Although this isn't a BASIC tutorial, we ought to go through one peculiarity of the language: dimensions. Let's say we wanted to store ten text strings. We could store them in separate variables, as follows:

```
a$="one"
b$="two" (etc)
```

The only disadvantage is that when we want to access one of these ten strings by number, we have to go through a series of IF statements:

```
IF n=1
  PRINT a$
ENDIF
IF n=2
  PRINT b$
ENDIF
```

However, we have a lot of information to sort in our text adventure, and this isn't the way to do it. We'd need 64 separate IFs to cope with displaying a room description, and another few hundred for the objects. Instead, we can dimension a variable, thereby giving it the ability to

store a number of different pieces of information.

```
DIM a$(10)
a$(1)="one"
a$(2)="two" (etc)
```

And now when we want to access one of these strings, we just use:

```
PRINT a$(n)
```

It's referred to as 'dimensioning' because we can imagine this variable as a row of ten pigeon holes, each containing a piece of data. This is a one-dimensional variable. Our objects have nine separate pieces of data (the ones we defined when we designed our objects), making for nine pigeon holes, but we have over 100 objects, so we need a two-dimensional variable:

```
DIM o$(256,9)
```

And now, when we want some information on an object, all we need to know is which object we're referring to (for this example, o), and which piece of information we want (i):

```
PRINT o$(o,i)
```

► south (the fifth), as shown in the diagram (previous page).

If you look at the listing, you'll find the information for all 64 rooms at the end. Occasionally, you'll see a letter instead of a 1, but don't worry – this is a feature peculiar to *Espers*. The letters indicate that the player needs to be holding

one of the three stones to go through that door. When we come to the direction commands, we'll worry about the map again. Until then, let's sort out the objects.

Any objections?

Just as the rooms have to have data and flags, the objects need

to have information attached to them, explaining what they are, where they are, and what they do. It would seem the objects need rather more information, though.

For example, there's some foliage in location 26 (it's mentioned in the location's description). Here's how its data looks:

Name: foliage

Desc: The big, healthy leaves drip with fresh rainwater,

huge droplets hanging down off the butterfly eggs on the leathery underside.

Location: 26

Moveable?: N

Weight: 0

Visible?: N

Adjective: luscious

Reveals: 18,0

The first three pieces of information are straightforward – what the object is called, what it looks like and where

you'll find it. You then need to decide whether the object can be moved, and how much it weighs (if it can't be moved, it doesn't have to weigh anything). If you want to restrict the amount a player can carry, limit the weight they can lift.

The next variable states whether the object is visible – the foliage isn't, because it's already mentioned in the room description. If it was, the foliage, like most objects,

would be mentioned after the room description, with "You can see..."

Including an adjective separately enables the

program to refer to the object as 'luscious foliage', whereas the player only needs to use the 'foliage'. This is more important for objects like Arachni, better known as 'the esper Arachni'.

Text adventures have fewer pictures than... well, pretty much anything

The bomb site is location 67. The player is transported there when they use the dynamite correctly. And thus the game ends...

The dynamite worked all too well – you're standing in a deep hole, the dim light from the sky glinting on the metal of a large, shiny catapult. You can see some words.

examine catapult

The firm base holds a taught metal rod, on the end of which a seat is hooked down. It looks ready to spring at the slightest touch.

use catapult

As you sit on the catapult, you hear the hook click back. Around 0.1 of a second later, you find yourself hurtling through the air toward the evil spirits that swirl around the sky.

As you reach the cloud, the esper Ultina starts to glow, pushing back the dark air with strange, unseen force. The only sound you hear is the air rushing past your ears as you charge through the cloud, dispersing it almost instantly.

Congratulations – you've saved the valley of the espers. As you soar up into the sky, the features of the landscape fade out as quickly as they originally came into view, leaving you with nothing but distant memories of your night's adventure.

You awake, feeling strangely tired, and get on with your day.

You can't help the feeling that you've hit what passes for downtown around here. The trodden dirt path to the east ends abruptly at forest, which is completely unbroken save for a dingy shack to the north.

n

The tiny little house barely makes an effort to stay standing around you. It's small, it's pokey, and it smells. Everything here is covered with impenetrable muck, the likes of which you've found between your toenails after that nude pot-holing seminar you attended in Acton. You can see Hairy.

give the hair to hairy

You give the hair to Hairy, who in return gives you a hairy clump. Hairy: Tops – cheers. Here you go.

examine clump

It's a large clump of matted hair. Euch. You find a bird's nest.

examine nest

Hairy had been wondering what the noise was.

You can use 'reveal' variables to hide one object within another. If you can bear to examine Hairy's hairy clump, you'll find a bird's nest.

DIRECTIONS

One of the most important things the player does is move from room to room. The convention for this is to use compass directions – north, northeast, south, and so on. The set of IF statements shortly after the parser should jump to a separate routine (as demonstrated with the 'take' command), which contains a set of instructions:

```
IF d$="N" OR d$="NORTH"
  b=1
  d=0-mw
ENDIF
IF d$="NE" OR d$="NORTHEAST" OR d$="NORTH-EAST"
  b=2
  d=1-mw
ENDIF
...and so on.
```

Although it looks a little strange, this set of IFs finds out which direction the player wants to travel in and sets two variables. Variable b tells the program which binary bit of the room's door information to look at, and d is the displacement value. The door information is explained elsewhere in this feature.

The displacement value helps you work out where the player ends up. Let's assume their location is stored numerically in a variable called pr. The map width is stored in mw, and in this case its value is 8, because our map is eight squares wide. Should the player decide to go east, the displacement value is 1, because if you add 1 to the player's current location, you'll come up with the value of the room directly east of the current one. If they wish to go west, the displacement is -1.

The map's width comes into play when they want to go north or south. To go north, the displacement is -mw. If the player wants to go north from location 17, for example, a displacement of -8 lands them in location 9. To go northeast, then, means adding 1 to go east and subtracting 8 for north. The displacement value for northeast is therefore -7.

When you've set the b and d variables, you can run through the following instructions:

```
IF MID$(r$(mr,3),b,1)="1"
  pr=pr+d
ENDIF
IF MID$(r$(mr,3),b,1)="0"
  PRINT " You can't go that way."
ENDIF
```

In other words, if the door information value for the specified door (b) of the current room (mr) is 1, you can add the displacement value to the player's current location. If the value is 0, you tell the user they can't move in that direction. If only life was really that simple.

The final two pieces of information state whether the object is hiding any others. When the foliage is examined object 18 is revealed, in this case a caterpillar. This object will then have its visibility flag set to Y, because it has been discovered and can now be seen by the player.

Put it away

There are a number of ways you can store this data, depending on how heavily you want to protect these descriptions from prying, cheating eyes. For the sake of ease and clarity, *Espers* has all the data at the end of the listing in data statements, read into dimensioned variables as follows:

```
no=0
DIM o$(256,9)
obj_read:
FOR l=1 TO 9
  READ o$(no,l)
NEXT l
IF o$(no,1)<>"marker"
  no=no+1
  GOTO obj_read
ENDIF
```

The first variable, no, keeps track of the number of

objects in the game. The last object in the list is a marker which tells the game where to end. The next line dimensions a variable, o\$, which stretches from o\$(1,1) to o\$(256,9). This enables us to store the nine attributes of up of 256 objects in one variable.

A quick look at the full listing will uncover the rest of the data read routines. Once you've got all your data set up, you can settle down to write the first part of the game proper, the parser.

Your wish...

The most important part of the text adventure is the user's input, so the first thing your program must be good at is taking instructions and converting them into a form it can understand. All this happens in three steps: you take input from the user, refine it, and then act on it.

First, we must take the user's sentence, and break it up into individual words. The following listing does the actual work:

w=1

```
Save Save, A Quit New BlkSta Replac Pg Direct Run %6:29:00
Load Merge List Block BlkEnd Find Pg Insert Flip Test 204
IF w$(cw)="LOOK" OR w$(cw)="L"
  af=1
  r$(pr,4)="N"
  GOSUB look
ENDIF
IF w$(cw)="TAKE" OR w$(cw)="GET" OR w$(cw)="T"
  af=1
  GOSUB comm_take
ENDIF
IF w$(cw)="TALK" OR w$(cw)="SPEAK"
  af=1
  GOSUB comm_talk
ENDIF
IF w$(cw)="GIVE"
  af=1
  GOSUB comm_give
ENDIF
IF w$(cw)="DROP" OR w$(cw)="D"
  af=1
  GOSUB comm_drop
ENDIF
IF w$(cw)="USE" OR w$(cw)="READ" OR w$(cw)="U"
  af=1
```

Parser salt. Oh ho ho ho. Oh. Erm... Aarrghh, don't hit me, please don't hit me.

PARSER BY: SIMON

```
FOR l=1 TO w
  IF w$(1)="AND" OR w$(1)="THEN" OR w$(1)="THE" OR
  w$(1)="A" OR w$(1)="AN" OR w$(1)="TO" OR w$(1)="WALK"
  OR w$(1)="GO" (all one line)
    FOR m=1 TO w
      w$(m)=w$(m+1)
    NEXT m
    w=w-1
    l=l-1
  ENDIF
  IF w$(1)="THEN"
    w$(1)="AND"
  ENDIF
  IF LEFT$(w$(1),1)=", "
    w$(1)=RIGHT$(w$(1),LEN(w$(1))-1)
  ENDIF
  IF RIGHT$(w$(1),1)=", "
    w$(1)=LEFT$(w$(1),LEN(w$(1))-1)
  ENDIF
NEXT l
```

```
FOR l=1 TO LEN(c$)
  IF MID$(c$,l,1)<>" "
    w$(w)=w$(w)+MID$(c$,l,1) (one line)
  ELSE
    w=w+1
  ENDIF
NEXT l
```

The variable w holds the



SMASH AND

The next big, scary thing you have to add to your adventure is an enormous catalogue of objects. Here's the entire 'take' routine, which makes use of the data stored in the dimensioned variable o\$:

```
PROCEDURE comm_take
  cw=cw+1
  pf=0
  po$=w$(cw)
  IF po$="IT"
    po$=UPPER$(it$)
  ENDIF
  By this point, we've moved the cw pointer on by one word, placing the object name in po$. If the name was it, we replace it with the current 'it' object.
  FOR l=1 TO no
    IF po$=LEFT$(UPPER$(o$(l,1)),LEN(po$)) AND
    VAL(o$(l,3))=pr (all one line)
      pf=1
      o$(l,6)="Y"
      IF o$(l,4)="Y"
        PRINT " You take the ";o$(l,1);"."
        obt=1
        o$(l,3)="INV"
      ELSE
        PRINT " The ";o$(l,1);" won't budge."
      ENDIF
    ENDIF
  NEXT l
  it$=po$
  NEXT l
```

If the object can be moved and is in the player's current location, the appropriate message is displayed and the object's location is changed to the string INV, signifying that it's in the inventory. If it can't be moved, the user is told that. If it wasn't even there, the pf flag won't have been set to 1, so the following routine comes into play:

```
IF pf=0
  PRINT " Nope - sorry. I can't see one of them around." (all one line)
ENDIF
RETURN
```

Other commands

Though they do entirely different things, the next two commands we'll be looking at work in very similar ways. The first is the 'drop' command. It may look a little complicated, but it isn't.

First, the program goes through the name of every object, seeing if it's the one you mentioned. If it is, and it's current location is INV, it's dropped, and its current location is changed to the player's current room. If the object's location wasn't INV or the loop didn't find an object matching the one you asked for, the player is told they don't have one.

```
PROCEDURE comm_drop
  cw=cw+1
  df=0
  IF w$(cw)="IT"
    w$(cw)=UPPER$(it$)
  ENDIF
  FOR od=1 TO no
    ' Is it the object you asked for?
    IF w$(cw)=LEFT$(UPPER$(o$(od,1)),LEN(w$(cw)))
    ' Are you holding it?
    IF o$(od,3)="INV"
      PRINT " You drop the ";o$(od,1);"."
      o$(od,3)=STR$(pr)
      df=1
      it$=o$(od,1)
    ENDIF
  ENDIF
NEXT od (continued overleaf)
```



```
IF df=0
PRINT " You haven't got one of those (yet?)."
ENDIF
RETURN
```

The examine command works in much the same way, but instead of changing the object's location, it prints the object's description string, and uncovers any objects that are supposed to be revealed, by making them visible. This section of program is too long-winded to reprint here, but you can find it in the main listing immediately after the line:

PROCEDURE comm_examine

Probably the most long-winded programming task in the game is the 'use' command. It doesn't work with standard data, because each object does an entirely unique thing (or nothing at all).

The routine starts like the others, first making sure the object exists and is in the current location or your pocket. If it does and is, the routine exits with the object number in the variable uo.

```
cw=cw+1
uo=0
uu=0
un$=w$(cw)
IF un$="IT"
un$=it$
ENDIF
FOR a=1 TO no
IF un$=LEFT$(UPPER$(o$(a,1)),LEN(un$))
it$=un$
IF VAL(o$(a,3))=pr OR o$(a,3)="INV"
uo=a
ENDIF
ENDIF
NEXT a
IF uo=0
PRINT " I can't see one of those around here."
ENDIF
```

Throughout the 'use' section, another variable, uu, keeps track of whether the specified object was used. At this point, you can insert as many little object routines as you like. Here's one for the match:

```
IF uo=36
uu=1
PRINT " The match lights, then burns away.
You've got plenty more, though." (all one line)
ENDIF
```

And so if the object is number 36, uu is set to 1 to signify that it had a use, and the routine acts out the match's use - in this case, burning briefly and dying. A glance at the full listing will reveal many more object uses, with the following routine sitting at the end, just in case the object didn't have a use:

```
IF uu=0 AND uo>0
PRINT " As far as I can tell, it doesn't do
anything." (all one line)
ENDIF
```

At this point we can return to the parser.

```
Drop something.
PROCEDURE comm_drop
cw=cw+1
df=0
IF w$(cw)="IT"
w$(cw)=UPPER$(it$)
ENDIF
FOR od=1 TO no
IF w$(cw)=LEFT$(UPPER$(o$(od,1)),LEN(w$(cw)))
IF o$(od,3)="INV"
PRINT " You drop the ";o$(od,1);"."
o$(od,3)=STR$(pr)
df=1
it$=o$(od,1)
ENDIF
ENDIF
NEXT od
IF df=0
PRINT " You haven't got one of those (yet?)."
ENDIF
RETURN
```

These separate procedures can be put anywhere in your listing.

number of the current word and the loop adds one character at a time to the dimensioned variable w\$ until it reaches a blank space. At that point w increases and starts adding letters to the word immediately afterwards. Of course, w\$ has to be dimensioned and emptied every time

this routine is used. You can see this in the full listing.

Next, we have to extract any unnecessary words from the set, using the routine given in the Parser By: Simon panel.

This piece of code cycles through every word in the set, removing the extraneous words and shuffling the others

MISCELLANY

Your adventure isn't over, because there are still some more commands to add. The majority of these are very simple, despite their importance.

The first is that most useful of commands, 'look'. It's used whenever the player wants to see their surroundings, and also whenever they change room. At its simplest, the look routine looks like this:

```
p$=r$(pr,2)
gosub ww_print
```

Things are never that simple, though, because this only gives you a description of the room, leaving out any objects that are lying around. The routine in the full listing goes through every object in the room, arranging them into a sentence. Once again, search through the listing for the line:

PROCEDURE look

The next command we'll need is 'inv', which is used to find out what the player is carrying. A quick explanation of this may help shed some light on the 'look' routine...

PROCEDURE comm_inv

```
p$="You aren't carrying anything."
```

We start out with a string telling the user they're not carrying anything. Next, we set up a dimensioned variable called op\$.

```
ERASE op$()
```

```
DIM op$(32)
```

```
op=0
```

A quick scan through every object in the game will reveal all those with a location of INV. If they're in the player's pocket, their names (complete with adjectives) are added to op\$, the counter op increasing to keep track of the number of objects we've found.

```
FOR l=1 TO no
IF o$(l,3)="INV"
```

```
Save Save,A Quit New BlkSta Replac Pg Direct Run 16:31:12
Load Merge Llist Block BlkEnd Find Pg Insert Flip Test 1020
DATA "at the foot of a hillock rising to the southwest"
DATA "There's nothing like a good view, and this really is nothing like a good view"
DATA "00011111","N","N"
51
DATA "Swimming in a river that runs northwest to southeast"
DATA "A river runs through it (northwest to southeast), and it's a long and boring"
DATA "000P000P","N","N"
52
DATA "in the riverside cave, with an exit to the south"
DATA "You're shivering from the cold water in a cave hidden deep in the cliff, cold"
DATA "0000P000","N","N"
53
DATA "at a junction in the northwesterly path, as it branches east and northeast"
DATA "Forests, too, can be a little dull at times. This much woodland in what's"
DATA "stroll. The path runs in from the northwest and branches east and northeast"
DATA "01100001","N","N"
54
DATA "where the western path ends abruptly in a small, unclimbable gully to the"
DATA "If forest paths could talk, this one would make some exclamation of surprise"
DATA "00000010","N","N"
55
DATA "standing on top of a high rock, contemplating a slope to the river to the"
DATA "What you originally thought was a small cliff turns out to be a tall rock"
```

Of course, you shouldn't leave all your text unencrypted for hackers to read. If you want to know more about encryption, write in and we'll run a tutorial.

together. Let's introduce a sample sentence: "Take the kipper then examine it". By the end of this routine, the words have been split up, turned into capitals (see the full listing for details) and filtered down to "TAKE KIPPER EXAMINE IT".

The af variable is used at the end of the parser loop to make sure the command was understood and an action was taken. If the word in w\$(cw) is 'TAKE', 'GET' or 'T' then the subroutine comm_take will be called. We can rely on

There are places the player can only venture if they're holding an esper

Immediately after this word filter is a large loop that cycles through every word in the sentence, referring to the current word as cw. Inside this loop are branches for every single command the game understands, such as:

```
IF w$(cw)="TAKE" OR
w$(cw)="GET" OR
w$(cw)="T" (all one line)
af=1
GOSUB comm_take
ENDIF
```

that routine to increase cw by one, take the next word in the set as an object name, and increase cw again to point to 'EXAMINE', ready for the next parser loop.

This is, in short, how our parser works. If you look at the listing on the disk you'll find lots of extraneous lines, dealing with various things that aren't relevant to the game at this stage of development, or in some

CHARACTER ACTORS

The most terrifying aspect of adventure games from the programmer's point of view is the characters, because it's hard for them to be anything other than stupid and irritating. This is taken to an extreme in *Espers* – all the characters have a speech when you talk to them, an object they desperately want, an object to give you in return, and an acceptance speech. Let's take the nice, simple example of a certain Hairy, sitting in a shed in the village:

Name: Hairy

Ref: he

Location: 12

Description: It's just a hairy bloke

Speech: Hi – I'm Hairy.

Wants: 15

Has: 30

Says: Tops – cheers. Here you go.

So when you talk to a character, the following routine checks to make sure the target person is in the same location as you; if so, it prints their speech.

PROCEDURE comm_talk

tf=0

cw=cw+1

FOR l=1 TO tc

IF w\$(cw)=UPPER\$(cc\$(1,1))

tf=1

IF VAL(cc\$(1,3))=pr

p\$=cc\$(1,1)+": "+cc\$(1,6)

ELSE

p\$=cc\$(1,1)+" isn't anywhere to be seen."

ENDIF

ENDIF

NEXT l

IF tf=0

p\$="I don't know anyone by that name."

ENDIF

GOSUB ww_print

RETURN

Passing objects back and forth between different characters is a little more complicated, though. The relevant bit of listing can be found after the line:

PROCEDURE comm_give

It asks a series of questions: does the person exist; are they in the current location; is the player carrying the object; and does the character want it?

Once all these conditions are matched (in a set of IF branches from hell), the player's object is transferred to room 66, a place that doesn't exist on the map. This means that, as the character has the object, it can't be found anywhere else. This is also the place where objects that characters hold should start out. Next, the object the character was holding is transferred from location 66 to location INV, signifying that the player now has it.

As an afterthought, you should add a patch to the object examine command, so the player can use it to look at characters. My patch looked like this:

FOR l=1 TO tc

IF w\$(cw)=UPPER\$(cc\$(1,1))

IF VAL(cc\$(1,3))=pr

p\$=cc\$(1,4)

ELSE

p\$="You can't examine "+cc\$(1,1)+" because

" +cc\$(1,2)+" isn't here" (all one line)

ENDIF

df=1

ENDIF

NEXT l

It sits after the main object examine loop, and just quickly cycles through the characters making sure you weren't referring to any of them. If you were, it displays their description and sets the df flag to disable the 'I can't see one' message.

much anything before the player notices any significant delays. As we said at the beginning, the only real limit to your game is the wildness (or otherwise) of your imagination... *stf*



```
op=op+1
op$(op)=o$(1,7)+" "+o$(1,1)
ENDIF
NEXT 1
```

The next part is a little odd, but it simply arranges the object list into a sentence by constructing a new p\$, adding a comma after every object...

IF op>0

p\$="You're carrying "

FOR l=1 TO op

p\$=p\$+op\$(l)

IF l=op

p\$=p\$+"."

ENDIF

...with an 'and' just in front of the last one.

IF l=op-1

p\$=p\$+" and "

ENDIF

IF l<op-1

p\$=p\$+", "

ENDIF

NEXT l

ENDIF

If no objects were found, p\$ remains in its original state, telling the player their pockets are empty. A message about their health rating is tacked on to the end, and the whole message is printed.

p\$=p\$+" Your health is currently at "+STR\$(plpo)+"%"

GOSUB ww_print

RETURN

cases to any adventure game other than *The Espers*.

Next, we need to add the player's commands to the listing, so the game understands what they mean and acts on them. You'll find out just how to do this in the Directions, Smash and Grab, Miscellany and Character Actor panels, which are scattered around these pages.

And then?

By now, you'll have a fairly decent adventure. The problem is that so will everyone else – the real beauty of adventures is in their originality. *Espers* isn't one of the most startlingly original concepts in the world, but the point is that the basic routines

have been modified. If you look at the room door information and the movement routines, you'll find there are certain places the player can only venture if they're holding a certain esper. This is just one way to modify your game.

You could, for instance,

You could introduce a trading element by giving players the ability to haggle

base the whole thing around fighting, giving each computer character huge piles of statistics, enabling them to re-enact

RPG-style battles. Alternatively, you could introduce hypnosis, working on the character element to give the player a chance to indoctrinate everyone in the game world.

There's even an adventure game called *Boggit* which is based almost entirely in one location. The player spends the entire time trapped in a toilet (or, at least, this player did). Overplaying the object manipulation and parser side of your game could be the answer, or you could introduce a heavy trading element by giving each player cash and the ability to haggle.

At the end of the day, almost everything in an adventure game can be reproduced with the techniques shown in this feature – it's all simple data processing. There's very little you can't describe in text, and you can calculate pretty

```
Save Save, A Quit New BlkSta Re
Load Merge List Block BlkEnd F
Set up the data
tr=65
mw=8
DIM r$(67,5)
FOR r=1 TO 67
FOR p=1 TO 5
READ r$(r,p)
IF RIGHT$(r$(r,p),1)="/"
l=LEN(r$(r,p))
l=l-1
r$(r,p)=LEFT$(r$(r,p),l)
READ a$
r$(r,p)=r$(r,p)+a$
ENDIF
NEXT p
NEXT r
pr=34
no=0
DIM o$(256,9)
obj_read:
FOR l=1 TO 9
READ o$(no,l)
NEXT l
```

Initially all the data has to be read into those massive arrays.

Absolute beginners

“Copy the files to the root directory of your boot disk.” You’ve probably seen this phrase dozens of times, but what exactly does it mean? Allow us to explain.

If you want to copy files to the root directory of your boot disk, all you need to do is read our step-by-step guide. Before we start though, let’s define a few important words.

File: This is computer-speak for data stored on disk. Take a bundle of papers, say a ten-page essay. Staple them together, write ‘History essay’ on the top page, and you have a paper file. Write the same essay on your ST, save it to disk and you have an computer file. Files don’t have to contain text, they can be DTP files, database files, or even software programs.

Root directory: If you put any floppy disk into your ST’s disk drive and double-click on the drive A icon, the contents of the disk’s ‘root directory’ are displayed on the screen.

It’s like looking at the contents page of a book, which lists all its chapters, but not everything within each chapter.

Boot disk: This is the floppy disk you put in your ST’s disk drive when you switch it on and ‘boot up’. The booting process initialises your ST and can load certain programs into memory. If you want, you can have alternative boot disks for different purposes. For example, a boot disk for use with

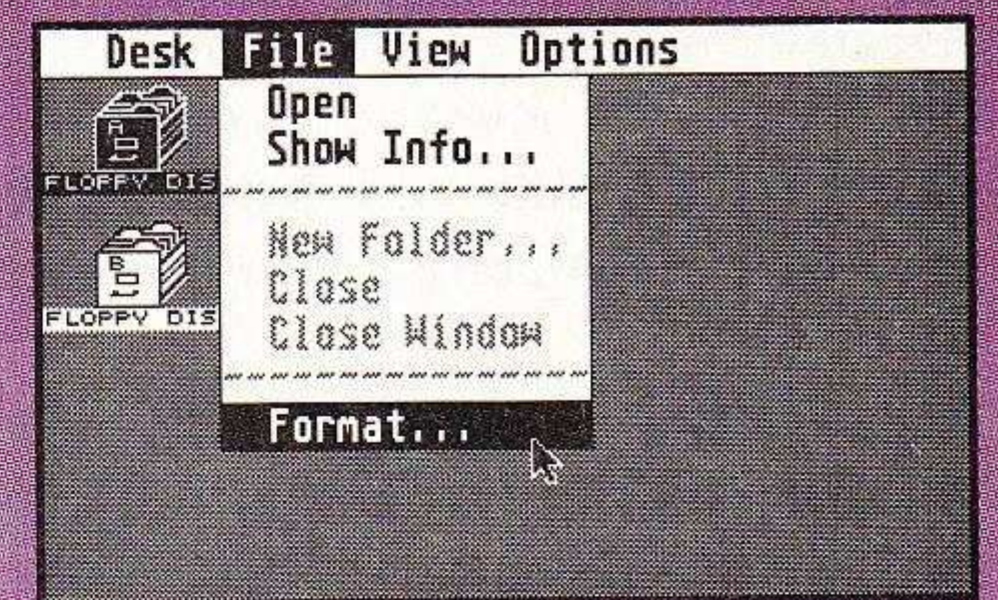
It’s like looking at the contents page of a book, which lists all its chapters

Papyrus Gold would contain *SpeedoGDOS* for scalable fonts and *NVDI* to speed up the display. An accessory text editor, such as *SpiritEd*, might come in handy for on-the-fly text entry. We did a series on boot disks recently (see issues 73–6).

Copying a file to a disk’s root directory means placing it straight on to the disk, and not inside any folders (sub-directories) that may already be on disk. We are assuming your ST has one built-in double-sided floppy drive, and

no external drive B. (If you do have a second drive, the procedure is much the same, but disk-swapping is eliminated.) If you only have a single-sided drive, we recommend you upgrade, because modern ST software is supplied on double-sided disks. *stf*

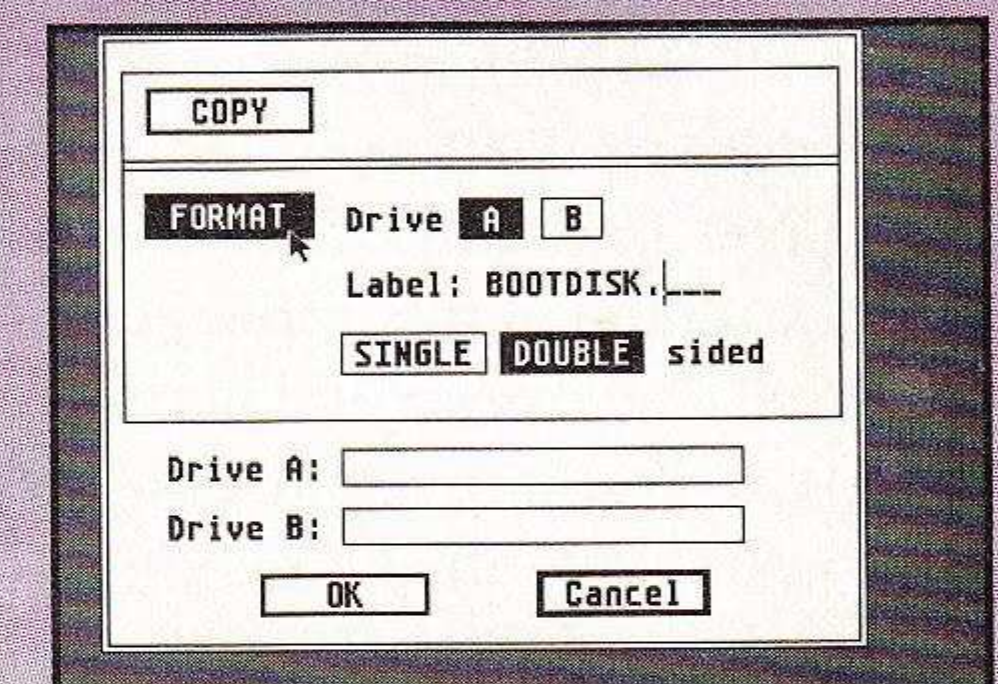
FORMAT A BOOT DISK



1 To format a disk, put it in your ST’s drive. Click on the drive A icon and move the mouse pointer to the word File at the top of the screen. A drop-down menu appears. Click on Format.



2 A message appears, warning you that formatting will erase any information on the disk. As you are beginning with a blank disk, this doesn’t apply. Click on the OK button to proceed.



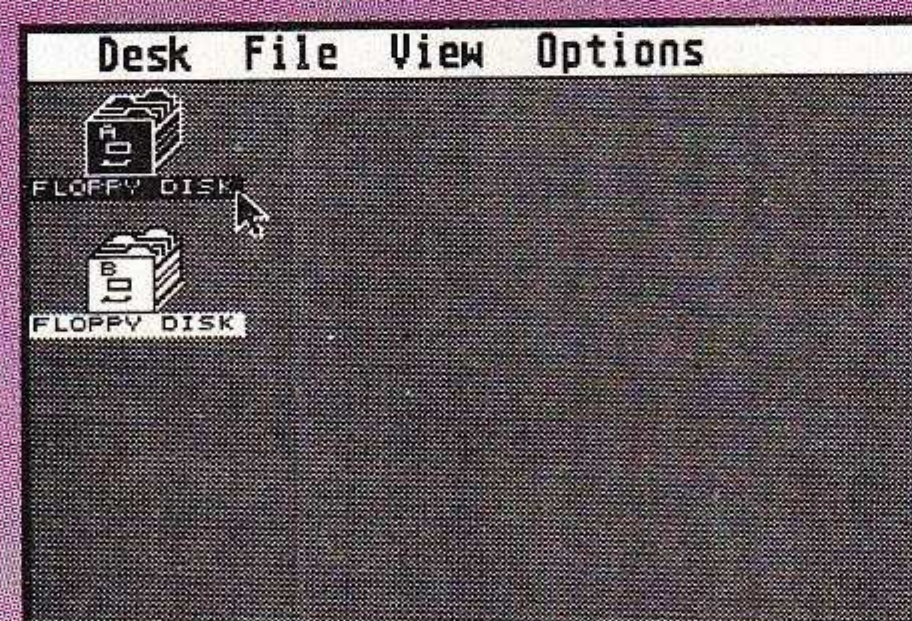
3 Click on the button for Double-Sided formatting and, if you want, name your disk by typing in the title where it says Disk Label. Click on the Format button and the disk will be formatted. Remove the disk from your ST.

PREPARING YOUR DISKS

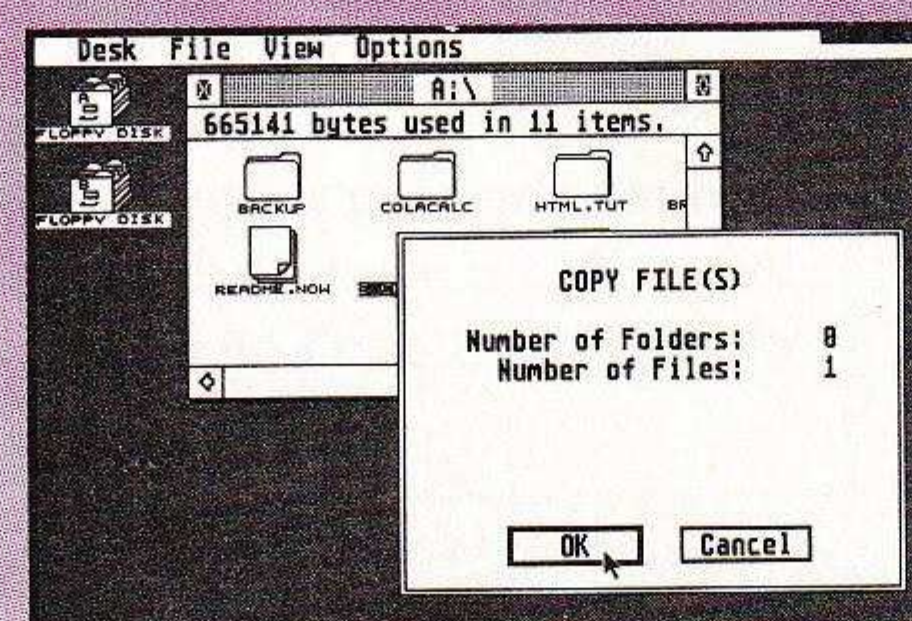
Get a blank disk and label it ‘ST Boot Disk’. (If the disk isn’t already formatted, you’ll have to do this now – see the Format a Boot Disk panel). Make sure the sliding write-protect tab in the corner of the disk is in the shut position, so you can’t see through the hole.

Now take the master disk (containing the file to be copied) and slide the tab to the open position so you can see through the hole. With the tab in this position, the data will be safe during the copying process. Switch on your ST and wait until the Desktop appears on your screen.

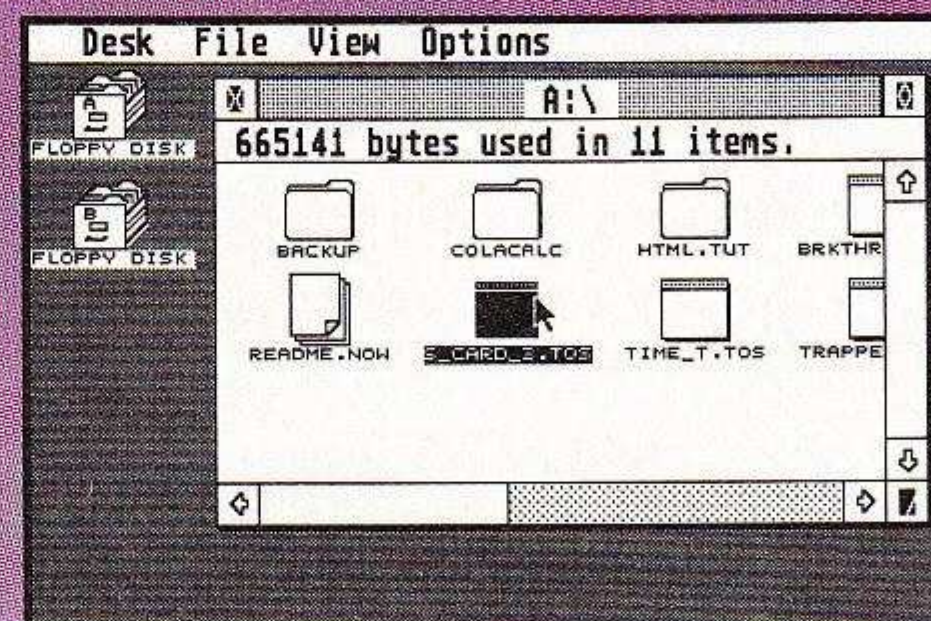
COPYING FILES TO YOUR BOOT DISK



1 Put the master disk into your ST’s internal disk drive. Move the mouse pointer up to the drive A icon and double-click on it with the left mouse button.



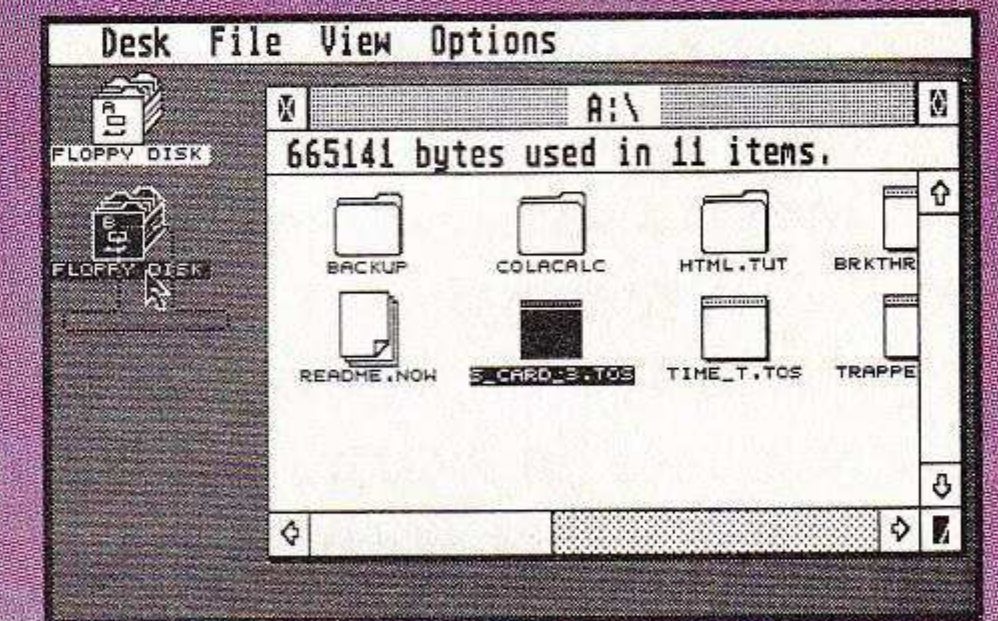
4 An alert message now appears on your ST’s screen to inform you that one file is about to be copied. Move your mouse pointer to the box that says OK and click on it once.



2 A GEM window opens, listing all the files on disk. Find the file you want to copy, move your mouse pointer over it and click once. The selected file is highlighted (the colours are inverted).



5 A new alert instructs you to insert Disk B into drive A. Disk B is actually the boot disk, so take out the master disk (Disk A) and push the boot disk into the drive.



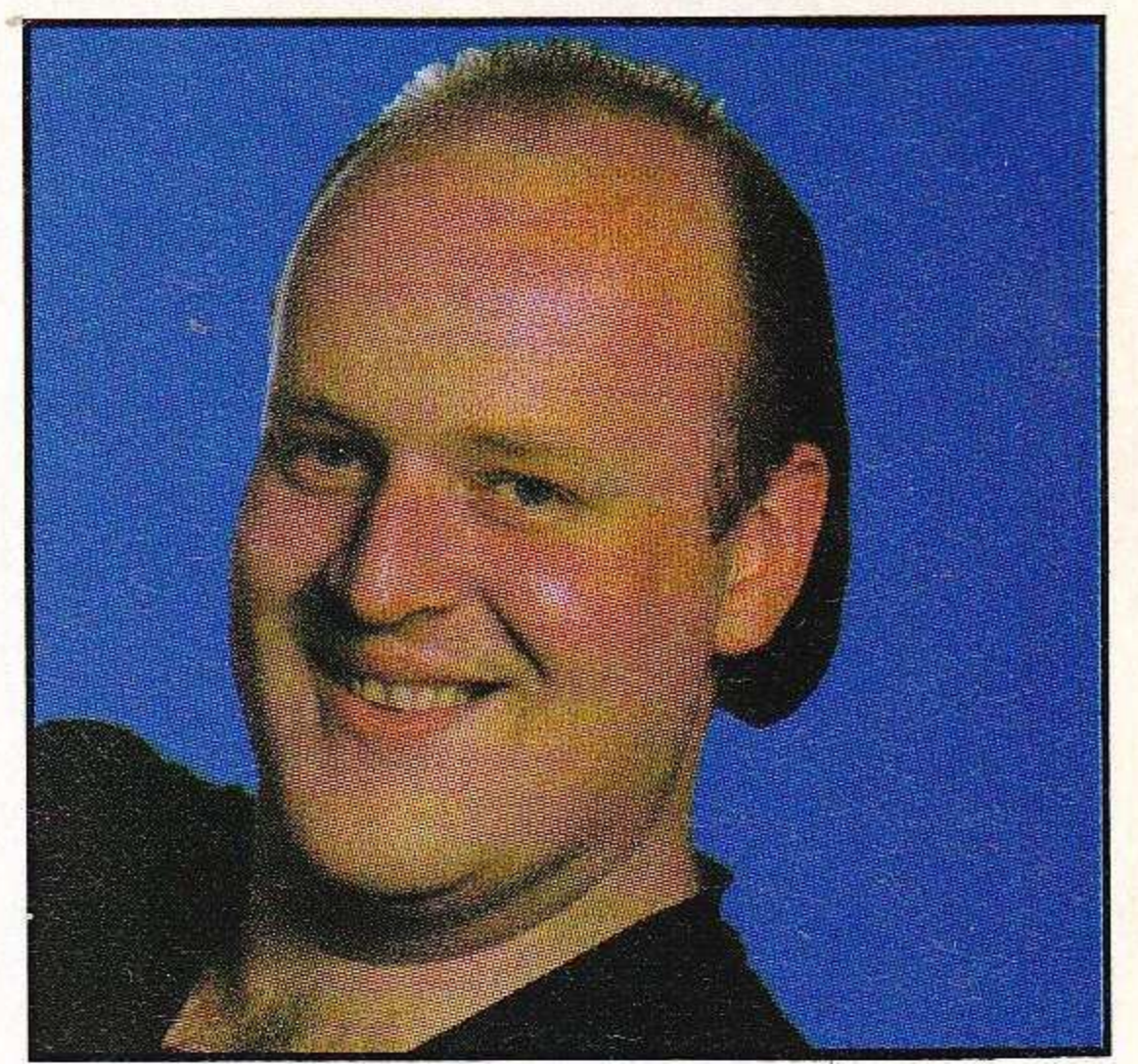
3 Hold the left mouse button over the highlighted file and, keeping it held down, drag the file towards the drive B icon. Release the button when this icon also becomes inverted.



6 Follow the instructions, which prompt you to swap the disks in drive A until copying is complete. After a few disk swaps your file is copied on to your new boot disk.

ST Answers

Frank Charlton dips into his bag of problems and struggles to find the right solutions, then gives up and decides to deal with ST Answers instead.



MONO MANIA

Q I have an Atari 1040STE with an SM124 mono monitor. I have problems loading some games from the ST FORMAT Cover Disk (*Killing Time* and others). Is it because I don't have a colour monitor?
Bogusz Wierzynski, Poland

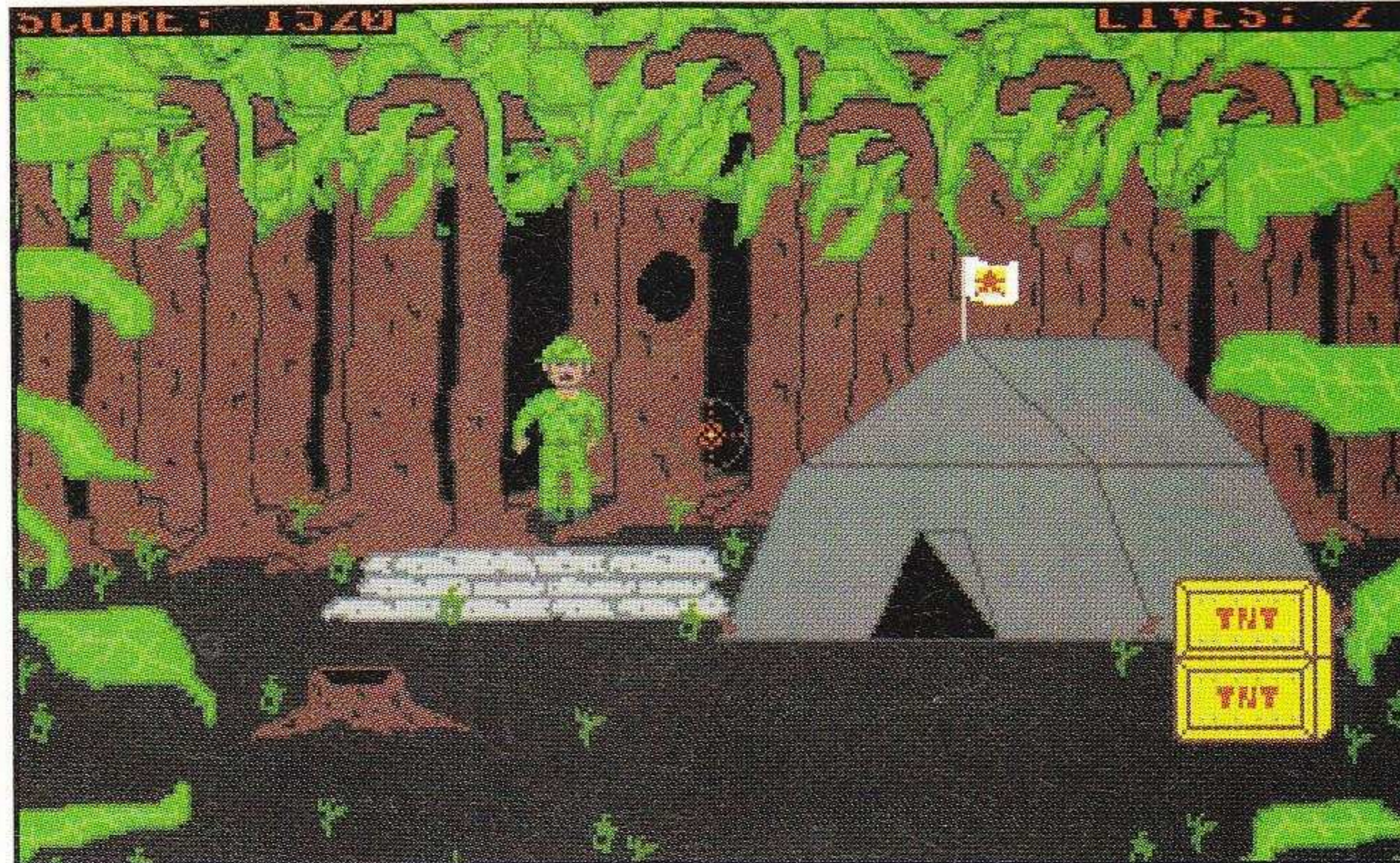
A Yes, I'm afraid it is. Games like *Killing Time* are designed to run on a colour display, and won't work in ST high res mode.

There are programs which supposedly emulate a colour monitor, fooling colour programs into working, but they're slow and unreliable. If you want to play games, invest in a colour monitor or connect your STE to a normal television set using the supplied RF lead.

VIDEO STARS

Q Do you know if you can get video players for the ST or STE, so you can play videos and watch them on the computer? At school we have 14 Apple Macs and one of them has a video player attached – you connect a video recorder and play a tape, and you can watch the video and record it to floppy disk. Is there one for the ST?
Ashley Palmer, Surrey

A There's nothing available on the Atari like the Apple Video System,



Colour games like *Killing Time* will only run on colour monitors, sadly.

Ashley, but you can record moving video on your ST.

HiSoft's VideoMaster is a digitizing cartridge which records movies at up to 25 frames per second, but they're in 16 shades of grey rather than colour. VideoMaster can sample the sound from the video, too, but remember that digitized video footage takes up massive amounts of disk space – you wouldn't be able to save much without a hard drive. Unlike the Apple system, it doesn't spool the recorded video to disk as you go, so you're limited by the amount of memory your ST has. Mind you, it's great fun – contact HiSoft on ☎ 01525 718181 for details.

DAT'S THE WAY

Q I've just bought Diamond Back 3, and it says in the manual that I can use my DAT player as a SCSI tape streamer for

backing up my hard disk. How do I connect it? Do I need any extra software? The manual is no help at all.

I have a 1040STE, and a Sony DTC 1000 DAT player with digital in and out connections.
Stephen Frost, Richmond

A A quick look through our Diamond Back 3 manual mentions backing up to SCSI tape streamers, but there's no mention of Digital Audio Tape machines in our (admittedly earlier) version. You can buy dedicated DAT drives for this purpose, but as far as we know there's no way to connect them to a standard ST.

The SP/DIF and FDI interfaces used by digital audio enthusiasts on the Falcon can connect to domestic DAT machines and back up data to them, but we aren't aware of anything like this for the STE.

NOT FADE AWAY

Q I hope you can help, because I'm a newcomer to computers and I'm at my wits' end. My brother-in-law recently gave

me his 520ST, which he used regularly with no problems. However, I cannot get it to keep a colour display on my television, which is the only screen I have.

When I first switch it on, I get colour for around two minutes and then it fades into black and white, which I find very frustrating. I've tried my ST on three televisions now, with the same results each time.

Derek Macpherson, Milton Keynes

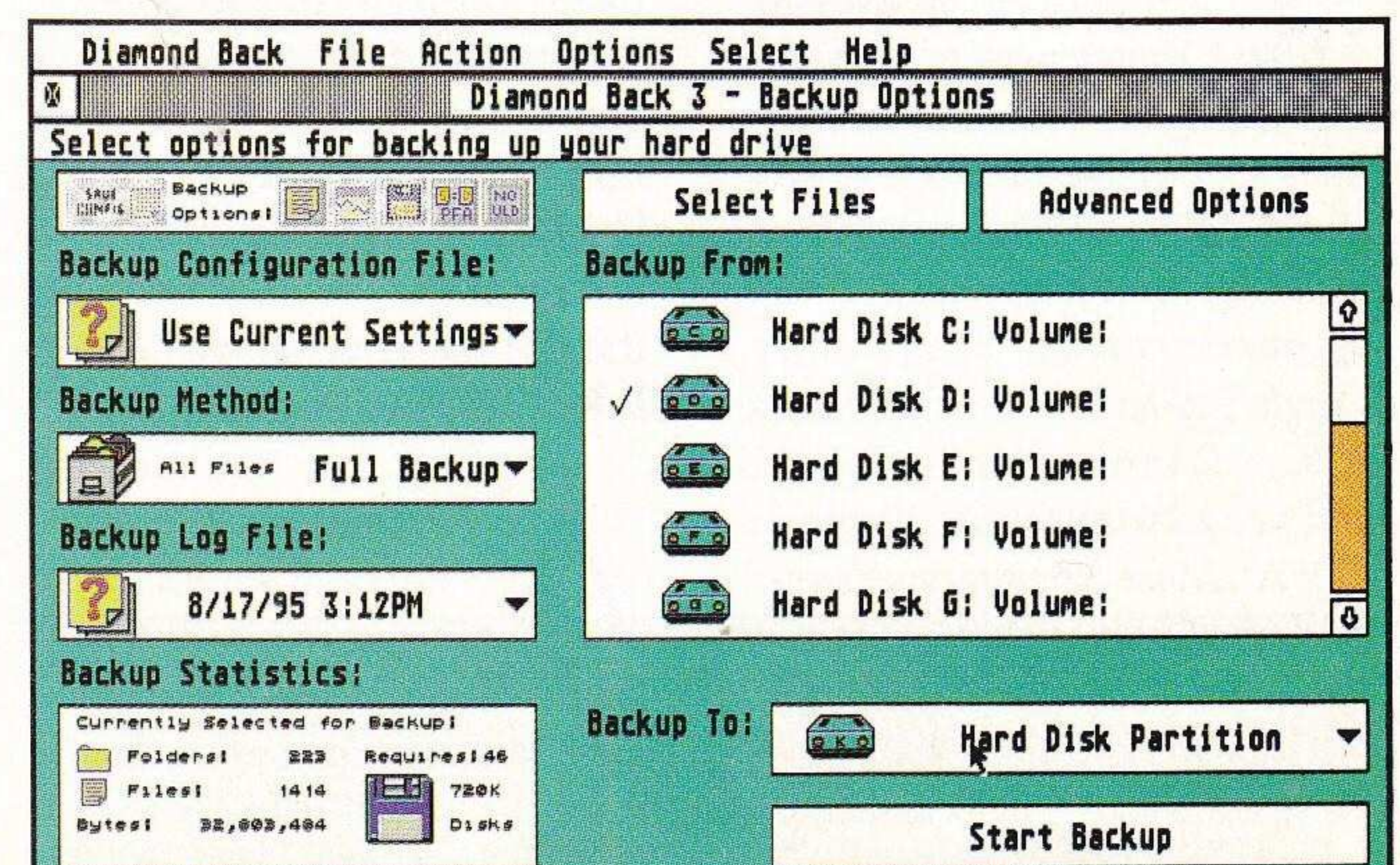
A My first thought was that your TV set might be slowly drifting out of tune, which would explain the gradual shift to a black-and-white picture as the signal degraded. However, you've tried it with three different sets now, and I doubt they could all be at fault.

It sounds as if there is a problem with your ST's modulator – the device which converts the digital signals into the analog ones that are suitable for display on a domestic TV. It appears that it is drifting out of tune.

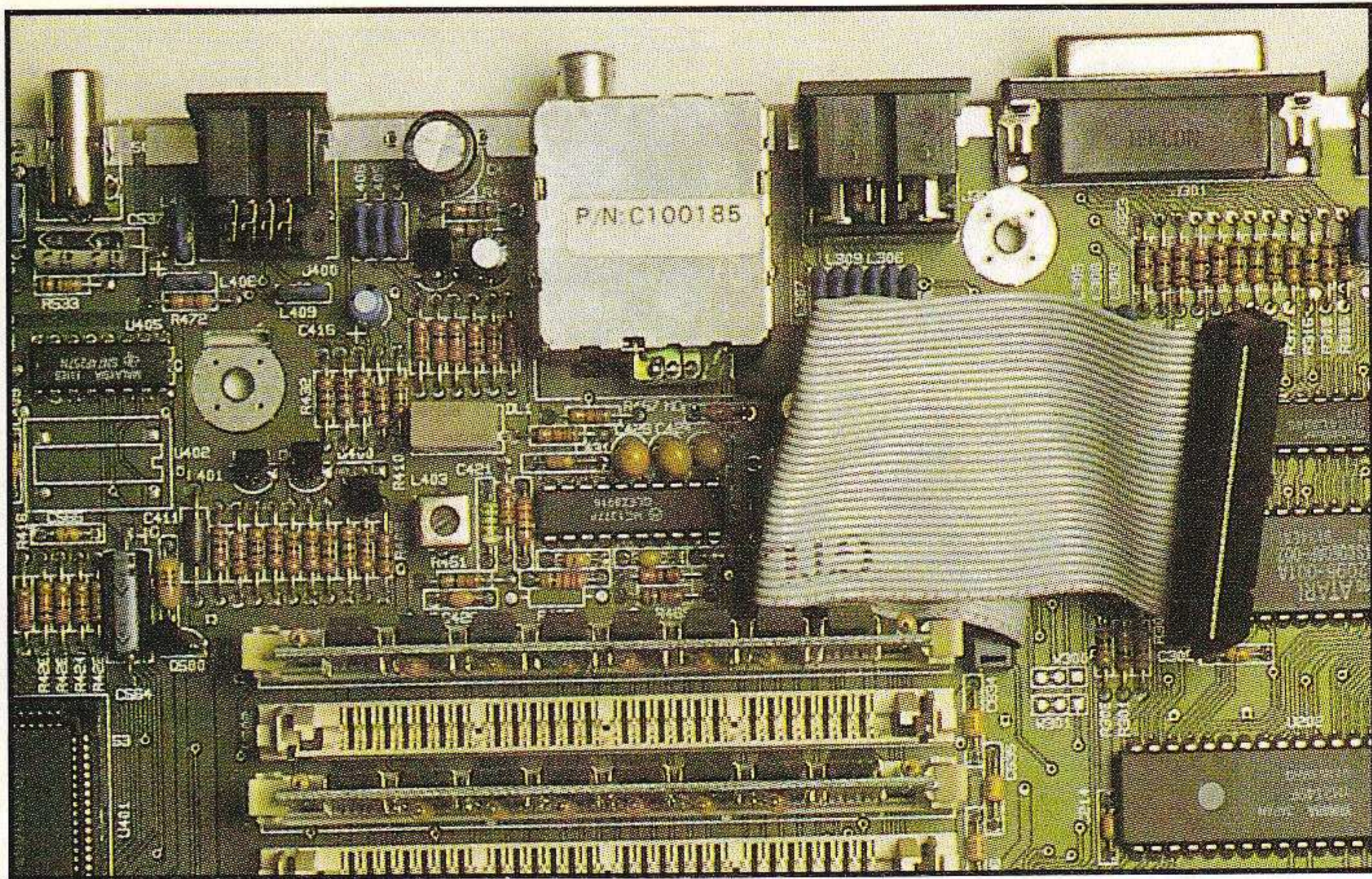
Next time it happens, try re-tuning the TV channel slightly to see if this brings the colour picture back. If it does, then the modulator is drifting – probably as your ST gradually heats up inside. If you can't afford a dedicated monitor, it might be wise to have your ST repaired. Contact Dave Escott at The Upgrade Shop ➤



VideoMaster grabs live video footage with sound at up to 25 frames a second on any ST.



Positively the best backup program available for the ST: Diamond Back 3.



This unassuming tin box delivers the signal to a domestic TV set, and, like everything else, can go wrong occasionally.

on 01625 503448. He will be happy to advise and doesn't charge the earth. Do let us know how you get on, too.

EASY AS ABC

Q With reference to the letter from T Yendle in February's ST Answers, he (or she?) should read the manual.

On pages 2-1 and 2-2 of the User Manual which comes with the Citizen ABC printer, there's a list of printers the ABC can emulate. Epson 9-pin emulation works, but as the printer is a 24-pin machine, the Epson LQ570 emulation gives much better results.

There is no particular advantage in using a 'real' ABC driver. I've tried it with a PC using the Citizen driver that comes with the printer, and you can't do anything that you couldn't do with the LQ570 driver. You don't need any other 'management disks', nor do you need to use the front panel buttons to get at the additional fonts. Appendix D explains how to switch fonts and so on from within other programs using escape codes.
Gareth Jones, via e-mail

A Cheers for that, Gareth! You wouldn't believe how many similar questions about ABC printers we've received this month – is someone knocking these printers out cheap, by any chance? For everyone else wondering how to drive their new ABC, follow Gareth's instructions and use a driver for the Epson LQ570. Most ST programs support this Epson printer, so there should be no trouble in finding the requisite driver.

By the way – not the Gareth Jones? Can I have Carol

Vorderman's phone number next time you're on the HOW 2 set?

BUSY SCSI

Q I am planning to purchase a PC SCSI hard drive from a local computer shop. Will it work with my STE if I get an adaptor? The hard drive is external and comes with case and power supply?

Alister McCallum, Blenheim, New Zealand

A If you're absolutely positive that it is a SCSI drive, then it should work with any of the popular ST host adaptors. The reason I ask is that SCSI drives aren't anywhere near as common in the PC world as the cheaper, slower IDE drives. Make sure it is a SCSI drive – if it is, buy it, then sit back and enjoy the massive lease of life it gives your trusty ST.

AUTO REPAIRS

Q I have a problem with my hard drive. I have a program in the Auto folder of drive C which is clashing with the SD Driver software, preventing the hard drive from booting. I've tried using a soft re-set and cold boot to no effect. Switching between TOS 1.2 and 2.06 has no result, and booting with the hard drive off just gives me access to the Desktop showing the floppy drive icons.

P Kovacs, Darlington

A There should be a way round this problem, assuming you still have the SD Driver hard drive software stashed away on floppy disk somewhere. Boot your ST with the hard drive connected, but

switched off. Once you're at the Desktop, switch on the hard drive and wait for it to complete its initialisation cycle.

Next, open the SD Driver floppy and run the driver software in the floppy's Auto folder by double-clicking on it as normal. This should make your ST recognise that a hard drive is attached. Next, create a Desktop icon for drive C. You should then be able to access the boot partition as normal.

Delete the offending Auto program, then re-boot as normal with the hard drive on. Your drive should now auto-boot normally. If it doesn't, then your problems probably weren't due to a rogue program, but to a corrupted drive. You may need to reformat your drive – which means you'll lose all the data on it – but you should be able to get a working drive at the end of the day.

If you haven't got the driver software on floppy, you're in trouble – in which case, get in touch and we'll see what we can do. Oh, and if you were using a boot manager, such as Superboot or X-Boot, you could have disabled the rogue Auto program and saved yourself all this hassle.

TOS IT OUT!

Q I have an ST with TOS 1.2. Are there any TOS upgrades for my system other than TOS 2.06, because I cannot afford that. Perhaps I could use TOS 1.4 or 1.6? I wonder if anyone out there is kind enough to give me a free TOS chip other than 1.2 or below? I would consider paying if necessary, but I need help as I'm unemployed.

Rajesh Rekhray, Singapore

A Tell you what, Rajesh, you let me come and stay (I could use a free

holiday), and I'll bring you a TOS 2.06 board. Seriously, though, TOS 2.06 is the only option you have. While it will improve your ST, it isn't a life-or-death upgrade, and you don't desperately need it. Stick with 1.2 until your finances improve a bit, and carry on enjoying your ST.

If anyone out there has a brain spasm and fancies giving a TOS 2.06 upgrade away, by all means drop us a line and we'll put you in touch with Rajesh.

IT'S THE WOLF!

Q I have noticed that you can run the game Wolfenstein 3D on a 286 PC, and I'm curious as to whether it would run on an ST with a 286 emulator?

I don't have a hard drive – can I run an emulator without one? My 1040STE has 4MByte of RAM and a high-density disk drive.

Also, what kind of graphics does an emulator produce? Can it produce VGA graphics of any kind, and are they monochrome or colour?

Oh, and while I'm here, could you start a service providing Cover Disks for high-density drive owners, as there's a lot more space on these disks and it would improve the ST FORMAT Cover Disk greatly?

T Anderson, Stockport

A To be honest, I don't know whether Wolfenstein 3D would run or not. The various emulators for the ST have never been very good at running PC games, and they were never really intended for that.

A hardware emulator should run without a hard drive, but it would be as useful as a real PC without one, that is not very use-

Desktops	Autoboos	Accessories	Others
LOW_REZ	ACEGAMER	1STGUIDE	PULLDOWN
WORLD	AUTOBOOT	ACCAL_SU	RESCUE
	AUTOFCM	BCOPY14	RESETCOL
	AUTO_TL	BKINST	SNAPSHOT
	BOOT60HZ	BOMBSITE	SPIRITED
	BOXKITE	BREAKOUT	STGUIDE
	COLORSTE	CALC	STICK
	CRAZYSND	CPANEL	TABBY
	DATE_G	CRAZYDEM	TETRIS
	DAWNAUTO	CRAZYSND	TIMETALK
	DOUBLE2	DWAIN	TWILIGHT
	FFSEL	DBLEFEAT	WHATIS
	FSW4	DCFRZFRM	ZCONTROL
	GDS	DESKCLOC	
	IMGCINFO	DESKPAC	
	INTRO	DFORMAT	
	MEDREZ	DOS	
	MEMSET	DRIVERS	
	MORTIMER	FREEDOM	

Install a boot manager, such as Superboot, to avoid potential disasters with clashing programs on your hard drive.

ful at all. PCs need hard drives far more than STs, because MS-DOS is loaded from disk at boot-up, rather than being in ROM chips like TOS. With a single drive, you'd be swapping disks every five minutes, and it wouldn't be much fun.

As for graphics, the later emulator cards provided an approximation of VGA in monochrome on a high-resolution monitor, such as an SM124. Again, this isn't much cop for games. Colour support was limited to old modes, such as four-colour CGA, and you can imagine how dull Wolfenstein would be like that.

Besides, second-hand 286 PCs are probably cheaper than the emulators now, so you could always buy one to run alongside your ST. If you want to keep up with the current market, though, you'd need a fast 386 or a 486 at the very least.

As for high-density disks, there's not much chance of a change to the Cover Disk. The vast majority of our readers still have double-density drives, and it wouldn't be cost effective to produce a separate disk each month. Besides which, Nick would have a nervous breakdown if we gave him any more work to do.

CRASH BANG

Q I'm at my wits' end with Ultimate Virus Killer 6. It doesn't seem to like Superboot, and it crashes when I try to run it from within Superboot. I have tried it in various positions in the Auto folder, but it doesn't seem to make any difference.

Jim Bakas, Ashford

A There's a very good reason for this, Jim – UVK is a GEM program, and is meant to be run from the Desktop, not the Auto folder.

Anything running in the Auto folder, including Superboot, can't access GEM at all, because it hasn't initialised at that point. Any program which calls GEM functions, such as windows, the mouse pointer or the file selector will crash if you run it like this. Just run UVK from the Desktop after your ST has booted, and it'll work properly.

CHIPS, PLEASE

Q Please could you send me prices for the 11 chips which run the Atari STE and STFM, as the floppy disk drive chip has gone on my STE. I also need to find a local dealer where I can get it fitted.

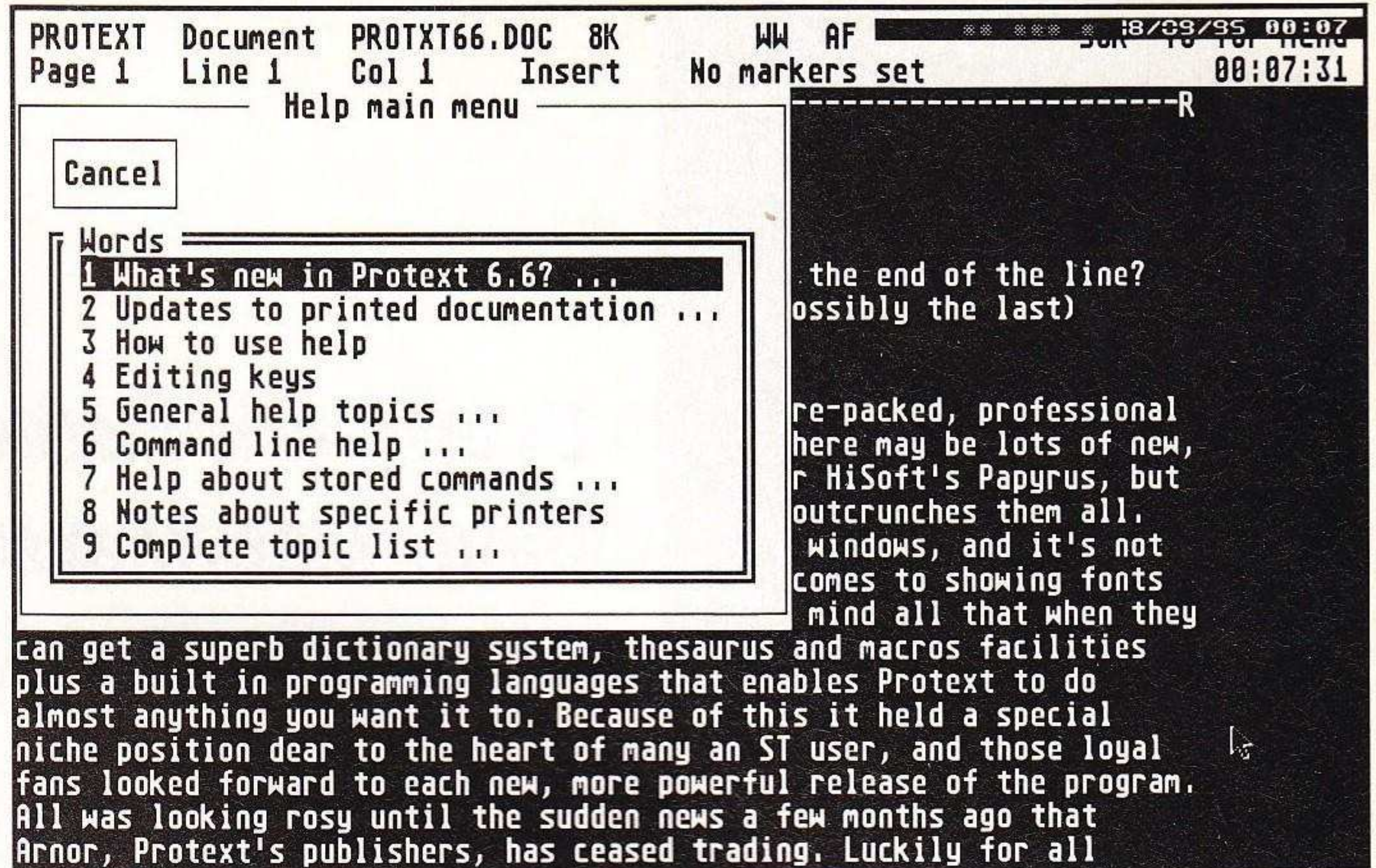
K Aspery, Middlesbrough

A Erm, we can't supply lists like that, unfortunately. Prices fluctuate, and we don't sell hardware, anyway. Get in touch with The Upgrade Shop on ☎ 01625 503448 to find out how much it'll cost to have your ST repaired. The Upgrade Shop will pick your ST up by courier, fix it and send it back before you know it's gone.

Analogic Computers (☎ 0181 5469575) offers a similar service, and recently won the ST Repair Service of the year award, so you might want to try calling the folks there too.

SPEED DEMON

Q I wish to continue using Atari equipment, and am considering buying a Falcon and possibly a new word processor. My main consideration is that the eventual choice will have to last for several years. However, after reading reviews of the flagship Atari word processors, I'm con-



The old favourite, Protex, makes yet another appearance in ST Answers.

cerned to see that the test times for printing a typical page with several fonts could vary between two to three minutes. This means that typical semi-professional or student documents of around 30 pages could take up to 90 minutes to print. This seems to suggest that I should be considering a PC instead of an Atari in order to get reasonable print speeds.

Am I right in this assessment, or can an Atari print a typical small project at a reasonable speed?

Nathan Beardmore, Staffs

A Print times depend on both your choice of word processor and printer, Nathan. Word processors like Papyrus, which uses the scalable fonts provided by NVDI 3 or SpeedoGDOS, will inevitably take longer, because the page needs to be rendered by the font-scaling software first.

For a student thesis or long essay, you'd be advised to take a look at Protex. If it is used with a printer with built-in scalable fonts, such as the latest generation of inkjets and lasers, Protex can concentrate on the word processing, leaving the printer to get on with the actual output. This produces fast results – something which Protex is famous for anyway. Protex 6 also supports graphics, so including charts and diagrams is no problem. Protex 6.6 is available from Compo (☎ 01487 773582) and costs £74.95.

As for moving to a PC, might I suggest that you take a good look at PC word processors in

action before you spend any money? In our experience, Windows doesn't print any faster than a humble ST, and in some cases can be actually slower!

MYSTERY TOUR

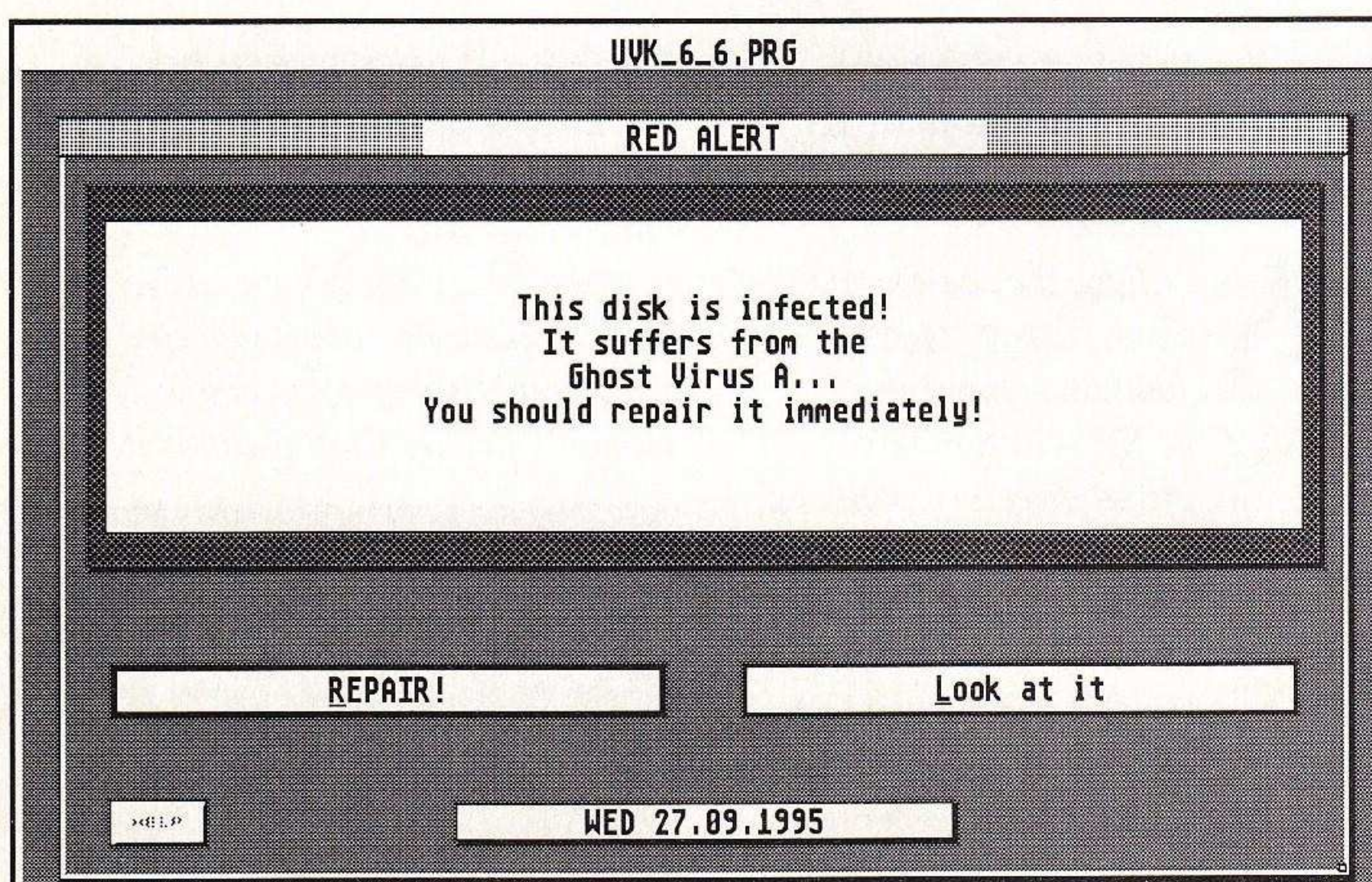
Q I bought my 1040ST secondhand, and thought it had TOS 1.02 inside it. There is a mystery though, because the box with it says it has TOS 2.06. However, the guy who sold me the ST said he bought it for the equivalent of about £10! I thought these TOS things were much dearer?

I have looked inside, and there is a board and box with 'Atin Electronics' on it, but I was told this company no longer exists. One chip is printed with 'MYF UK TOS 2.06 EO' and there is a disk called 'TOS 2.06 TOS extension card utility disk', containing things like MACCEL.PRG, lots of icons and XCONTROL.ACC with lots of CPX files.

Is this TOS 2.06? Can I install it? Do I need a TOS switcher?

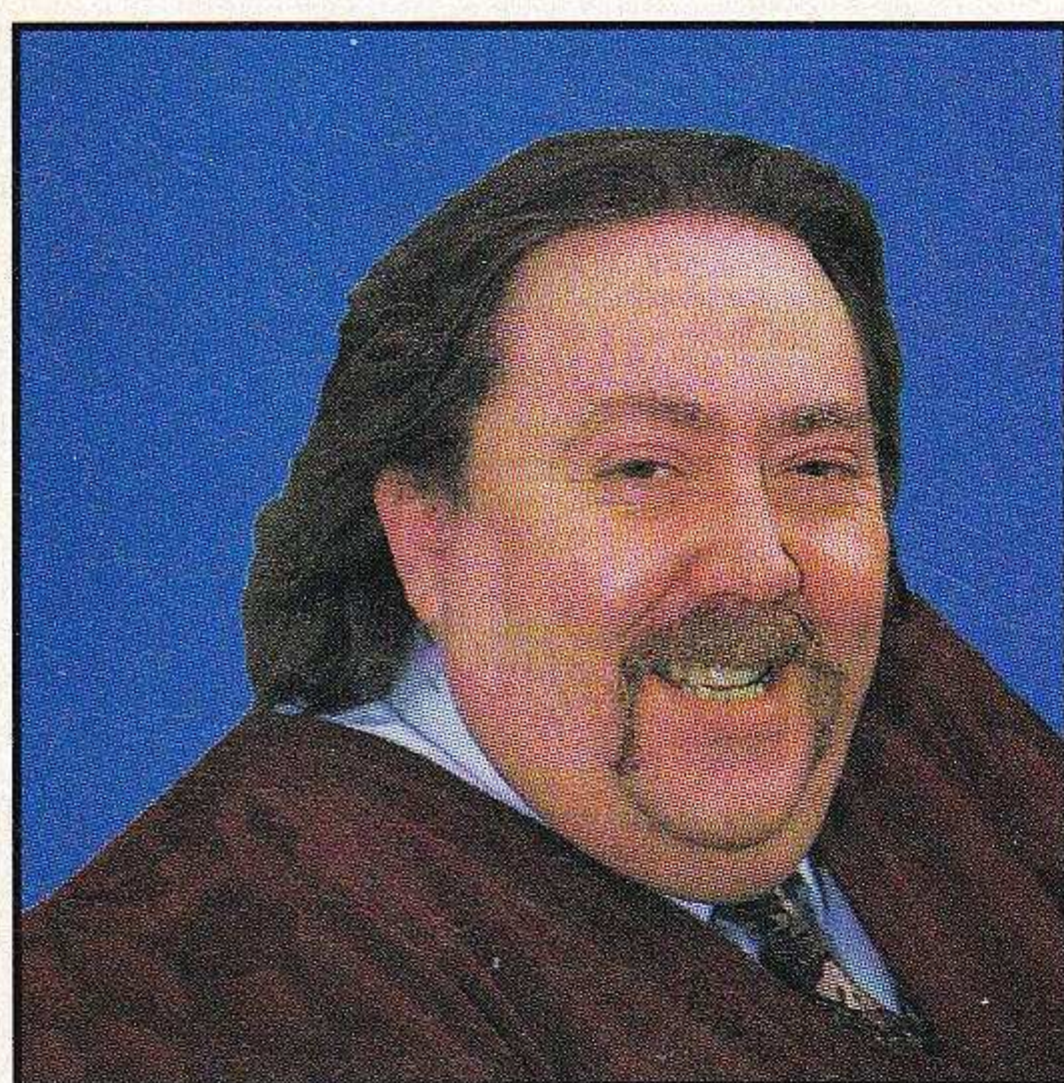
Wim Haanstra, Netherlands

A It sounds as if you have TOS 2.06 fitted, Wim. Atin did indeed produce a TOS expansion board, but it wasn't switched. A very simple way to check is to drag an icon from a window to the Desktop. If it stays there, you have TOS 2.06, which was the first version to support icons on the Desktop. If it is 2.06, you won't need to do anything else – just use it.



Ultimate Virus Killer uses GEM, so you can't run it from the Auto folder.

Send your ST-related questions and problems to Frank at: ST Answers, ST FORMAT, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW, or e-mail them to: Frank.Charlton@dial.pipex.com.



Even from his sick bed, and despite being in great pain, Mac Marsden continues to answer your GFA Basic questions. He's our hero of the month.

GFA Workshop

IN AND OUT

Q Can I take the text entered in a GFA Basic program and save it to disk in such a way that it can be loaded into any word processor at a later date?
John Williams, Blyth, Northumberland

A John, text saved from GFA Basic using the 'normal' method will load into any word processor, because it is saved in ASCII.

The length of the string being saved is important. All saved lines will end with a carriage return, so if the lines form a paragraph, you will have to do a little editing when you load it into your word processor. The listing in Panel One should put you on the right track.

CATALOGUES

Q I would like to catalogue drive A from within a GFA Basic program I am writing, but I have been unable to find the right command. If the above is possible, could you please print the command I need?
Mark Johnstone, Taunton, Somerset

A Mark, there are two commands that you can use here, `DIR [drive] [folder(s)] [extension]` and `FILES [drive] [folder(s)] [extension]`. They are very similar, but `DIR` will return only the filename and extension, whereas `FILES` also returns the length, time and date of the listed files. Both commands accept a wildcard search (*.*) and also specific (*.doc, *.prg etc.) search

patterns. For example:

```
DIR "a:\STFORMAT\*.*"
DIR "a:\STFORMAT\*.DOC"
FILES "a:\STFORMAT\*.*"
FILES "a:\STFORMAT\*.DOC"
Both outputs can be redirected to
either a file or the printer. To send
the result to a file, use:
DIR "A:\STFORMAT\*.*" TO
"A:\DIR-A.TXT" (one line)
To send to the printer, use:
FILES "A:\*.*" TO "PRN:"
```

GRAPHIC TEXT

Q Is there any way to output text to a graphic co-ordinate, that is, to print text on screen outside the bounds of the column and row boundaries?
Brian Crisp, Nottingham

A The command you need is `TEXT x,y,[l]`, expression. This command displays the text in 'expression', starting at the point with the graphic co-ordinates x,y. Parameter l sets the length of the text in pixels. If l is positive, the spacing between characters will be adjusted to achieve this length, whereas if l is negative, the length is created by altering the size of the spaces between words. When l is zero, the text is displayed unchanged.

`DEFTEXT` can be used to alter various attributes of the text. This command only works with the `TEXT` command, or with the `PRINT` command if it is used within a window. See Panel Two for a sample listing.

FILE LIBRARY

Q Is there a command or set of commands within GFA Basic which I

PANEL ONE

```
! Example program to save text to disk
! reserve space for 10 lines of text
DIM A$(10)
! Input the ten lines of data
FOR F = 1 TO 10
  INPUT A$(F)
NEXT F
! Open file on drive A
OPEN "o", #1, "text-out.text"
! Send data to disk
FOR F = 1 TO 10
  PRINT #1, A$(F)
NEXT F
! Close file
CLOSE #1
```

PANEL TWO

```
! TEXT example program which displays various forms
! on the screen and waits for a keypress to end.
S$ = "ST FORMAT MAGAZINE"
FOR I = 0 TO 23
  DEFTEXT 1,1,0,6
  TEXT 50, I*16+16,S$
NEXT I
DEFTEXT 1,0,0,13
TEXT 350, 50, 350-50
TEXT 350, 100, S$
TEXT 350, 150, 250, S$
TEXT 350, 200, -250, S$
~INP(2)
```

PANEL THREE

```
! Example listing to call the file selector
P$ = "A:\*.*"
N$ = ""
DO
  ~FSEL_INPUT(P$,N$,BUTTON)
  CLS
  PRINT P$
  PRINT N$
  PRINT BUTTON
LOOP UNTIL BUTTON = 0
```

can use to select a file from disk and then manipulate it?
Julian Clark, Durham

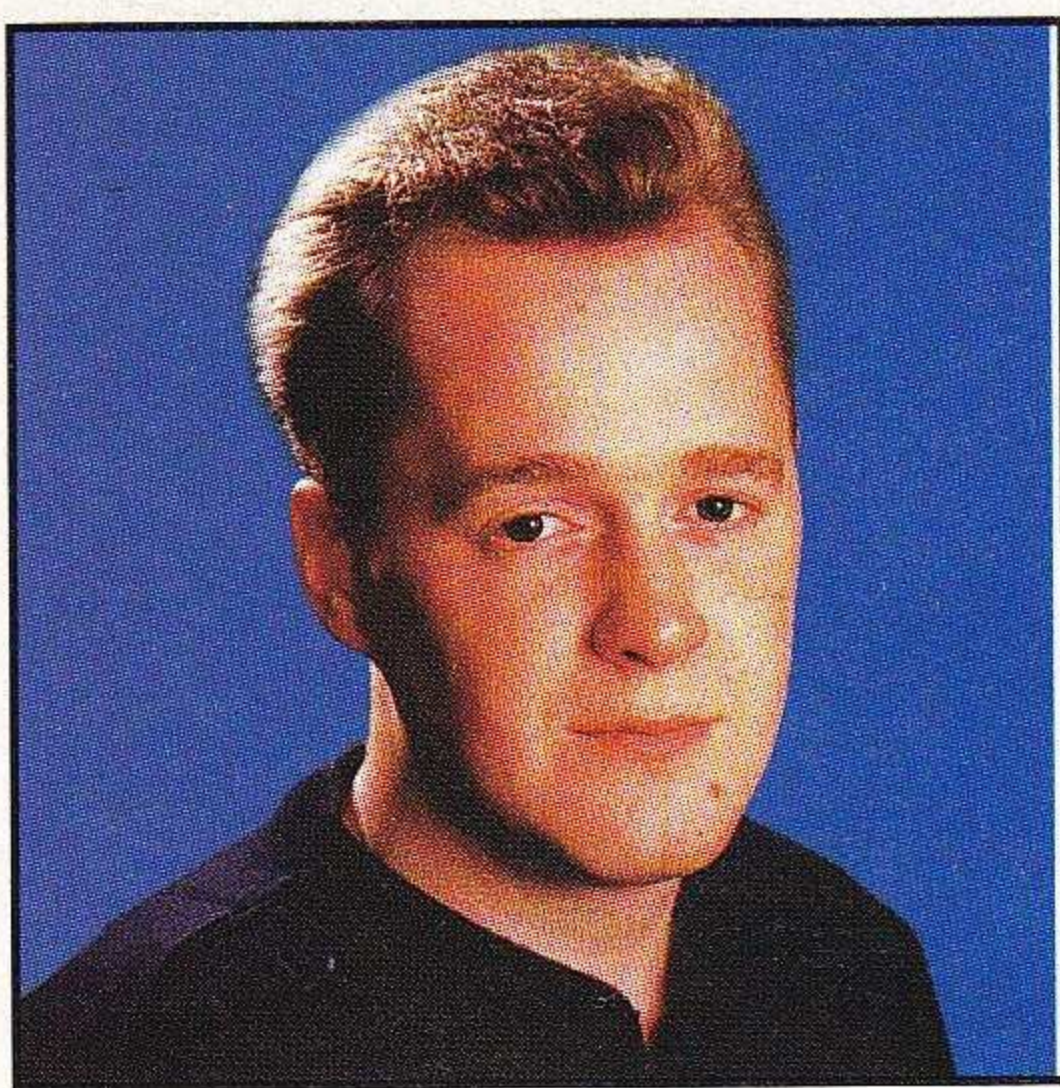
A Julian, the command `FSEL_INPUT (path$, name$, [button])` invokes the file selection box.

The initial directory path and the default filename are contained in the string variables `path$` and `name$`. After the file selection box has been used in the normal way, and the function exited by clicking OK or Cancel, these strings contain the last directory path and chosen filename respectively.

The optional variable 'button' contains either 1 or 0, depending on whether the OK or Cancel button was clicked.

See Panel Three for a listing. The sample code allows you to select and display various filenames. Clicking Cancel closes it.

If you have any questions, please write to Mac at GFA Workshop, ST FORMAT, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW or e-mail him at de36@dial.pipex.com.



Zero-5 creator Andy Gisby demonstrates one last trick – pixel plotting – before climbing into his spaceship and blasting off for the stars.

Assembly Line

One of the best ways to see how your ST handles screen memory is to develop your own pixel plot routine. Remember, the ST has three different screen resolutions. You can use the code in Panel One to set the screen to a particular resolution.

Depending upon the resolution you select, your pixel plot program will need to take into account the number of 'bit planes' the screen mode uses. Low res uses four bit planes, medium res two and high res just one.

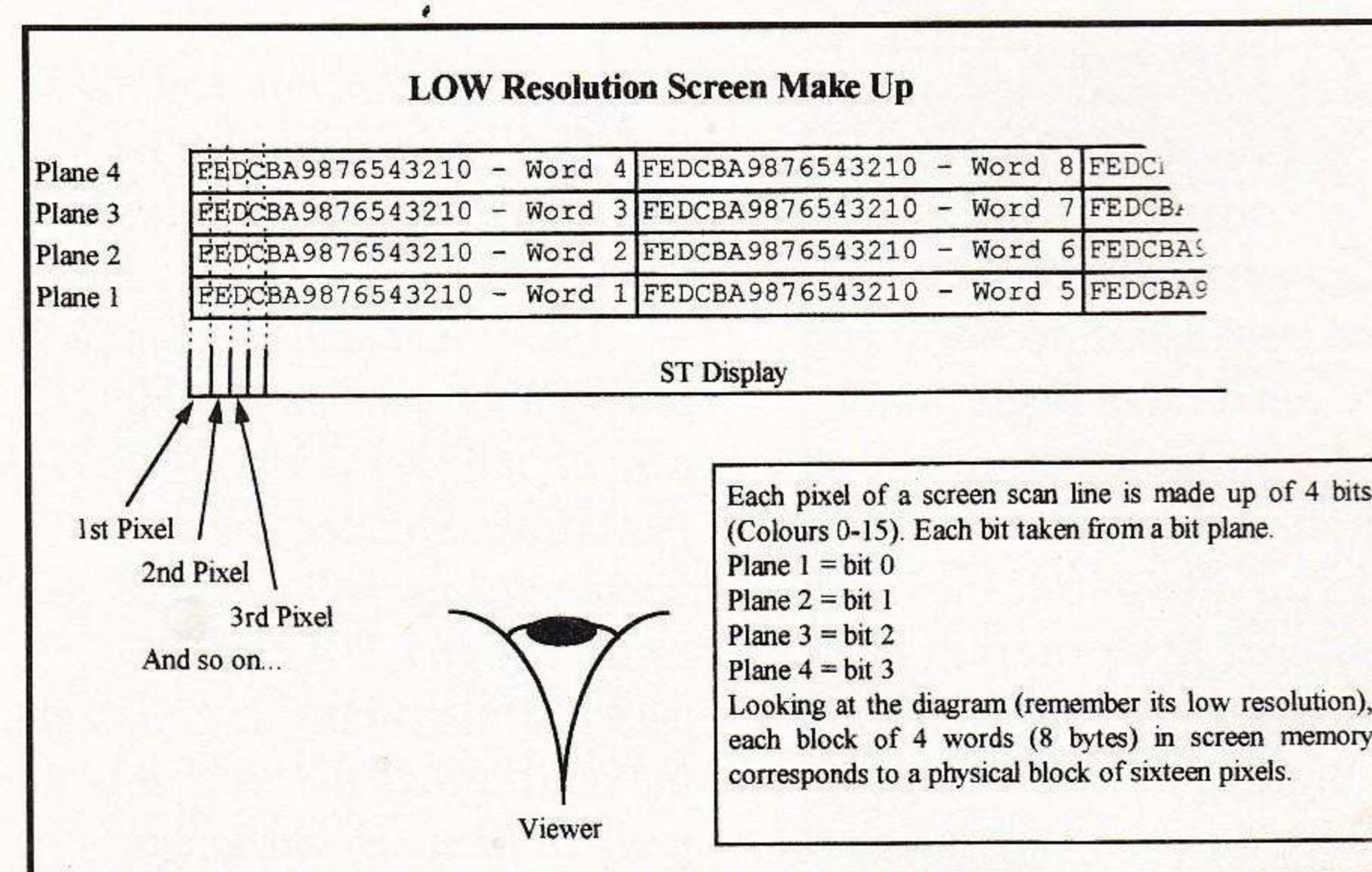
Plotting a pixel simply requires the correct bits in screen memory to be set on (or off). Each scan line for low and medium resolution is 160

bytes wide (high res is 80 bytes wide). Irrespective of resolution, the total memory used by a screen is 32,000 bytes.

Your 68000 CPU works best with byte words. Calculating the correct 16-pixel word block in screen memory is relatively easy. Panel Two illustrates a low-res position calculation.

Once you have worked out the pixel block offset, you need to identify which particular bit (of the 15 in a byte word) you need to set (see Panel Three). You can then plot a pixel. Panel Four shows how this works in low resolution.

The XBIOS call `_physbase` enables you to find the base address of screen memory (see Panel Five).



ONE

```
set_low_res    move    #0, -(sp)    ; 0=Low, 1=Med, 2=High
               move.l  #-1, (sp)    ; Use current physical 32K
               move.l  #-1, (sp)    ; Use current logical 32K
               move.w  #5, -(sp)    ; XBIOS "_setScreen"
               TRAP     #14
               LEA      12(sp), sp   ; Tidy Stack
               RTS
```

PANEL TWO

```
* LOW RESOLUTION
* Calculate 16 pixel block address offset
*   d0 = x
*   d1 = y
*
* On exit, D0.w = byte offset to 16 pixel block
```

```
LR_get_block
    Mulu    #160, d1; Low resolution scanline width
    Lsr.w   #1, d0
    and.w   #$FFF8, d0 ; horizontal Bit plane offset
    add.w   d1, d0      ; <=== Total Offset
    RTS
```

THREE

```
* ANY RESOLUTION
* Calculate 16 pixel bit offset
*   d0 = x
*
* On exit, D1.w = bit (0-15) to manipulate
```

```
LMHR_get_bit
    move.w   #$F, d1
    andi.w   #$F, d0
    sub.w    d0, d1
    RTS
```

PANEL FOUR

```
* LOW RESOLUTION
* Pixel Plot
*   A0.l = Base address of screen memory
*   d0.w = byte offset to 16 pixel block
*   d1.w = bit to set
*   d2.w = colour (bits 0-3 used)
LR_pixel_plot
```

```
.bp1  move.w    (a0, d0.w), d3    ; Get word from plane 1
      BCLR     d1, d3            ; Assume bit clear
      BTST     #0, d2            ; Check colour bit
      BEQ.s    .bp2
      BSET     d1, d3            ; Bit should be filled!

.bp2  move.w    d3, (a0, d0.w)    ; replace plane 1 word
      move.w    2(a0, d0.w), d3   ; Get word from plane 2
      BCLR     d1, d3            ; Assume bit clear
      BTST     #1, d2            ; Check colour bit
      BEQ.s    .bp3
      BSET     d1, d3            ; Bit should be filled

.bp3  move.w    d3, 2(a0, d0.w)   ; replace plane 2 word
      move.w    4(a0, d0.w), d3   ; Get word from plane 3
      BCLR     d1, d3            ; Assume bit clear
      BTST     #2, d2            ; Check colour bit
      BEQ.s    .bp4
      BSET     d1, d3            ; Bit should be filled

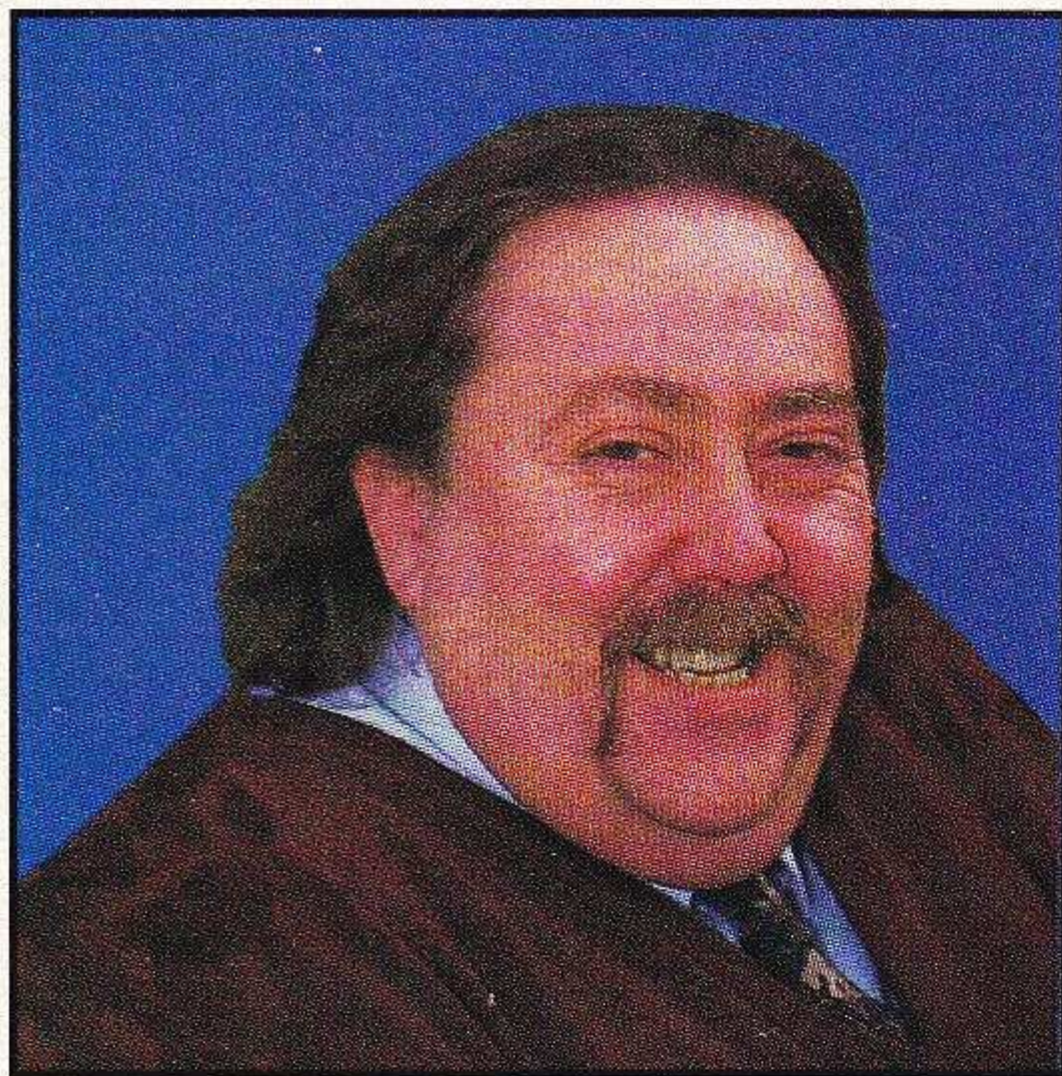
.bp4  move.w    d3, 4(a0, d0.w)   ; replace plane 3 word
      move.w    6(a0, d0.w), d3   ; Get word from plane 4
      BCLR     d1, d3            ; Assume bit clear
      BTST     #3, d2            ; Check colour bit
      BEQ.s    .n1
      BSET     d1, d3            ; Bit should be filled

.n1   move.w    d3, 6(a0, d0.l)   ; replace plane 4 word
      RTS
```

FIVE

```
* ANY RESOLUTION
* Get screen base address
*
* On exit, A0.l = base address
```

```
LMHR_get_base
    move.w    #2, -(sp)          ; XBIOS "_physbase"
    TRAP     #14
    LEA      2(sp), sp
    move.l    d0, a0
    RTS
```

Once more into the fray: Mac Marsden dons his cape and tights, leaps tall buildings and swoops to the rescue of HiSoft C programmers.

HiSoft C Centre

WHAT REZ?

Q I need to check the computer's resolution when my program is loaded because it needs to run in low res. I have been unable to find a suitable command or function. If this can be done, could you please put me out of my misery? My program is almost finished apart from this.
Fred Bond, South Wirrel, Cheshire

A The function you need is `Getrez()`. It returns the following values: 0 = Low, 1 = Med and 2 = High. I have included an example program for you (Panel One). Be careful: if a user is running a high resolution emulator, the actual value returned will generally be between 1 and 2. As we have declared 'resolution' as an integer, the routine may not work properly in these circumstances.

PANEL ONE

```
/* get the current resolution */
main()
{
    /* Initialize variables */
    int resolution;
    char end;
    /* get machine's current resolution */
    resolution = Getrez();
    /* Print the result on screen */
    printf("\nthe current resolution is :");

    if (resolution == 0)printf("Low");
    if (resolution == 1)printf("Med");
    if (resolution == 2)printf("High");

    /* Wait for key to be pressed to exit program */
    printf("\n\n\tPress any key to exit");
    getch(end);
}
```

PANEL TWO

```
/* example program to create/delete directory */
main()
{
    /* Initialize variables */
    int ret;
    char *directory_name;
    /* give your directory a name */
    directory_name = "temporary";
    /* Create your directory */
    ret = mkdir(directory_name);
    /* remove the above line and */
    /* insert the next line when you want to delete your
    directory */
    /* ret = Ddelete(directory_name); */
}
```

MAKE A FOLDER

Q I would like to create a temporary directory on the current working drive when my program is loaded. When the program is terminated, this directory should be deleted, leaving no trace. Can you help?
Jerry Grant, Walton Le Dale, Preston, Lancashire

A The two function calls you need are: `mkdir(directory_name)` and `Ddelete(directory_name)`, where 'directory_name' holds the name of the directory you wish to create or delete. Also, `Dcreate(directory_name)` can be used in place of `mkdir`. See Panel Two for an example listing.

If you want to change the working directory, you use the function call `chdir(n)` where `n` is

the number of the required drive (A = 0, B = 1 and so on).

MAX 'N' MIN

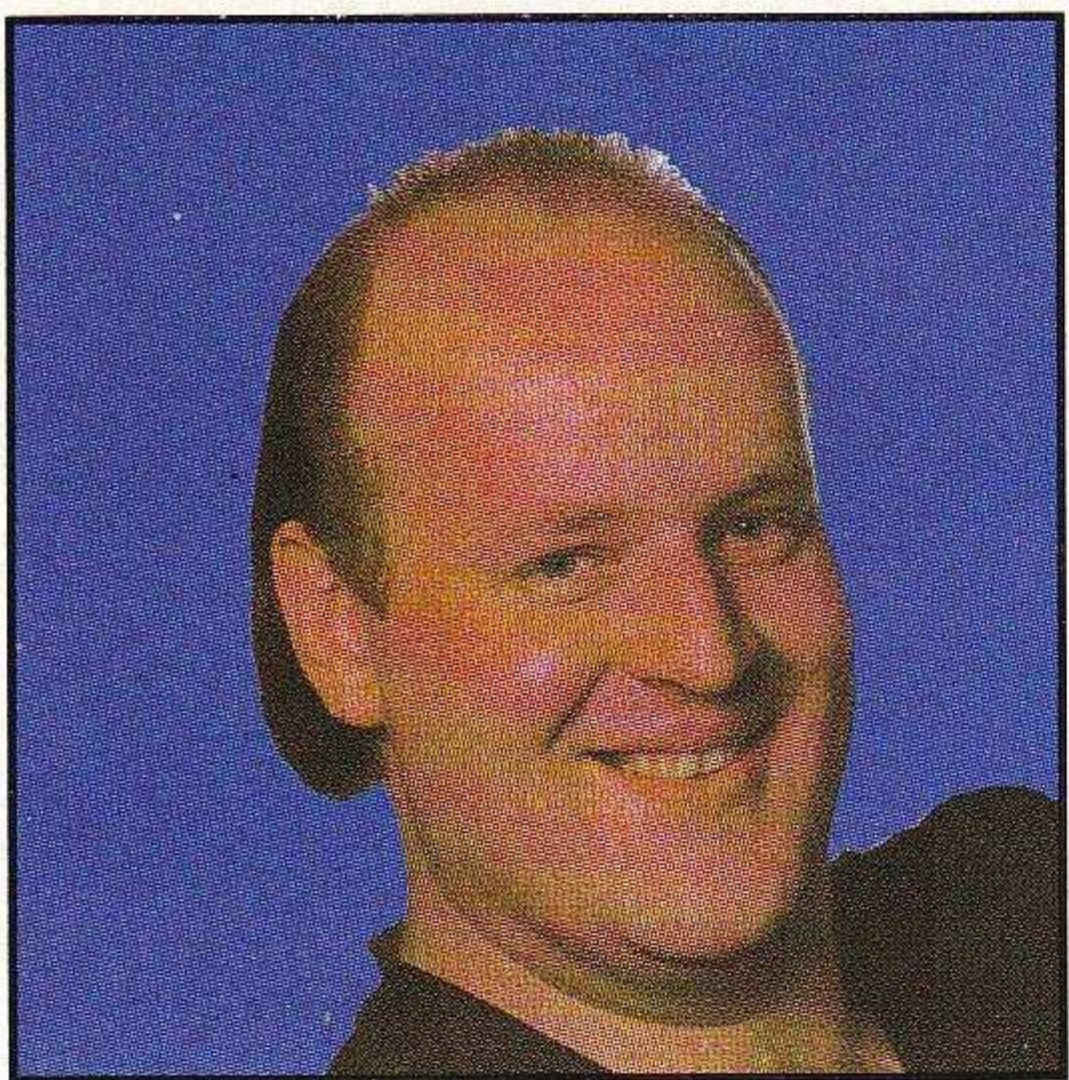
Q Are there any functions in HiSoft C which will compare two numbers and return the smaller of the two? I know this can be done using if statements, but I assume built-in functions will execute more quickly.
Lawrence Jones, Pinhoe, Devon

A Lawrence, the function you require is `min(x,y)` where `x` and `y` are the two numbers to be compared. Conversely, `max(x,y)` will return the larger of the two numbers. I have included a small listing (Panel Three) showing how you would use both functions.

PANEL THREE

```
/* Example program showing min & max functions */
main()
{
    /* Initialize variables */
    int a, b, smaller, larger;
    /* give a & b values */
    a = 10;
    b = 5;
    /* find the smallest number */
    smaller = min(a, b);
    /* find largest number */
    larger = max(a, b);
    /* Display the results */
    printf("\nThe smaller number is %d", smaller);
    printf("\n\nThe larger number is %d", larger);
    /* Wait for any key to be pressed to end program */
    evnt_keybd();
}
```

If you would like to see a particular subject covered, please write to Mac at: HiSoft C Centre, ST FORMAT, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW or e-mail him at mac.marsden@dial.pipex.com.



Frank Charlton gets all excited about a new development in Atari Internet access. Everyone else runs for cover. Calm down Frank... aaaargh.

alt.comms.stf@

Big news on the Internet front this month, so we're devoting the whole page to what looks like the most exciting development in Atari Net access for some time.

We first brought you news of *Oasis* – the GEM front-end system for *AtariNOS* – in issue 72. *Oasis* provides a fully windowed system for handling all your off-line Internet activities, including e-mail, Usenet news, and general configuration.

While there's no doubt that using *Oasis* is a better bet than sticking with the TOS-based menu system originally supplied with *AtariNOS*, *NOS* itself is still required for all on-line activities. *NOS* is a wonderful piece of programming, providing fully multitasking access to the Net, but it's still an oil-burning pig of a program to use.

So, ladies and gentlemen, all rise and give thanks for *Oasis 2* and *ICE*. While we've been tinkering with *AtariNOS* and swearing at the old PC-based documentation,

programmers Phil Yeadon, Dave Levi and Mathew Bednall have been busy. Their new software does away with *AtariNOS* entirely and provides a GEM-based windowed system for Internet access.

It's still a two-part system: *Oasis 2* handles the off-line aspects, while *ICE* slots in nicely where *NOS* used to sit. Together they enable you to make the most of e-mail, Usenet news, FTP and Telnet.

IT'S NO MIRAGE

If you've used the original *Oasis*, you'll feel right at home with version 2. The look and feel is essentially the same, with all operations taking place under the familiar GEM environment. The easy-to-use e-mail and newsreader systems are still there, and it's still easy to set up.

However, both areas have been enhanced significantly. *Oasis* now enables you to UUEncode and attach binary files to both mail and news postings (previously a separate utility, such as *ESSCode*, was

required). Any files you receive can be decoded and saved to disk equally easily.

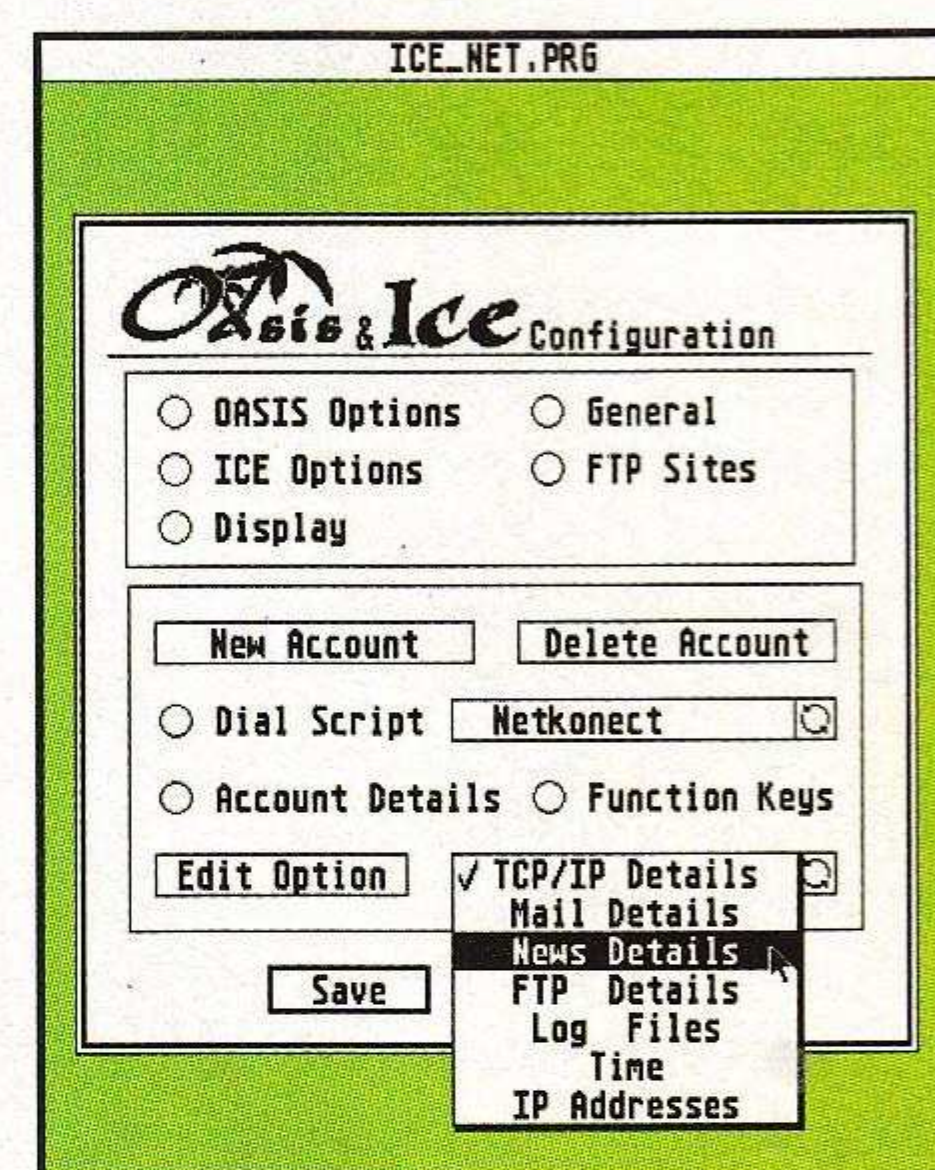
If you're a crypto-anarchist and need ultra-security for your e-mail transactions, you can hook *Oasis 2* directly into the PGP encryption program.

COOL AS ICE

ICE – the Internet Connection Extension – replaces *AtariNOS* for on-line activity. It has a GEM interface and uses non-modal dialog boxes for trouble-free operation under multitasking systems, such as *MagiC* and *Geneva*.

Transferring files via FTP was always a hassle under *NOS*. It uses a UNIX-like command line, whereas *ICE* does everything via user-friendly GEM windows. You can even store a hotlist of your favourite sites, complete with log-in details. Everything from the initial connection to the listing of log files is controlled via GEM, and it works well.

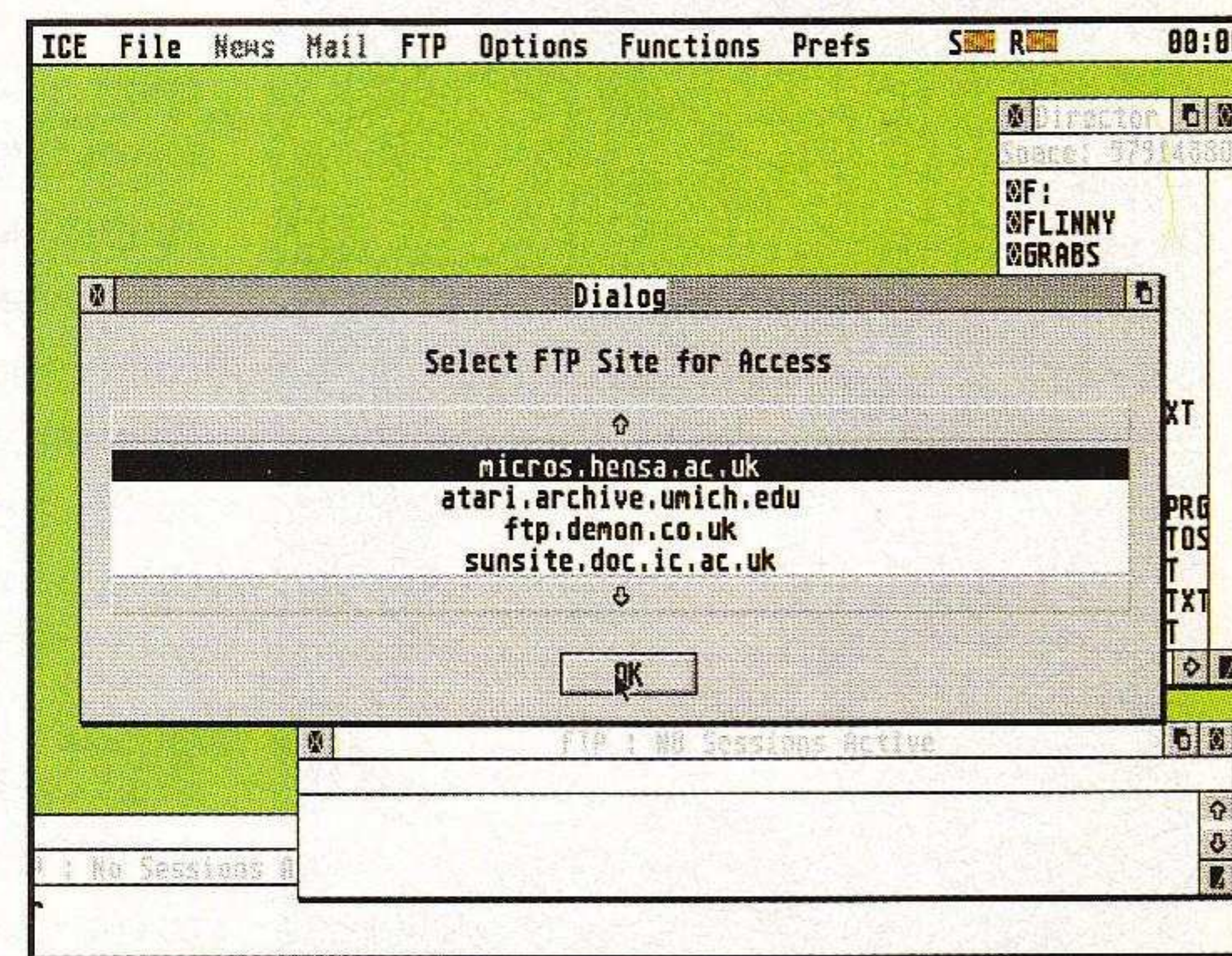
So, where's the Web browser? The much-promised *Spider* is still under wraps at the moment, but you can be sure you'll see it as soon as it's available. With a browser under the hood, *Oasis 2* and *ICE* will at long last be the 'killer' Net application the ST



The ICE configuration editor takes care of absolutely every option you might possibly need to change.

has been waiting for.

Oasis 2 was still in beta testing as this column was being written, but should be available soon. Registered users of *Oasis 1.35* should see a competitive upgrade deal, and the registration fee promises to be very reasonable. Watch this space... *stf*

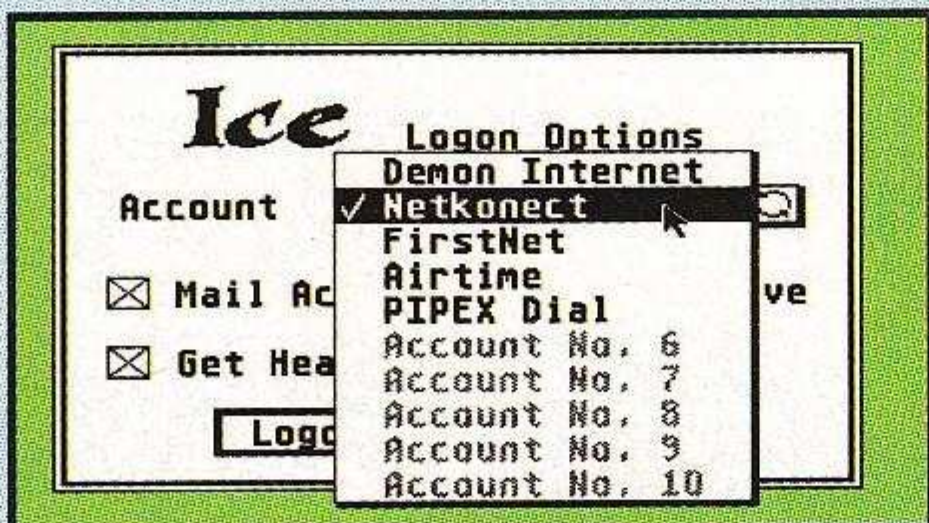


Internet access in windows: at last we have software which uses the ST's familiar interface to its full potential.

CONFIGURATION

The *Oasis 2* suite comes with a separate configuration editor which handles absolutely everything. You won't ever need to edit text files by hand.

As well as enabling you to adjust and tweak every facet of the program's operation, *ICE* supports multiple accounts with different service providers. If you use more than one service, as we do at *ST FORMAT*, you'll love this. Full details of up to ten different accounts can be stored, and switched with a simple mouse



You can store details of up to ten accounts with different providers.

click. Each one has its own set of options and log-on script. Full marks to the guys for providing this option, and for making it so easy to use.

Write to Frank at the usual address: alt.comms.stf@, *ST FORMAT*, Future Publishing, 30 Monmouth St, Bath, Avon BA2 3BY or e-mail your questions to his new address: Frank.Charlton@dial.pipex.com.



The Score

This month **ST FORMAT's** wrinkly raver Andy Curtis reveals everything you ever wanted to know about MIDI Guitar, but were afraid to ask...

Roland VS880

We managed to get our hands on the brand new Roland VS880 to give it a quick once-over. The VS880 is a fully integrated hard disk recording system presented in a case no bigger than a standard eight channel mixing desk. It performs all the functions you'd expect of a well specified portastudio, except that there are eight channels of CD-quality audio available.

The unit, which costs £1,750, comes with a range of options for storage, including

an entry-level 500MByte hard drive. A full external SCSI output makes adding extra drives a breeze and it's compatible with Iomega Zip drives.

The VS880 supports full real-time digital recording. If you have a DAT machine you can use the digital outputs to record your mixes, making them 100 per cent digital from start to finish. You can also add a DSP effects processor card to the system, which, for an extra £450, gives you reverb, chorus and delay on each track.

The beauty of the system is that it synchronises with your



The VS880 is completely compatible with your ST and brings integrated hard disk recording within reach of the home MIDI enthusiast.

ST via MIDI Time Code or SMPTE, making it fully compatible with almost every Atari sequencer.

We'll be giving the VS880

the complete review treatment in a forthcoming issue, but in the meantime call Sound Control Hi-Tech (☎ 0191 232 4175) for more details.



The Roland MIDI guitar system is compatible with most standard guitars, turning them into sophisticated MIDI input devices.

Roland GK2a and GI-10

Just two years ago, a MIDI guitar setup was an impossible dream for many people – and even for those who could afford it, the performance was often disappointing. The GK2a/GI-10 combination from Roland sets out to strip away both problems in one fell swoop.

The new package costs less than a well-specified mother keyboard and the accuracy of response is adequate for most purposes. It offers guitarists the chance to enter MIDI data in a natural and familiar way, while keyboard players will discover a completely different method of entering data.

MIDI what?

A MIDI guitar system is simply a way of inputting MIDI data using a conventional guitar, instead of a keyboard. The Roland system requires an extra pickup (the GK2a) to be inserted underneath the strings of your guitar, as near to the bridge as possible. The pickup listens to the pitch of each string and passes the informa-

tion to a small unit mounted on the guitar body. This unit, in turn, is connected to the GI-10 MIDI interface, which translates the data into standard MIDI signals. The GI-10 plugs into the MIDI input socket on your ST and your sequencer then works as normal, driving your synths according to the notes you play on the guitar.

So, what's difference? On a

keyboard, you press a key and out pops a note – it's as simple as that. If you press the C note, that's all you will hear. On a

MIDI guitar makes pieces sound more natural – guitar solos are pure joy.

guitar, things are slightly different. You might begin by playing the note of C, but you can then bend it by moving the string to create

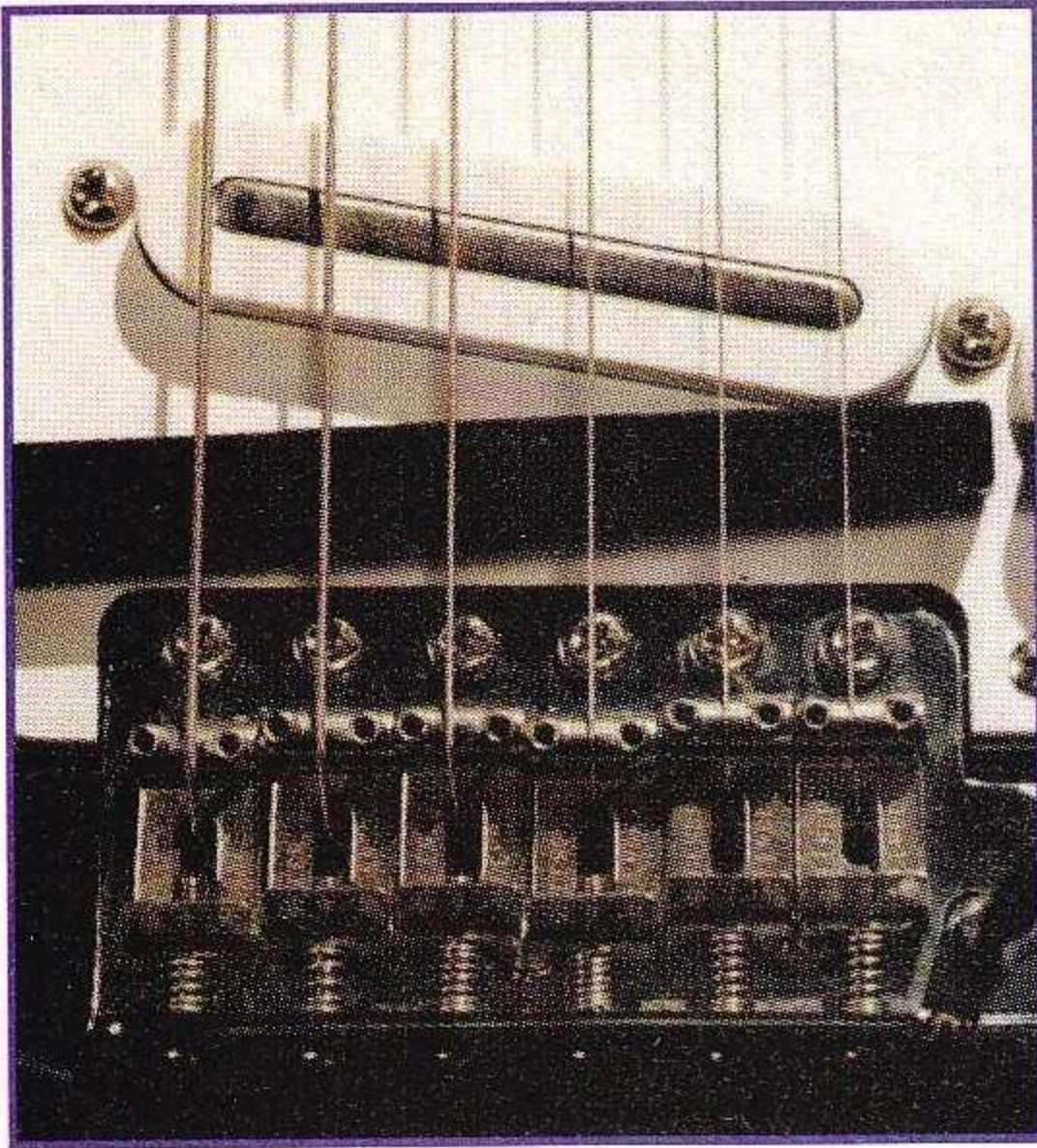
a vibrato effect – something that's virtually impossible with a keyboard's pitch wheel.

The beauty of the MIDI

THE COVER DISK DEMO

This month's Cover Disk includes a track called *Still Rainin'* that was composed almost entirely on MIDI guitar. With the exception of drums and piano, all the tracks were laid down using the GK2/GI-10 combination. If you don't believe us, you try playing the sax and organ breaks on a keyboard!

The track demonstrates how MIDI guitar can add life to your music. Our thanks go to professional musicians Richard Manley-Reeve (MIDI guitar) and Tim Wrench (Roland MIDI drum kit) who gave their services freely for the demo. We'd also like to thank Rob Meek at Sound Control in Newcastle for providing the Roland MIDI guitar hardware, and some geezer called Andy Curtis for plonking the piano in the demo track.



The positioning of the pickup itself is vital. This one slants too much and it's not close enough to the strings.



The GK2a unit can be positioned anywhere on the body of your guitar. The volume control is a MIDI controller that governs the overall volume of the sound you are playing.

guitar is that it 'hears' exactly what you play and creates MIDI data accordingly. The guitar is a natural solo instrument and your guitar sections will sound great if linked to a good synth sound. And if you use it for other synth sounds a world of saxophone, organ and brass solos opens up.

The GK2a

When it comes to MIDI guitar, tracking is the name of the game. Tracking refers to the amount of time taken by the pickup to register the note being played and translate it into MIDI data. Tracking is also affected by the sounds you use – for the best results

you should always choose sounds with a fast attack.

The first link in the chain is the GK2a pickup. The positioning of this little gismo is vital. To aid you, the pickup comes with a number of spacers and double-sided sticky tabs so you can get the position absolutely correct before you take the major step of screwing it to your fretboard. You need to place it as close to the strings as possible, but far enough away so that it doesn't catch on them. The louder the sound reaching the GK2a, the more reliable the translation.

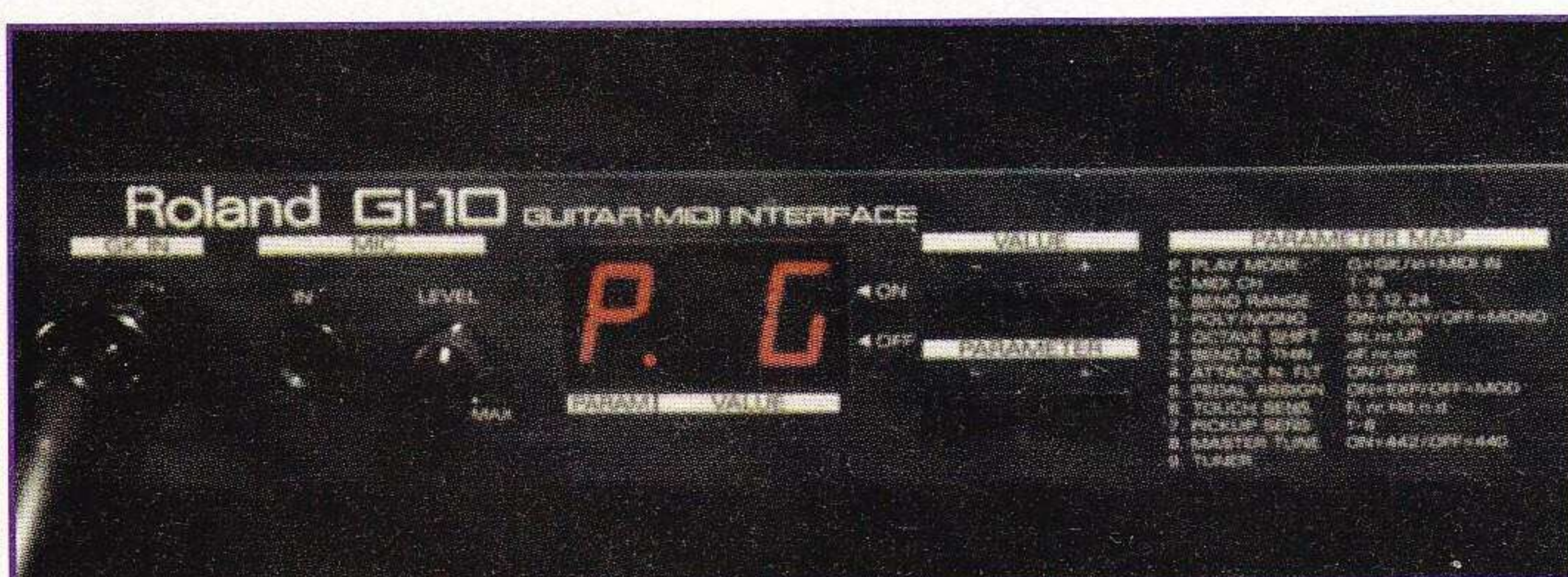
A velcro pad is supplied to attach the processor unit to the body of your guitar. The GK2a has a volume control that changes MIDI volume directly and there are also two buttons that can be used to control your synth patch.

The GI-10 is currently Roland's cheapest MIDI guitar interface. It simply takes the output from the GK2a and converts it into standard MIDI data. There are a number of controls provided to make life easier, the most important of which is a digital guitar tuner.

An out-of-tune guitar is your biggest enemy, but with this clever tuner you need never suffer again. All you have to do is turn your tuning controls until the rotating LED display is stationary. If it rotates clockwise, your string is too flat; if it rotates anti-clockwise, your string is too sharp. The system works well, and enables you to achieve perfect tuning with ease. Other controls enable you to change the octave range, sensitivity and pitch bend range.

In action

How the system performs depends on the synth patch you are using. On straightforward guitar patches the results are outstanding. The MIDI guitar makes all your guitar pieces sound more natural – guitar solos with slides and bends are pure joy.



The GI-10 translates data from the GK2a into standard MIDI data. The mic input on the front enables you to sing into the unit and create MIDI data that way as well. Great fun.

THE PROFESSIONAL

We talked with professional session bass player, John Machin, about MIDI guitar in the professional arena. Having worked in several large studios both in the UK and US, John is now putting together his own album and he is relying heavily on MIDI guitar. As he says, "Actual guitar sounds are nearly always added using real guitars for the final mix, but much of the other music input via MIDI guitar makes it

through to the finished product".

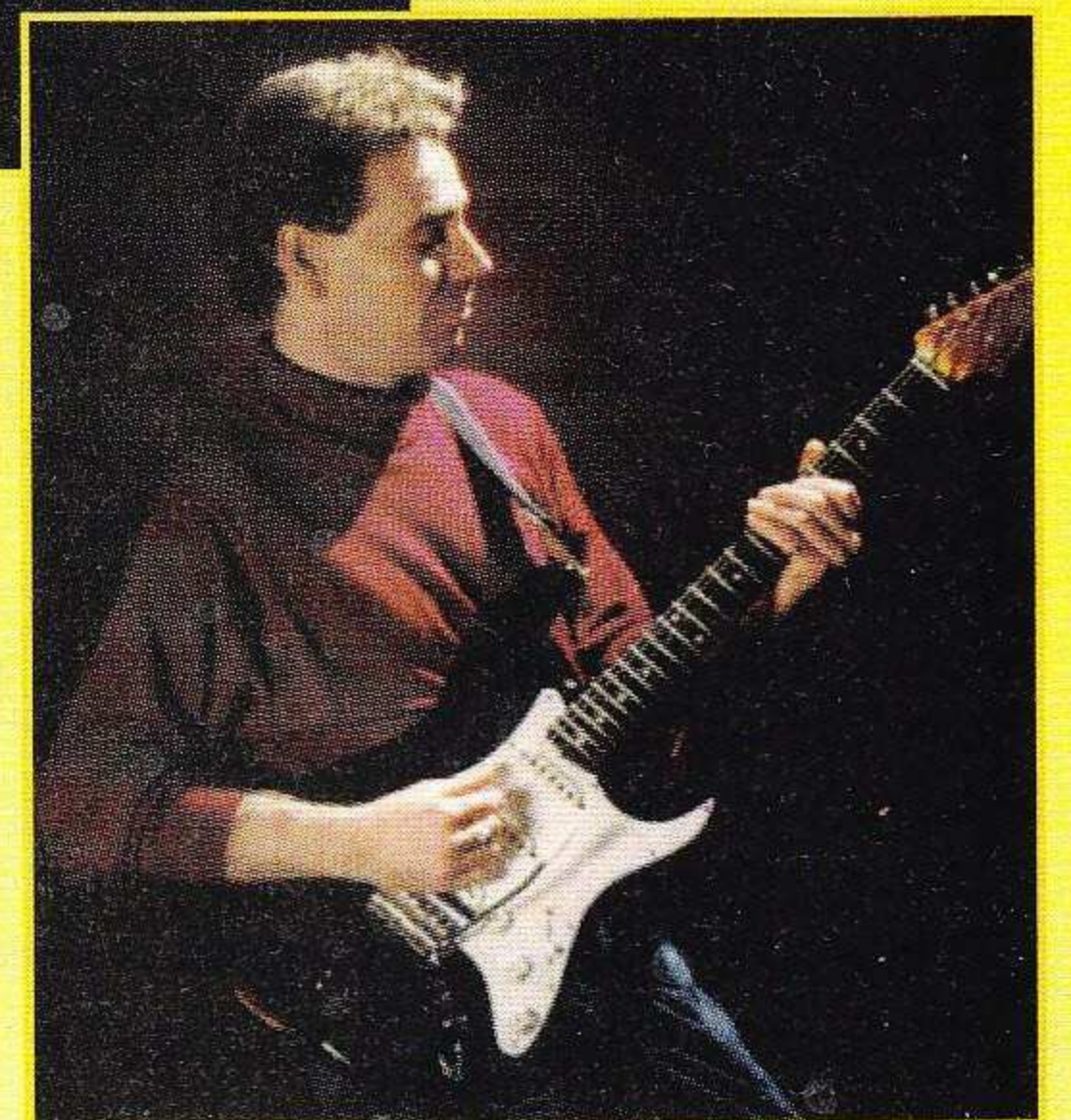
John was also keen to point out that for guitarists who write music, MIDI guitar is the ideal way to put their ideas down. We asked John how well his main instrument, the bass, worked on MIDI guitar. "It's important to change the octave range so that the bottom four notes of your guitar truly represent the four strings of a standard electric bass. Once this is done, you can

record great bass lines, full of trills and slides. The setup of the pickup is vital with bass notes, if you get it wrong, some of the fast notes don't register and this can be infuriating."

John gave us one last tip: "If you're at a gig and there appears to be no keyboard player, but lots of rich keyboard pad sounds, look for the tell tale MIDI pickup on one of the guitars, more people are using them than you may think. Even stars like Andy Summer, formerly of The Police, are known to make extensive use of MIDI guitar effects."



Professional session bass player, John Machin, uses MIDI guitar all the time to record his own compositions. The wide range of effects available makes it a powerful tool.



The first time you play a MIDI guitar you'll notice a slight delay before each note sounds. In truth, the delay is very slight and most guitarists adjust to it quickly. With a little practice, you'll soon be able to play convincing solos on brass and woodwind patches. True keyboard sounds, such as the piano, still sound better on a keyboard, but a MIDI guitar can create convincing effects if you know how to use it.

If you are a guitarist, MIDI guitar unlocks the world of sequencing for you on your favourite instrument. Keyboard players may find a MIDI guitar system less use, but it

still serves to create natural guitar sounds which are near impossible to sequence any other way. With some basic guitar-playing skills you'll soon be able to add to the power of your music. The new low price of MIDI guitar systems makes it an attractive option for a wide range of MIDI musicians, and Roland's system works as well as many more expensive ones. *stf*

Price: £529
Contact: Sound Control
Tel: 0191 232 4175
Min system: Any MIDI system

STF RATING: 93%



Reader offers

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Written by ST FORMAT's very own Clive Parker, this little volume is full of useful hints and tricks. Discover how your Atari works, improve its performance, and read about all the best ST software and hardware.

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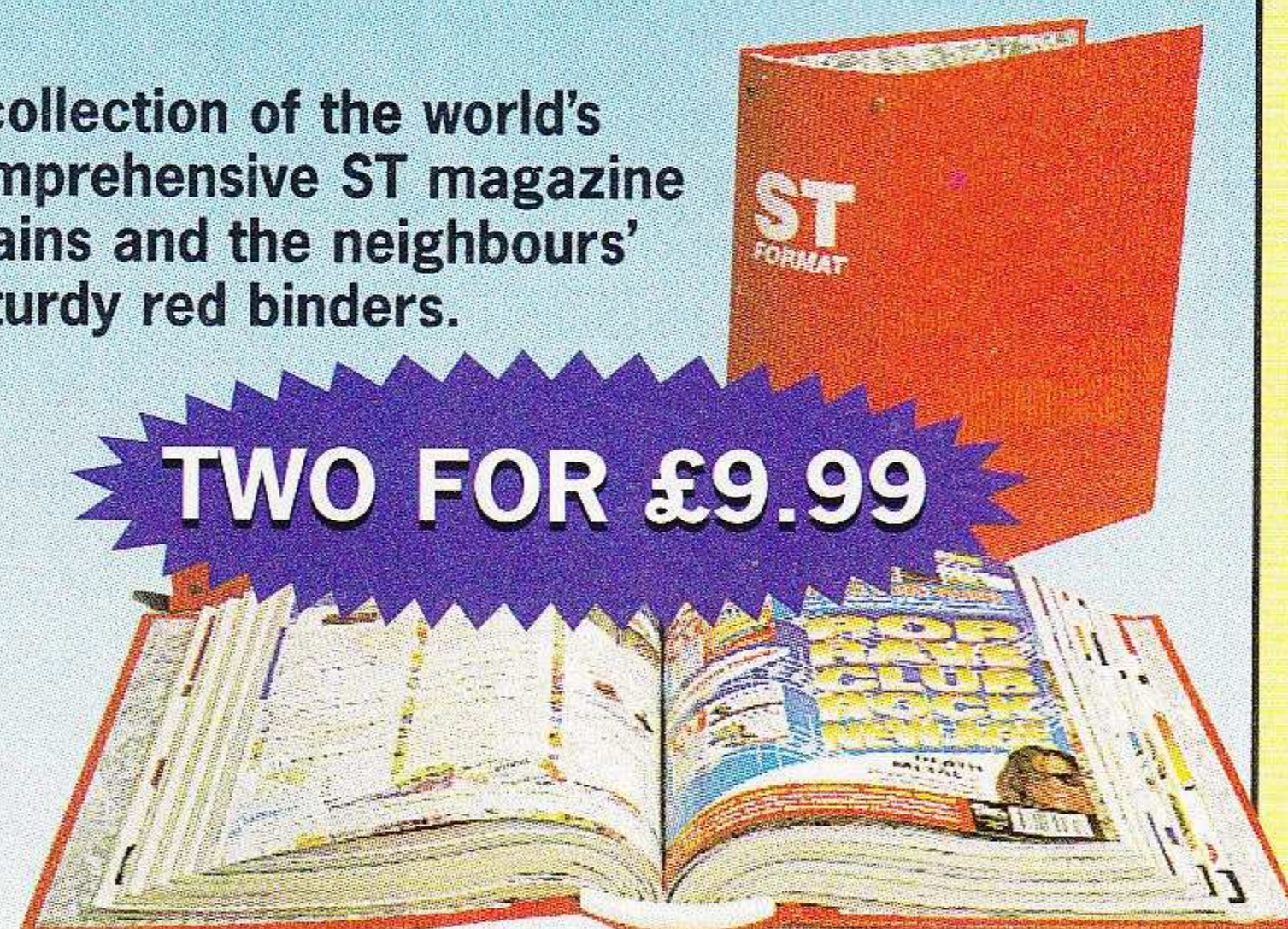
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US GOLD

Street Fighter 2 is the de facto beat-'em-up, and possibly the most popular computer game ever created. With eight difficulty levels, one- and two-player options, and a dazzling array of 'electrifying' special moves, it's certainly a game to be reckoned with. Get your copy now!

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RRP: £14.99

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1MByte colour ST/STE, or Falcon with Backwards



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JIMMY WHITE'S WHIRLWIND SNOOKER

VIRGIN

More enthralling than a Steve Davis 147 break, weirder than Dennis Taylor's glasses and funnier than Ray Reardon's haircut – if you're looking for a snooker simulation with a difference, this is for you. Realistic sound, cute animation and the stunning real-world physics engine will keep you returning again and again. And with a trick shot editor and two-player option, this is a game that has all the angles covered.

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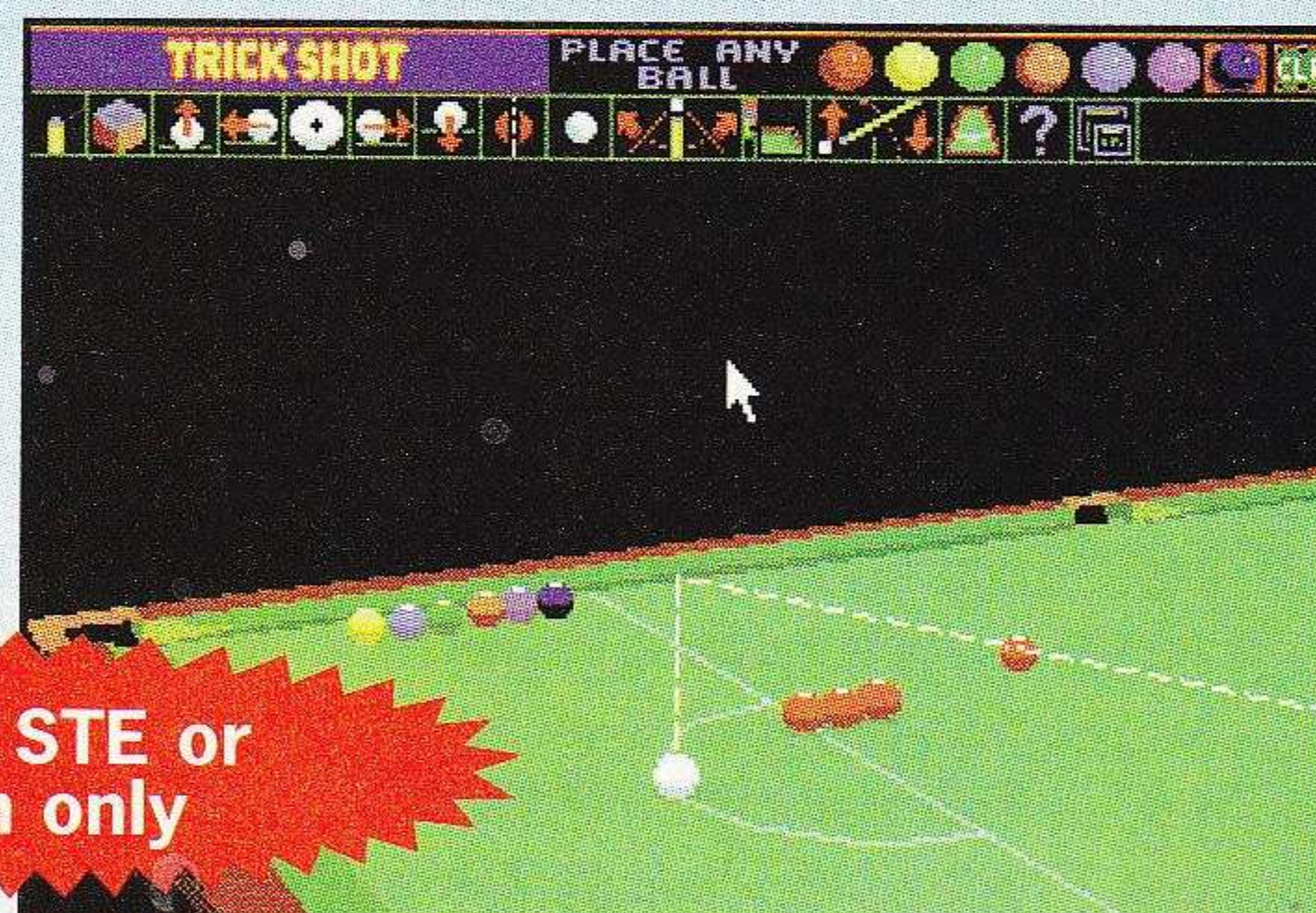
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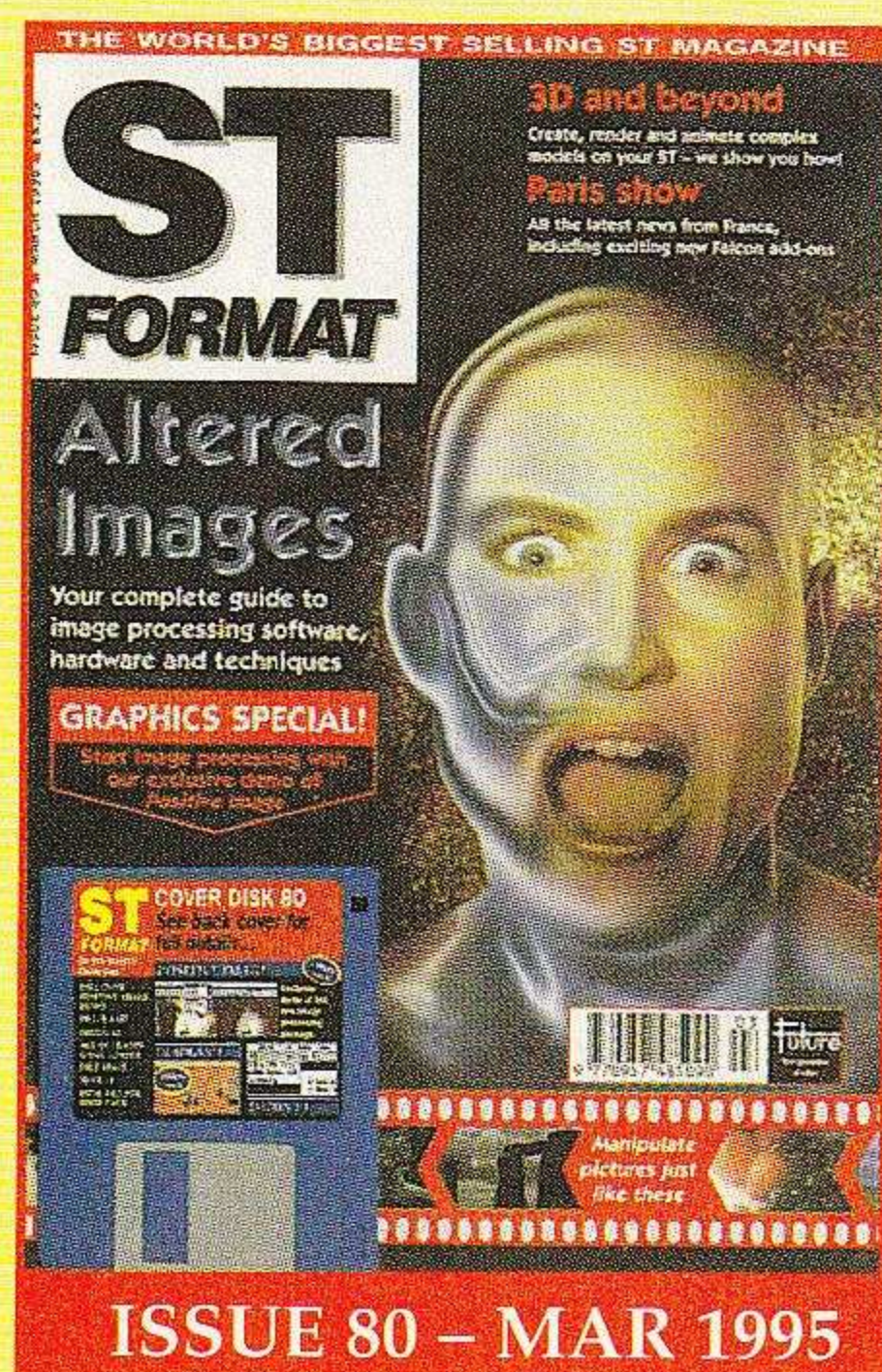
STFJWS02

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Reviewed: Strip Cartoon, Time Talk, Textstyle 1.1 Tutorials: HTML, Breakthru



Disk: Breakthru demo, Trapped 2
Inside: MIDI masterclass; Atari interview; ProTOS
Reviewed: Ease 4, Linux, GAS Tutorials: HTML, DSP



Disk: World Wide Web pack, Killing Time
Inside: Inside your ST; annual review
Reviewed: Twist 3, Apex Intro, DeskJet 600 Tutorials: HTML, DSP



Disk: Deluxe Paint, Strip Cartoon demo
Inside: Comic strips; compression; system software
Reviewed: GT-Look 2, MagiCMac, UVK 6.6 Tutorials: DSP

THE BLACK BOX COLLECTION

UNIQUE DEVELOPMENTS



Obsession is a technically brilliant re-creation of pinball that scored a massive 94% in issue 67. Our reviewer described it as "one of the greatest ST games ever."

UDS followed up *Obsession* with *SubStation*, the first attempt at *Doom* on the STE and Falcon. You must roam a dangerous underwater energy plant that has lost contact with the surface.

Now you can get *Obsession* and *SubStation* together, for less than the price of the individual games!

Description: *The Black Box Collection*
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1MByte STE or Falcon only

£19.95
SAVE £10



TEAM: NEW SEASON EDITION

IMPACT SOFTWARE

Team is a game that no serious footie fan should be without. Beneath the attractive graphics and atmospheric sound effects lies a true football simulation that's as realistic as it is exciting. *Team* gives you loads of options, too – you can select the pitch conditions, your team's tactics and even how blind the ref is. This is simply the finest footie game ever – just ask Nick, he's still playing it.

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1MByte STE or Falcon only

LURE OF THE TEMPTRESS

VIRGIN

Brain-frying puzzles, clever character interaction, sumptuous graphics and a healthy dollop of humour mark *Lure of the Temptress* as one of the finest graphical adventures of all time. Quiz local inhabitants, eavesdrop on the locals in ye olde tavern and save the village of Turndale from the nasty Skorl, all for just £10.50. Can you resist temptation?



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Reader ADS

SALES

Atari 1040STE Family Curriculum Pack, 50 ST FORMAT magazines, joystick and mouse. Games include Civilisation, Sensible Soccer, Premier Manager. £170 including postage. Tel: 01247 822289 after 6pm (ask for Martin).

ST Software, boxed originals: Frontier, Barbarian 2, Superski 2, Pirates, Shadow Warriors, Last Ninja 2, Cruise for a Corpse and others. Offers! Tel: 01236 728515.

75MHz Multimedia Pentium 8MByte, 540MByte EIDE HD, double-speed CD-ROM DRIVE, 64-bit graphics/1Mb video RAM, 14-inch SVGA, 16-bit soundcard, joystick, speakers, Windows 95, boxed, new. Tel: 0956 156712.

Atari 520STE 2.5MByte, mouse, joysticks, many games. All in original boxes. £100 ono. Tel: 01206 843476, after 6pm.

Philips CM8833 II Colour Monitor, with TV convertor £75, or swap for Atari SM124/125 high-res monitor. Tel Dan: 0181 677 1827.

Devpac 3. Please write to: Daniel Rosenthal, Hazlit, Ashworth North, Park Lane, Liverpool L31 1HW.

Blood Money £6; Return of The Jedi £5; World Championship Soccer £4; Archipelagos £4; First Basic £4. Tel: 0161 724 0659.

Full Blast Compilation £11; Tengen Trilogy £9; Xenon 2 £6; Hard Driven £6; World Rugby £4. Tel: 0161 724 0659.

Loads of games for sale including Robocod, Road Blasters etc. Tel Oliver: 01262 468340.

Atari 520STFM, 512K; colour monitor, external disk drive £120. Rolands Juno 106 £400. MC202 £250. SH09 £160. TR707 £100. Guitars, amps and more. Tel Chris: 01865 773990. All must go!

Breakthru 2, boxed with manuals, only £50; Mastersound 2, £10. Tel: 01642 314806.

Atari 1040STE (Family Curriculum), hardly used. Educational software plus Sleepwalker and Lemmings 2, all manuals, joystick, mouse, magazines, £110 ono. Tel: 01342 810358.

Atari STE, 4MByte, second drive, joystick, portable TV, Videomaster, Stereomaster, loads of software, every ST FORMAT with Cover Disks £450. Tel Ian: 01229 831229.

Many good-quality boxed games including Alcatraz, Midwinter, Shadow Worlds, Future Wars, Immortal, Hero Quest, Gettysburg and Air/Sea Supremacy and many more. £3 to £15. Tel: 01992 577046.

Atari STFM, complete with mouse, joystick, MIDI cables, other extras, some games. Excellent condition £100 ono. Tel: 0117 964 2453 (David).

Zydec external disk drive for Atari ST. 1MByte unformatted capacity. Boxed, all wires – excellent condition. £50 ono. Tel David: 0117 964 2453.

ST FORMAT mags, also ST Review, Action, World. £10 the lot. Tel David: 0117 964 2453.

Atari ST games. Top games ranging from £3–8. Tel David: 0117 964 2453.

That's Write 3 £70; Textstyle £5; 3D Calc Plus £10; International Sensible Soccer £10; Battle Command East versus West £5; Goal! European Champions £3. Phone John: 0114 236 6819.

Atari 1040STFM for sale with second disk drive, two joysticks and three full disk boxes. Everything you need to start straight away £180 ono. Phone Andrew: 01843 808446.

Citizen Swift 24, 24-pin colour/mono dot-matrix printer complete with new ribbon/cables/manual. In good condition, will sell for £90. Call Kay: 0171 771 1305, after 6pm.

STE, 4MByte RAM, Citizen 120D printer, loads of software, leads etc. Plus spare Atari ST 512. All in working order. £350 ono. Tel: 01705 552860.

Atari 1040STFM plus software, Epson FX80 printer, d/disk drive. Perfect condition, little use. £150. Colour monitor or exchange for word processor. Tel: 01707 272355 (Herts).

Clearout of original ST games – many new and old titles. Send SAE to: Mr B Kee, 13 Hyde Park Gardens Mews, London W2 2LU or tel: 0171 706 3178.

CDs and records for sale, many rarities. AC/DC, Faith No More, Savatage and many more. Send SAE for list, to: Dave Skillin, Flat 5, Avenue Court, Avenue Road, Penge, London SE20 7RX.

Serious software – Devpac 3.1 (£25); Motorola programmers manual (£10); HiSoft Modern Atari System Software (£10); Easy Text Pro Vector (£10); GFA reference manual (£5). All as new. Tel: 01634 371212.

256K SIMMS two available, give your 520STE the full 1MByte for just £8. Tel: 01354 695239.

Cannon Fodder, AV83, Mig-29, F-19, Elite 2, Robinsons Requiem, Sensible Soccer, SimCity, Populous, Thunderhawk and many more games for sale. Call Bill: 01932 875086 for a full list and we'll work out a price!

Titan designs Graffiti Genlock for STFM, STE, Falcon. Controls for solid/opaque, colour, brightness, instructions. £120. Custom switchbox with fade, enhance free with above. Tel: 01276 471673 (Bagshot).

Master system light phaser (gun) and game £8. Tel Gareth: 0121 624 7534, after 7pm.

Master System 2 with built-in game controller, joystick, mains adaptor, aerial. Ten games including Mortal Kombat, Sonic 2. In working order £90. Tel Gareth: 0121 624 7535, after 7pm.

For sale – in one lot at these prices – buyer collects: 520STFM upgraded to 4MByte with mouse, £50. Date-pulse hard drive 170MByte, £100. Cumana floppy disk drive, £50. Philips colour monitor CM11342, £50. Star LC10 colour printer with sheet feeder, £50. Joystick, unused, £5. Power scanner, £50. 2 years back issues of ST FORMAT with Cover Disks £10. Tel: 01367 240602 (Oxon).

For sale! 100 5.25-inch high-density disks £7.50 inc P&P. Phone Matthew: 0973 301882 (eves) or 0181 523 8058 (office hours).

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Atari ST software. Many top games. Also some serious programs. All originals, boxed as new. Bargain prices – phone for list. Tel: 01792 406202.

Atari Lynx in mint condition. Eight games and adaptor. Batman Returns, Turbo Sub, Shadow of the Beast, California Games, Bill 'n' Ted, Robosquash, War Birds, Checkered Flag £95. Tel: 01527 62491.

Do you want to get on the Net? Miracom WS 4000 modem V2123. All leads and power supply. Ready for immediate use. Don't delay, phone today. £50 ono. Tel John: 01202 771521.

Atari ST 1MByte with easy upgrade to 4MByte – just add SIMMS. Sorry, no monitor, but works with TV. Good condition, ex back-up machine. £120 ono. Tel: 01354 695239.

Original boxed games, plus some other software; 100+ titles. List available, but would rather not split. Just £100 for the lot – that's less than 50p a game! Tel: 01354 695239.

Atari Jaguar, Doom, Cannon Fodder, Theme Park, Pinball Fantasies for £130. Contact: D G Matthews, 17 Kearsley Close, Seaton Delaval, Whitley Bay, Tyne & Wear NE25 0BL.

WANTED

Session Partner Version 2 aka Pro Fix. Any condition. Phone: 00 353 21 778168 or write to: Michael Feber, Coolbawn House, Ballinaspittle, Co Cork, Ireland.

Wanted – Atari Mega STE with hard drive and if possible monitor or an Atari TT. Please ask for a reasonable price. Tel Tola: 0171 272 0898 or 0956 224 133.

Wanted – good games! Especially flight sims and role playing games. Tel Oliver: 01262 468340.

Wargames/strategy like Borodino, UMSII and Data Disks, Rorkes Drift and any WWII games. Also fighter bomber and data disk, Strike Fleet and Advance Destroyer sim. Tel: 01582 482152.

US Gold Scrabble for Atari 1040STE and A320 Airbus. Tel: 01482 878869.

Wanted: Devpac DSP Falcon (or swap for Devpac 3). Contact: Daniel Rosenthal, Hazlit, Ashworth North, Park Lane, Liverpool L31 1HW.

Wanted: Railroad Tycoon Gods, Dizzy, Spellbound Dizzy, Dizzy Prince of the Yolkfolk. Will pay £2–5 for each. Tel Paul: 01737 833188 after 5pm weekdays, any time at weekends.

Aquanaut game for the Atari 520ST or if anyone knows where I can get the game, please call. Tel: 0181 925 7261.

Wanted! Book or manual on Calligrapher for use with Cover Disk? Tel: 01256 22491.

Wanted: Word processor software for Atari ST Atari Works, That's Write etc. Tel: 01243 373382.

Needed: high-density double-sided disk drive (STFM), will buy second-hand drive, anything from £15–20. Contact Barry Woods, 3 Deneside Road, Gt Yarmouth, Norfolk NR30 2HL.

Synchro Express and Blitz copiers wanted. Will pay up to £15 for Synchro or £10 for Blitz, or will swap for games. Tel: 0181 676 0500 and ask for Dave.

Wanted: any Speedo fonts and any fonts or printer drivers for Calligrapher Pro. Willing to pay or swap. Tel Birnie: 0171 706 3178.

Hero Quest 2, Utopia and Utopia Data Disk, Elite 1, Space Crusade 2 and Data Disk. Tel Richy: 0115 952 3059.

For Atari STE, Cubase, any version, good business program including stats, spread sheets, word processing, graphs. Tel: 01889 574153.

Wanted! Realms for STE. Will pay reasonable price. Tel Chris: 01482 705477.

Band In A Box wanted. Cash waiting. Please phone Tony: 01202 387105, after 6pm.

Has anyone got a copy of Football Manager 2. Tel Craig: 01257 264257, 9am–5pm.

Does anyone have a copy of Mad Professor Moriarty I could buy. Tel Derek: 01355 229377.

Wanted: Soundbits software, editor/librarian for Ensoniq-ESQ-1. Good money waiting! Tel Graham: 0121 680 4445 (pm).

Wanted: the wargame Frontline, in good/fair condition. Reasonable price or swap for Fire Brigade Jack. Tel: 01702 464372.

Wanted: Atari high-res monitor SM124, SM125, SM144, also hard drive. Cash waiting, can collect or pay postage. Please phone: 01884 257487.

Wanted: instructions and key to Colussus Chess – ours lost in house move. N Springhall, 4 Elder Close, Sidcup, Kent DA15 8HQ.

Games required for 520STFM (TOS 2.06). Reasonable price, send list to: Ray, 23 Mansfield, Lurgan, Co Armagh, N Ireland.

Wanted: Mad Professor Moriarty and Mean Streets. Will consider any other games. Tel: 01355 229377.

Wanted: T28 or Pluscache 16 Accelerator for STE. Tel Tony: 01225 316203.

SWAPS

Swap 4MByte Atari ST, handscanner, Vidi ST, Atari Jaguar and four games including Doom, Alien and Predator, Crescent Galaxy, Cybermorph and £1,000+ software for 4MByte Atari Falcon with 65MByte hard drive. Tel: 01262 606624.

Atari ST games, loads to swap or sell, £3–5. For full list send SAE to: J White, 15 South Kinson Drive, Bournemouth, Dorset BH11 8AA.

Are you desperate to swap Atari games? I will swap Out Run, Road Wars and Q Ball for any adventure level games. Tel: 0181 5082931.

I have a Master System and eight games and will swap for a Gameboy. Also, has anyone got Streetfighter 2? I will swap for both Shinobi and Moonwalker. Tel: 0151 9333885 and ask for STE.

Wanted: A Devpac DSP Falcon or will swap for Devpac 3. Daniel Rosenthal, Hazlit, Ashworth North, Park Lane, Liverpool L31 1HW.

Will swap any good games! I have loads – give me a ring and do a deal. Call Oliver: 01262 468340.

WWF, Skatewars, Super Cars, Hook. Will swap any for Sensible Soccer, Operation Stealth, Kick Off Data Disks or will sell. Contact: Shaun Key, 16 Banbury Lane, Kings Sutton, Oxon OX17 3RU.

Team, Larry 3, Sensible Soccer, Quartet v 1.5 and two dozen more boxed originals for sale, but would prefer to swap. Prices: £2.50–11 incl P&P. Tel Dave: 0181 676 0500 and leave message.

ST contacts wanted to swap software, also original games to sell. Write to: Carl Robinson, 12 North Terrace, Loftus, Saltburn, Cleveland TS13 4JF.

MESSAGES

Wanted: pen pals with STs. Will swap games, tips etc. Must be good fun, age unimportant, sex unimportant. Call Oliver: 01262 468340.

Help! Does anyone have a very good understanding of Assign.Sys, Goos and Nudi? I'm running Timeworks and Easy Text Pro Vector and my fonts are in a frenzy! Call if you're local to South Bucks. Tel Ralph: 01494 862074.

STE contacts wanted to swap PD and shareware. Especially music or utilities. Write or send disk in Marcel or ASCII format to: Dave Till, 86 Huntingdon Gardens, Colley Lane, Halesowen, West Midlands.

To the Geordie who phoned me (0181 670 0500) about the Hunter tip – thanks, I've managed to find it.

ST World is a new and dedicated magazine for all ST users. Packed with reviews, interesting articles and programming tutorials. For a free copy send a SAE and a blank disk to: Sion Dovey, Treycyn Fawr, Blaenwaun, Whitland, Dyfed SA34 0HY.

Got a Falcon? Wanna swap PD? Come on, lemme know I'm not the only one to write to! Write to: Paz, 2 Noke Common, Newport, Isle of Wight PO30 5TY.

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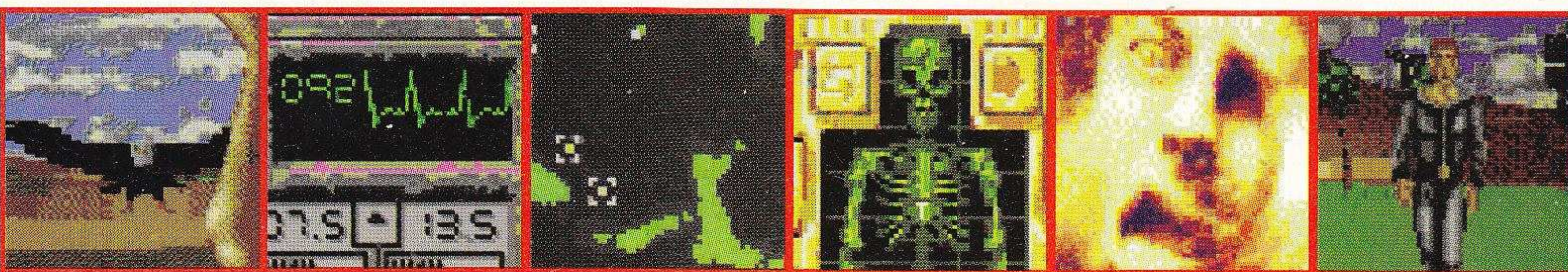
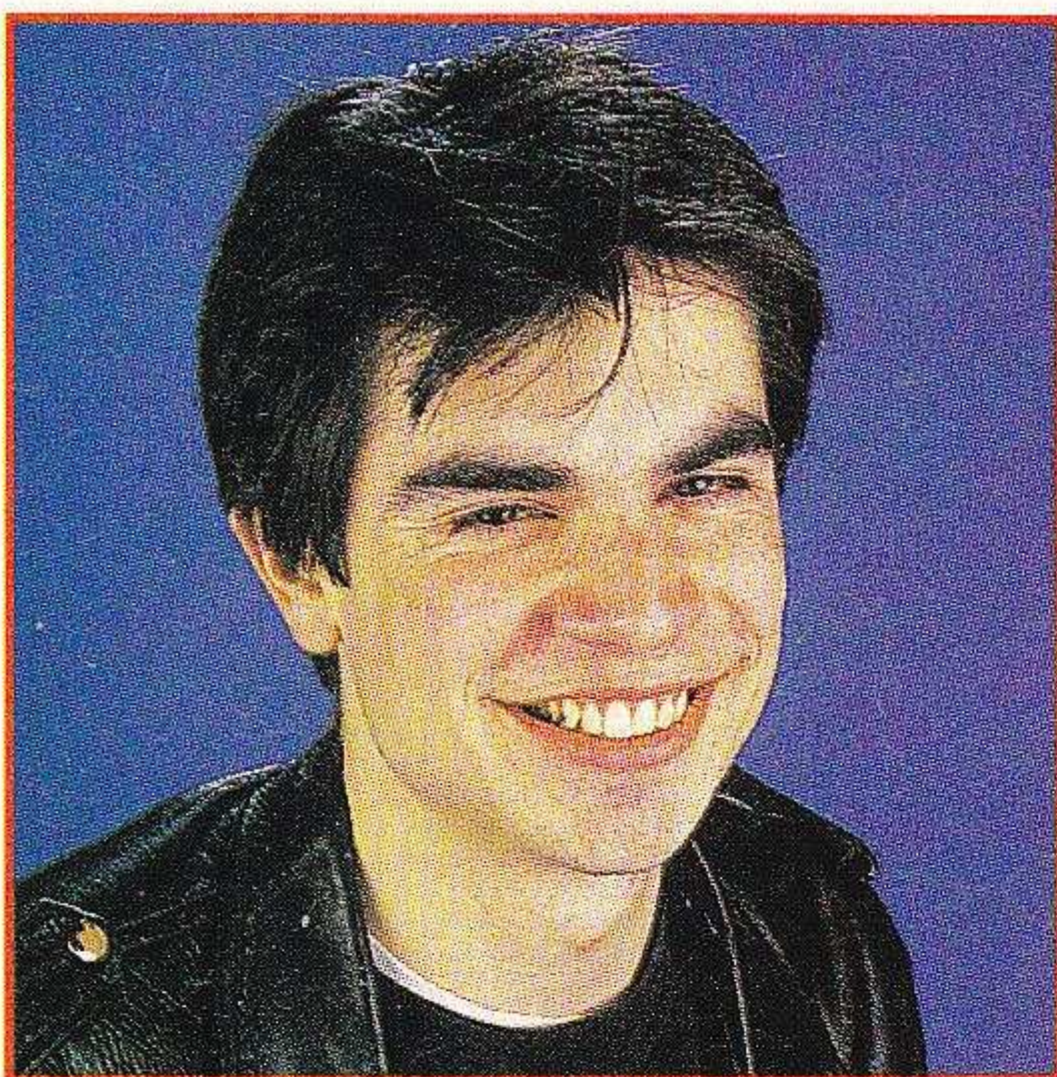
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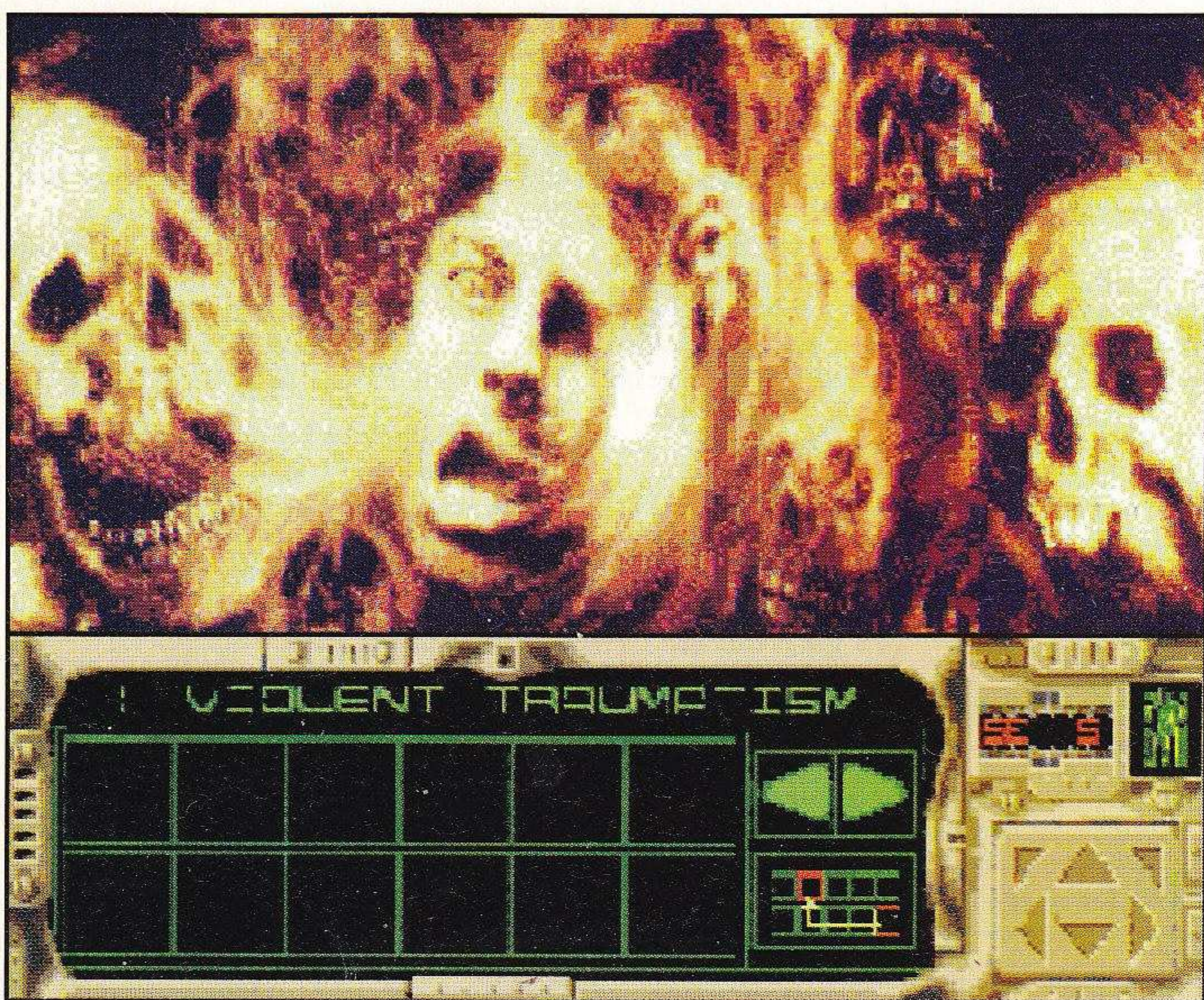
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It's a bumper month for cheats, with the first part of our *Robinson's Requiem* solution nestling among more *Towers* maps. Cheat early, cheat often.

Gamesbusters



Groovy graphics, not so groovy mental condition. Looks like pain, pain and more pain.

Robinson's Requiem

First, move north under the bridge where the wreckage of your crashed ship lies. From the wreck, take five wires and a medikit. Go back to your starting position and head east to find Socrates 19 (he shows up as a flashing dot on the map). Kill him and take his knife, matches, flask and the computer with a spare battery. Fill the flask with water from the waterfall, but don't drink it without boiling it or using the disinfectant pellets from the medikit. At a couple of places around the pond you

will find edible cauliflowers. Don't eat the 'Snow White' pears – they're poisonous.

Head to the far northwest. Here you'll find Darwin 5 who turns into a werewolf. Kill him and recover his computer before heading south to a shallow incline. Save your position at the bottom and climb the slope. It's very easy to trip and break a limb during your ascent – you can even die as a result of a bad fall – so keep reloading your position while you attempt to reach the top unscathed. Once you've scrambled your way to the top, save the game again.

Next, head east to find an eagle's nest. The eagle will show up and try to scratch your eyes, so kill it with the knife (tilt your head back to hit it). If it blinds you in one or both eyes you need to reload and try again. Once you've killed it, use the knife to cut off its feathers and meat, then go to the nest and take lots of feathers for arrows, and the egg for food.



You may need supplies to survive in this game, but be grateful that there's no RSPB wardens in *Robinson's Requiem*.

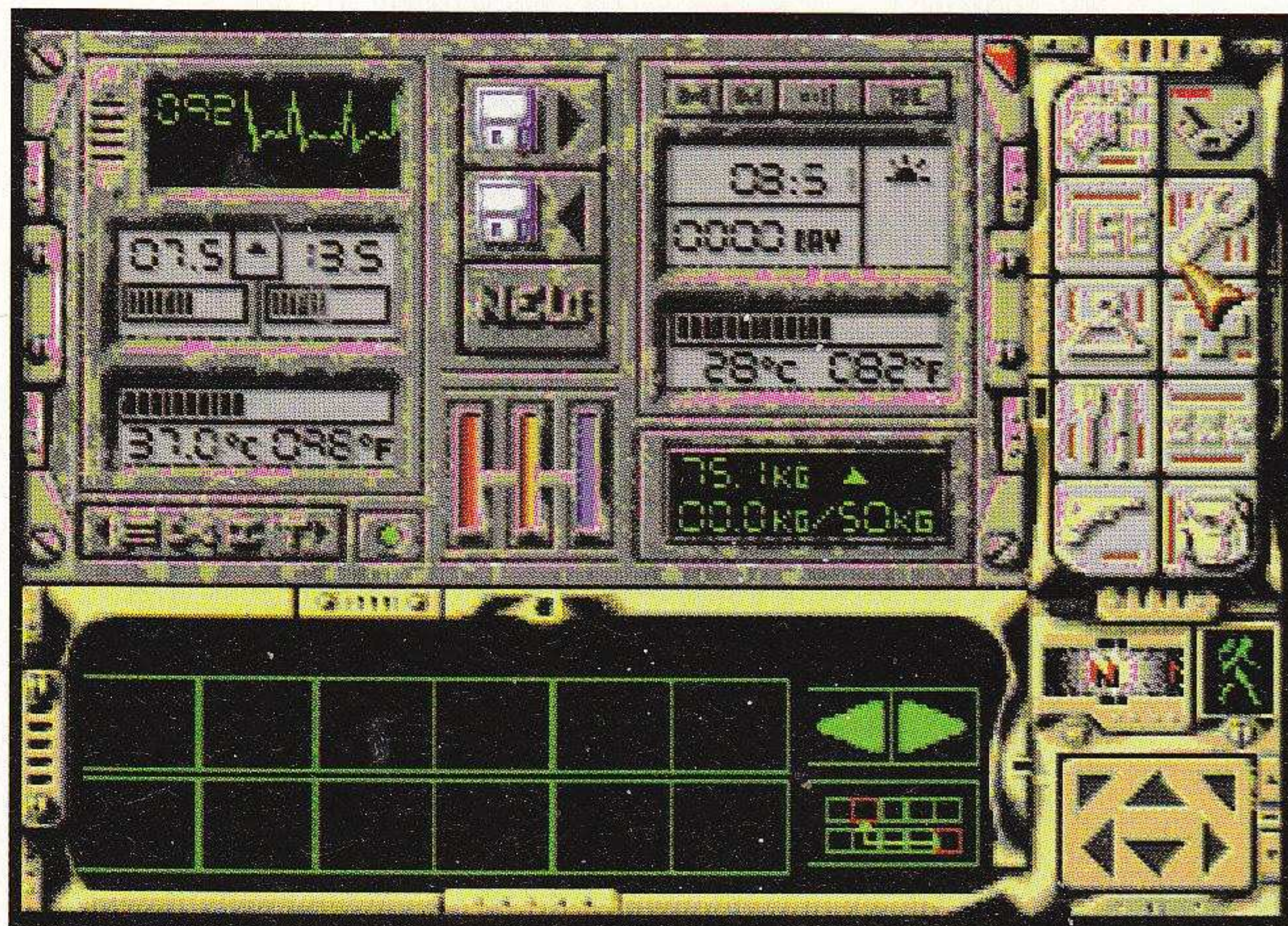
All gone to worms

Return to the plain. In a recess to the east of the slope is a mound of worms. Take a few hundred of these (they won't weigh you down) for fishing. Use the knife to cut branches from the darker trees and leaves from the lighter ones.
BRANCH + FEATHERS = ARROW
LEAVES + NEEDLE AND THREAD = LEAF HAT

The hat will protect you from the sun's heat in the canyon and desert. Head to the

far northwest again and crawl into the rocky area inhabited by a tiger. You can kill it with the knife, but this requires split-second timing and the controls aren't very responsive. A better option is to crawl right round to the north and bypass the tiger as you move south. In the far southwest you'll find a tree which oozes flammable resin. Use the knife to remove lots of the resin.
BRANCH + RESIN = TORCH

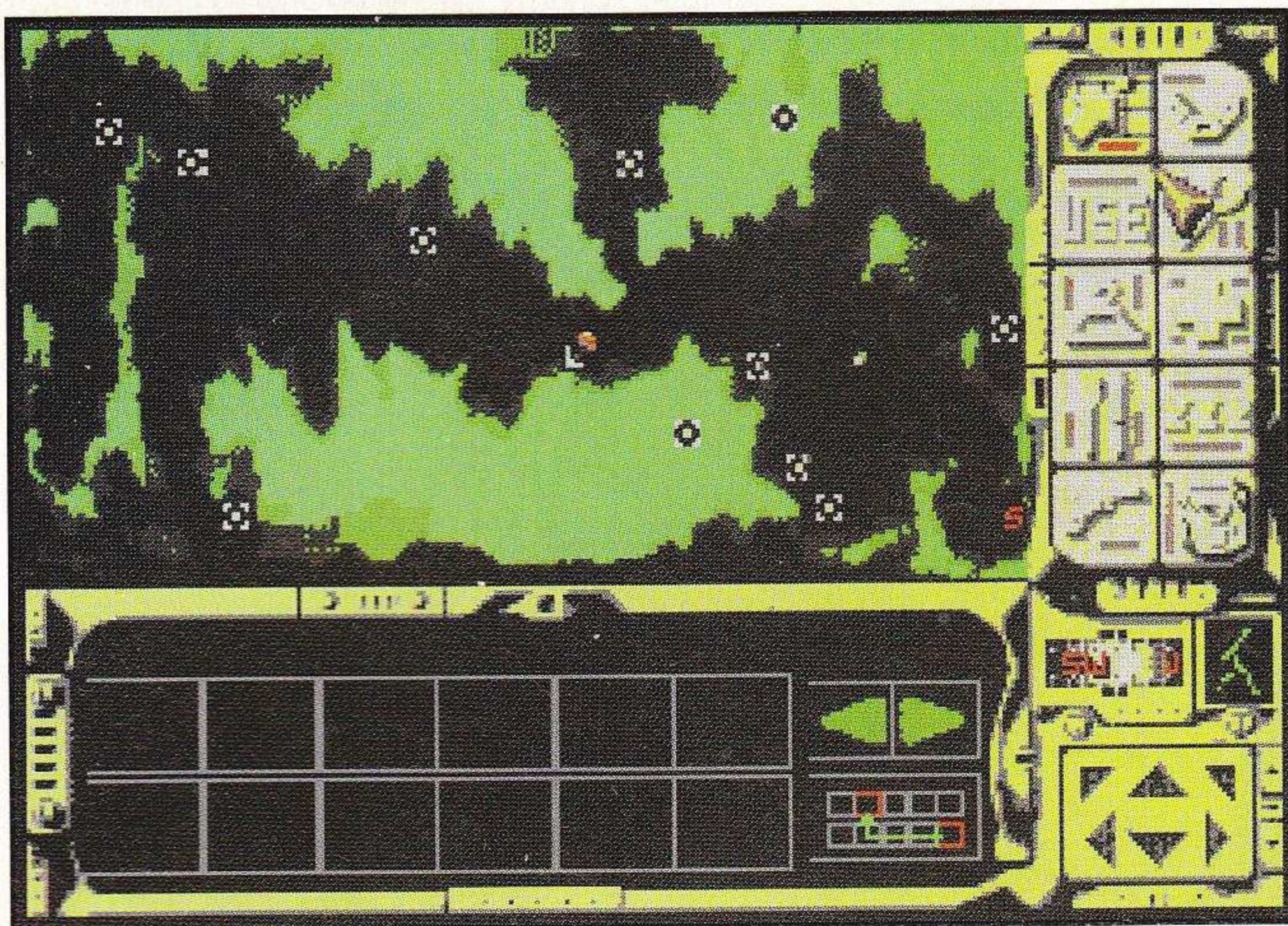
Head to a recess just north of the one you are currently in



You need to keep a close eye on your health in this game. That cold could develop into something far more serious and Lemsip isn't an option.

WINNER!

Thanks go to Mike Kirwan for this excellent solution to *Robinson's Requiem*. As you may remember, Mike supplied issue 76's *Stardust* tips and now he's done it again with this guide to 16/32's top game. Mike wins £25 (and a big sloppy kiss from Nick) for his efforts.



Once you've escaped the harsh world of Zarathusta you can always use the map to avoid all the rush-hour traffic jams as you commute to and from work.

and look for a cave entrance. Light the torch by clicking on it. It's important not to let the torch go out because you only have 20 matches to last the whole game. As it runs low, use the Replace Lit Torch icon to light a new one. Put all your clothes on (it's cold) and prepare to step into the cave.

Inside the cave you'll be attacked by cavemen. Use the knife to kill them and head to the tunnel on the north side of the map. Make sure you don't trip and die though! Go to the northwest end of the tunnel and cut one batch of saltpetre from the walls. Next, make your way to the central cavern, where you'll find a computer amid the bones and attacking

cavemen. Just take the computer and head north out of the central cavern, then west to the exit and the swamp. Take some quinine before entering to avoid malaria and check to see if you have developed a cold. Take antibiotics if necessary.

If night falls, make a careful note of Kagoo, a tyrannosaur who roams at night eating people. It's probably a good idea to spend the night in the cave next to a fire for warmth. However, at daybreak, prepare to enter the swamp. Don't forget to save your position at this point – we're going to leave you at the edge of darkness for a month. Don't worry, though, we'll be back to guide you on your way next issue.

Towers

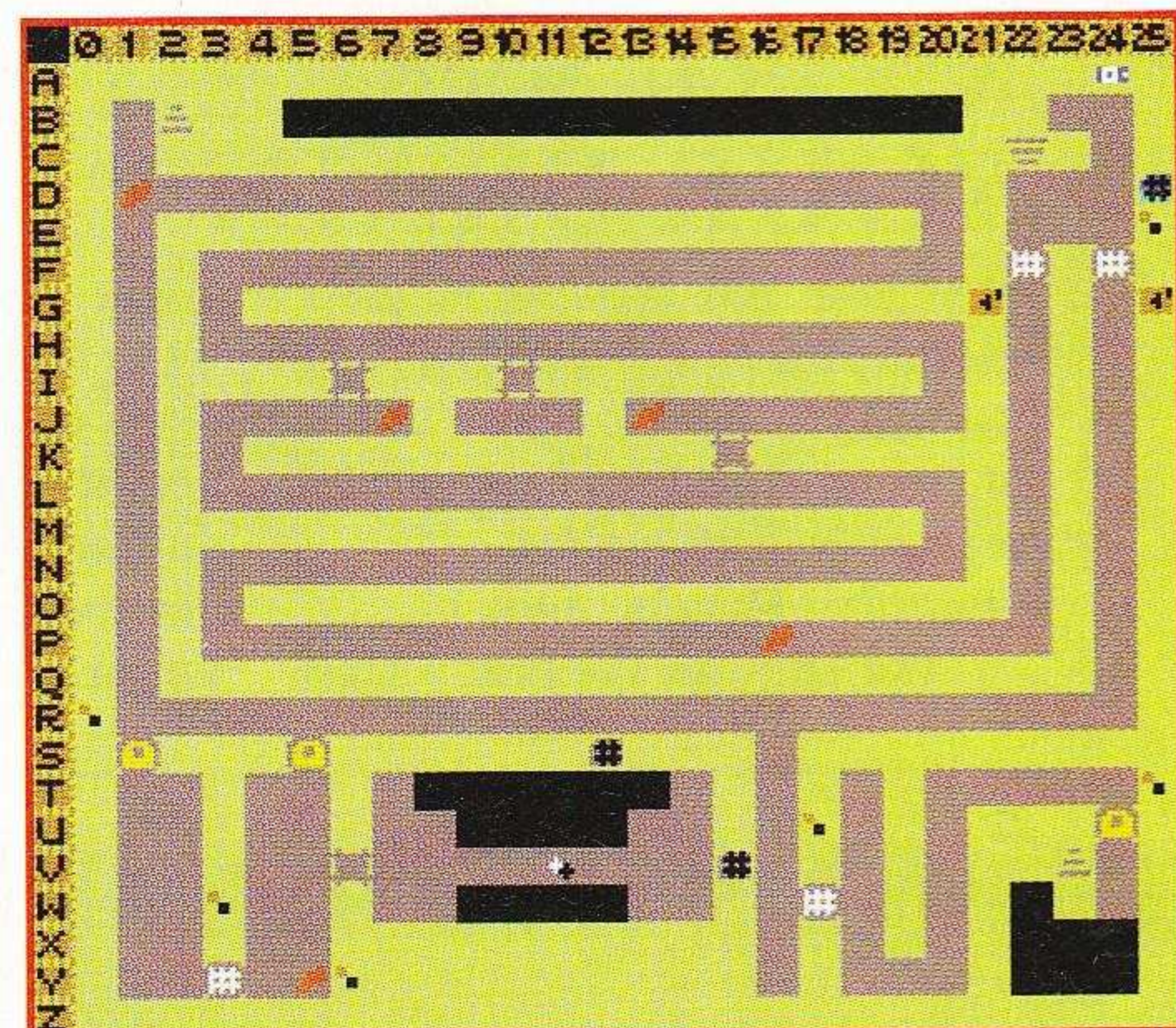
In this, the second part of our *Towers* solution we continue our journey through the many levels of JV Enterprises' superb role-playing game, which is now available as shareware. Get it from your usual PD library, or try LAPD on ☎ 01773 761944.

It's that key to the maps again. Without it you know nothing.

■	No Floor
■	Floor Trap
■	Space
■	Blood Spot
■	Floor Button
■	Magic Mine
■	Hidden Door
■	Wall
■	Button
■	Lever
■	Keyholes
■	Info Plates
■	Stairs Down
■	Stairs Up
■	Open Doors
■	Closed Doors
■	Window
■	Window (Out)
■	Picture
■	Boulder

Level 5

Items of interest on level five include a scroll (D1), a bag and armour (B23), a sling (J23), a hand axe (J7), the Healing and Mana potion (Y5) and a gold chequered key (V14).



DOWNHILL FROM HERE

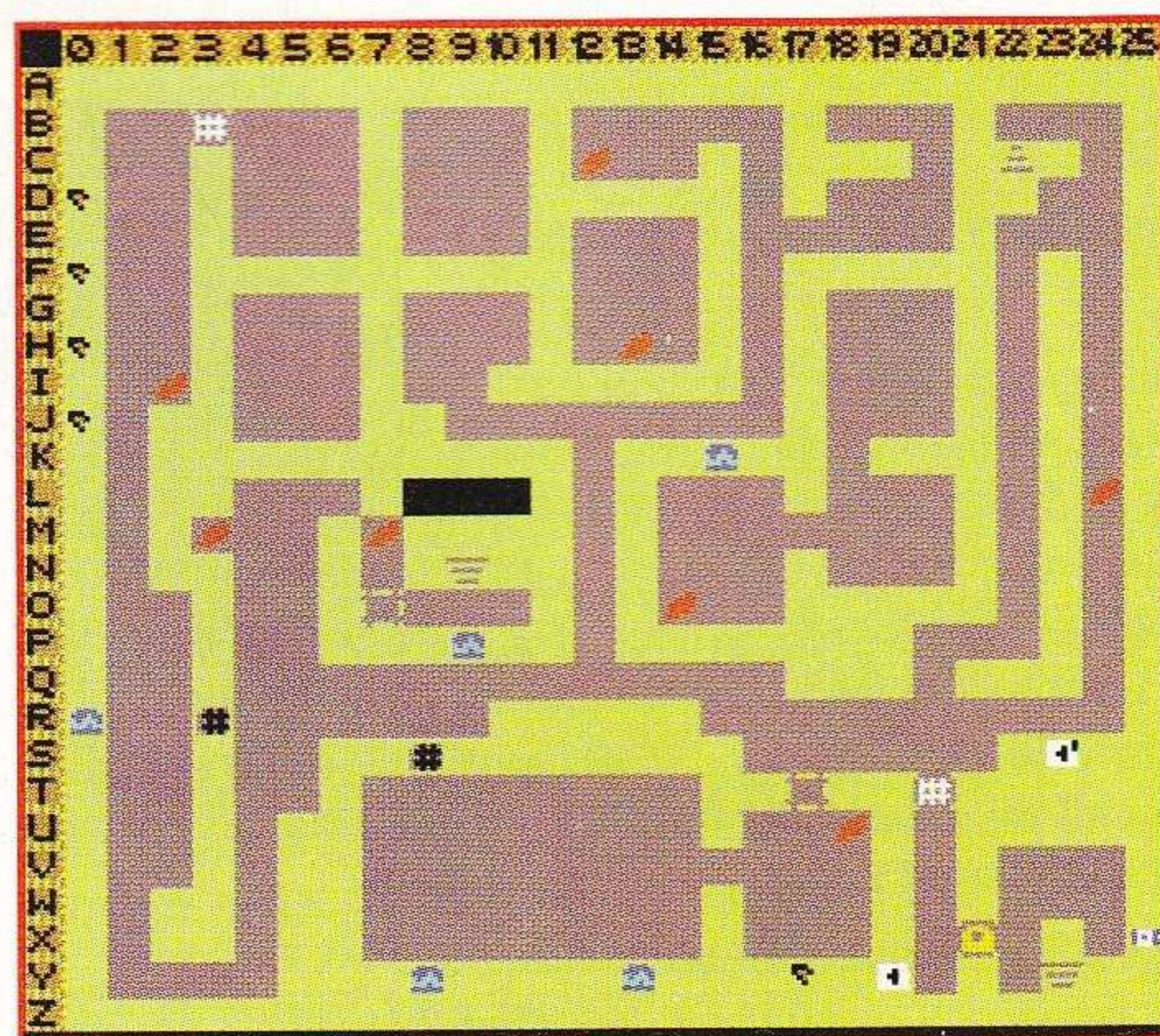
You only need one key for this level. This is found at either J10 or G24 and unlocks the door at G22. Look out for the secret door at V5 that takes you to a room with a bridge. Beyond the bridge and the magical mine, which you should destroy by throwing something at it, is one of the four

gold-chequered keys you'll need to complete *Towers*.

You'll also find a hole which you can fall down. Once you've dispatched the monsters, you'll find the Necklace of Healing, the Club of Throwing and a blue potion for levitating – useful if you want to go back up to level five.

Level 6

Interesting items on level six include scrolls (U18 and B18), armour (U18) and a brilliant sword (D23).



FLY BE FREE

Go through the secret door to the south of S17, then use the secret lever at X17. You need this to activate the combination in the north-west corner.

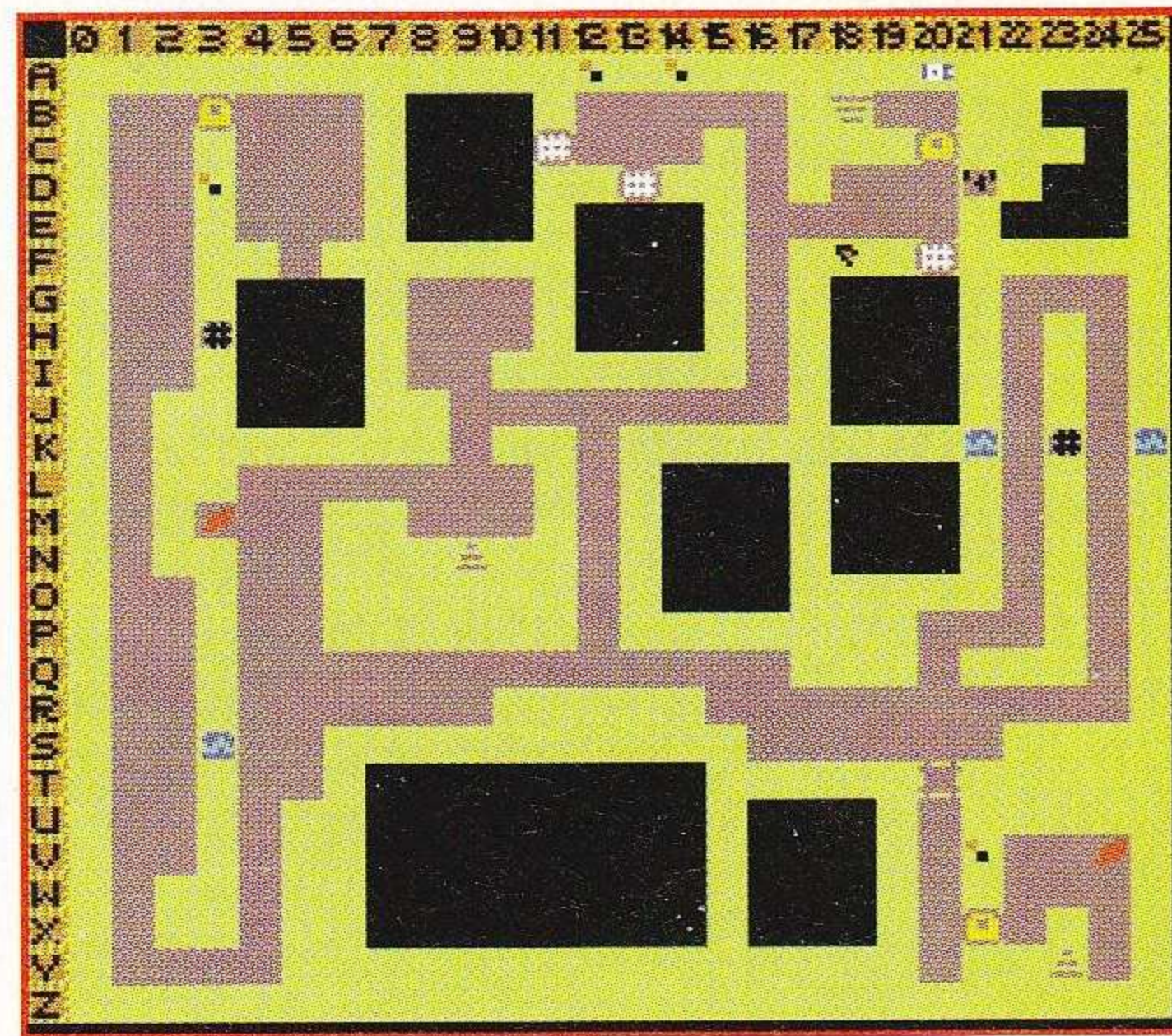
Now, head left to the next room before using the Levitate Up spell. Go to U7 where you'll find a hole in the ceiling. You'll

find the second gold-chequered key and a battle axe on a ledge.

Go back down and activate the levers at F1 and J1 to unlock the door at B3. You'll find a steel key, which, coupled with the silver key held by the Gargoyle at H9, can be used on the doors at R23 and Y20.

Level 7

The armour of protection and Good Luck Sword are found down the stairs at M9 and past the secret wall; scrolls (J6 and G23), armour (O14) and the Ring of Strength (M3) are also on this level.



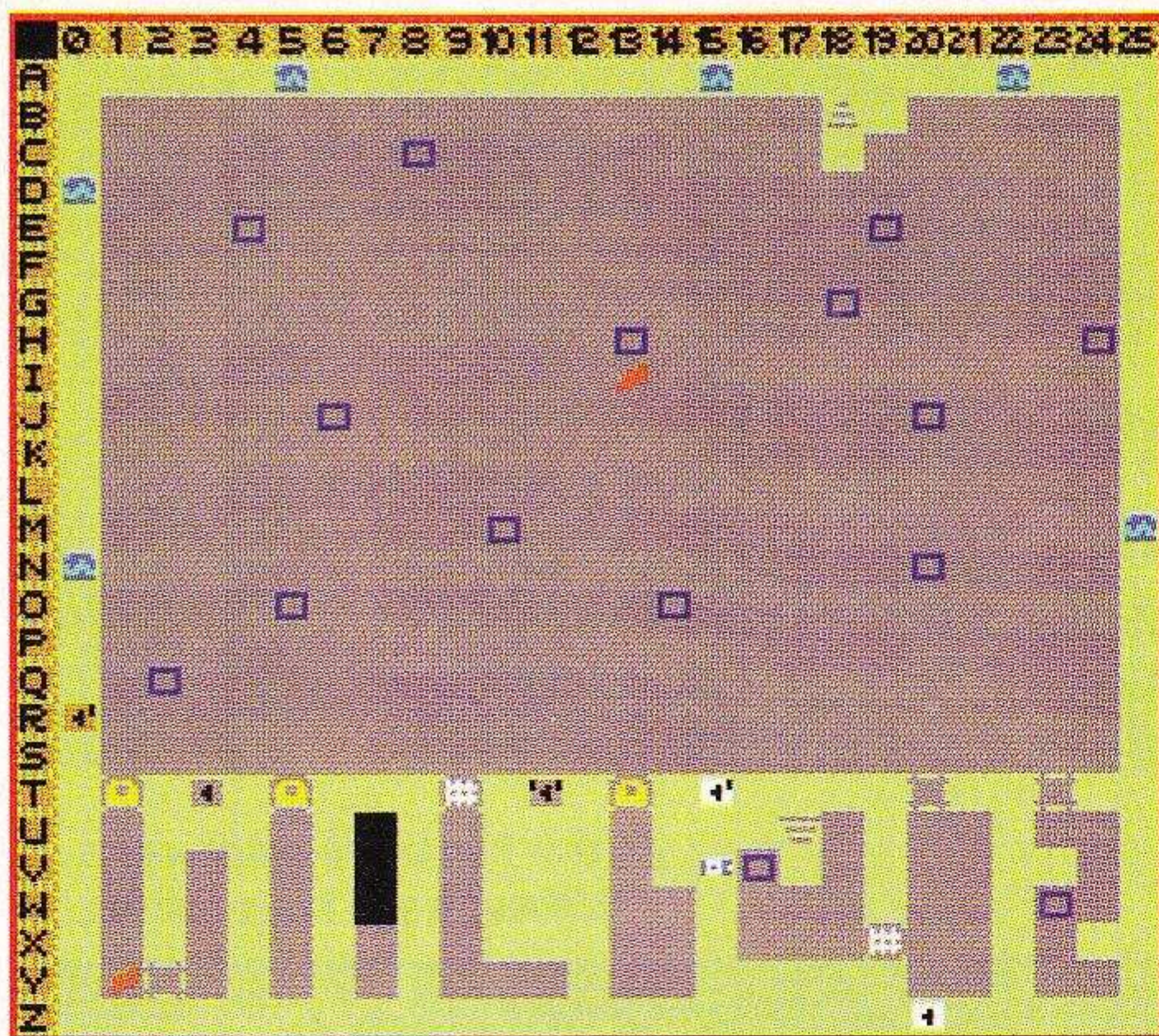
DROP DOWN, CLIMB UP

You'll start this level at N9. Make your way to E20 and open the door using the button. You must be ready to fall down into the room and into a horde of monsters. If possible, keep a Levitate Up spell handy for a swift exit in case the monsters threaten to overwhelm you.

You will find the only key you need to progress on this level at N18. In order to exit the room you need to go to E20 and levitate up, then proceed to the door at D20 where you can use the key to unlock the door. Then it's on to level eight and yet more challenges.

Level 8

Items of interest on level eight: a bag and sharp sword (V3), a helm (E20), the Ice Protection Ring (K6), the Axe of Throwing (Y5) and some armour (Y13).



MORE SPACE THAN YOUR BRAIN

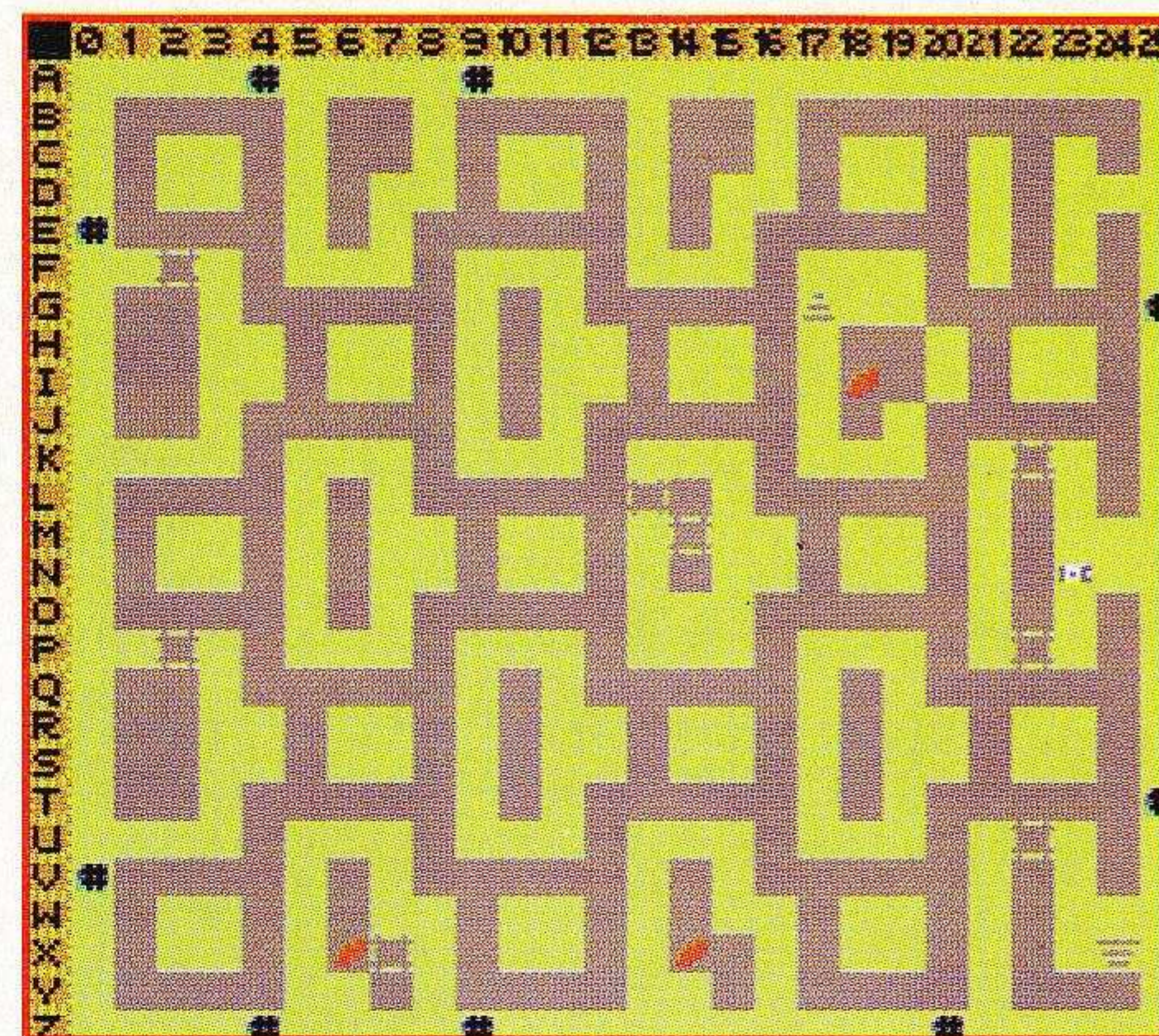
Traps litter this level, so beware! You may be fooled into thinking you need to unlock all the doors on this level, but it's not entirely necessary (look out for interesting objects, though).

The keys for the four visible

doors are at: M11, F24, E5 and Y11. To progress you need the silver key, which is behind the secret door at Y24. This works on the keyhole at Y20, which is also behind a secret door. Don't forget to fly over the traps.

Level 11

Items of interest on level 11 include: a bag and Ring of Protection (N22), Avenger Sword at J1, Magical Armour (T1) and a scroll at L16.



IT LOOKS ALL THE SAME TO ME!

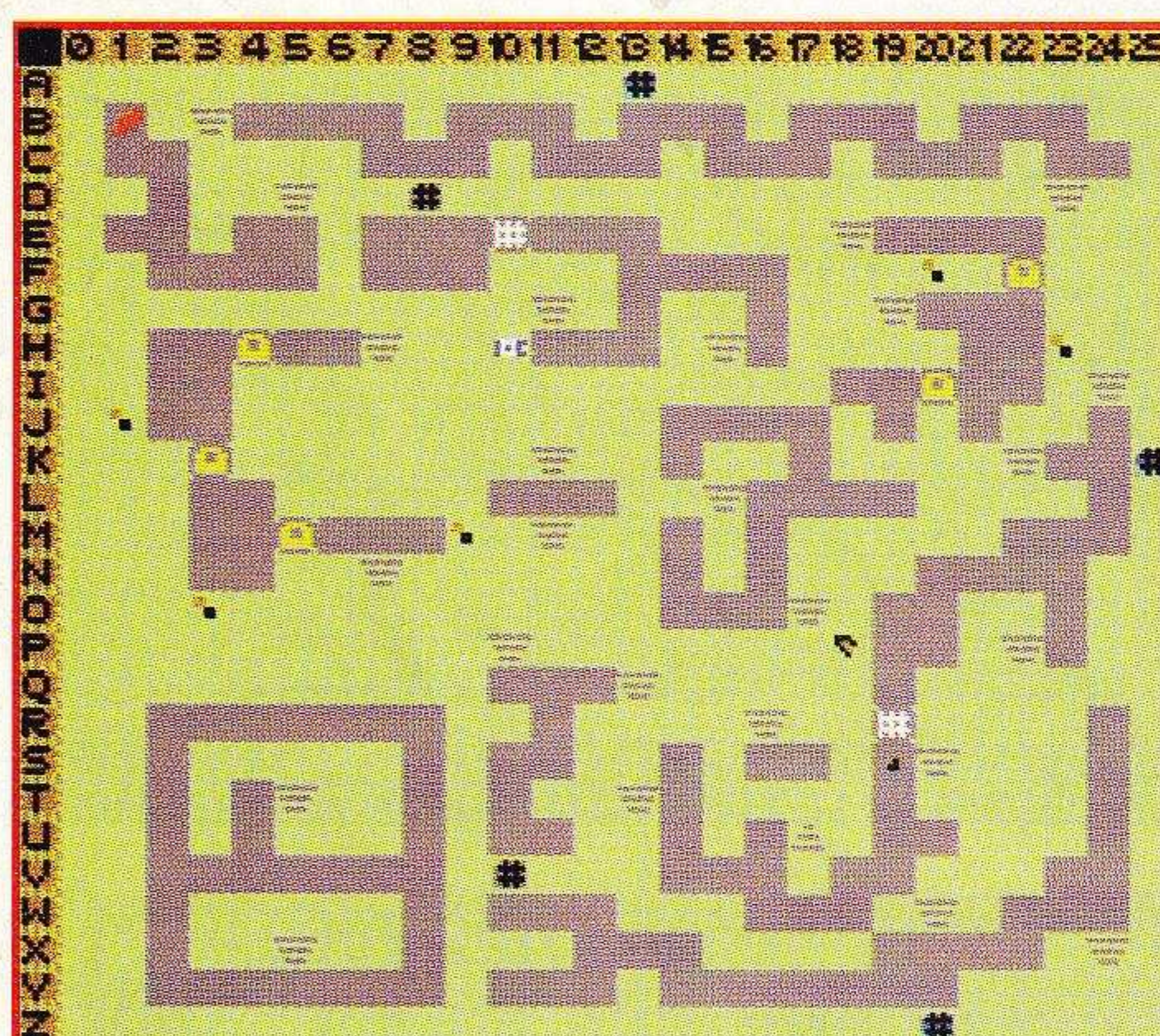
This would be the easiest level in the game if it didn't all look so similar. You don't need any keys for this level, but finding the stairs will be hard enough!

The stairs are located at X24, behind the secret door.

Don't forget to read the information plate behind another secret door at N22. Those numbers will prove invaluable later on in the game. Otherwise, level 11 is just filled with monsters and items.

Level 9 and 10

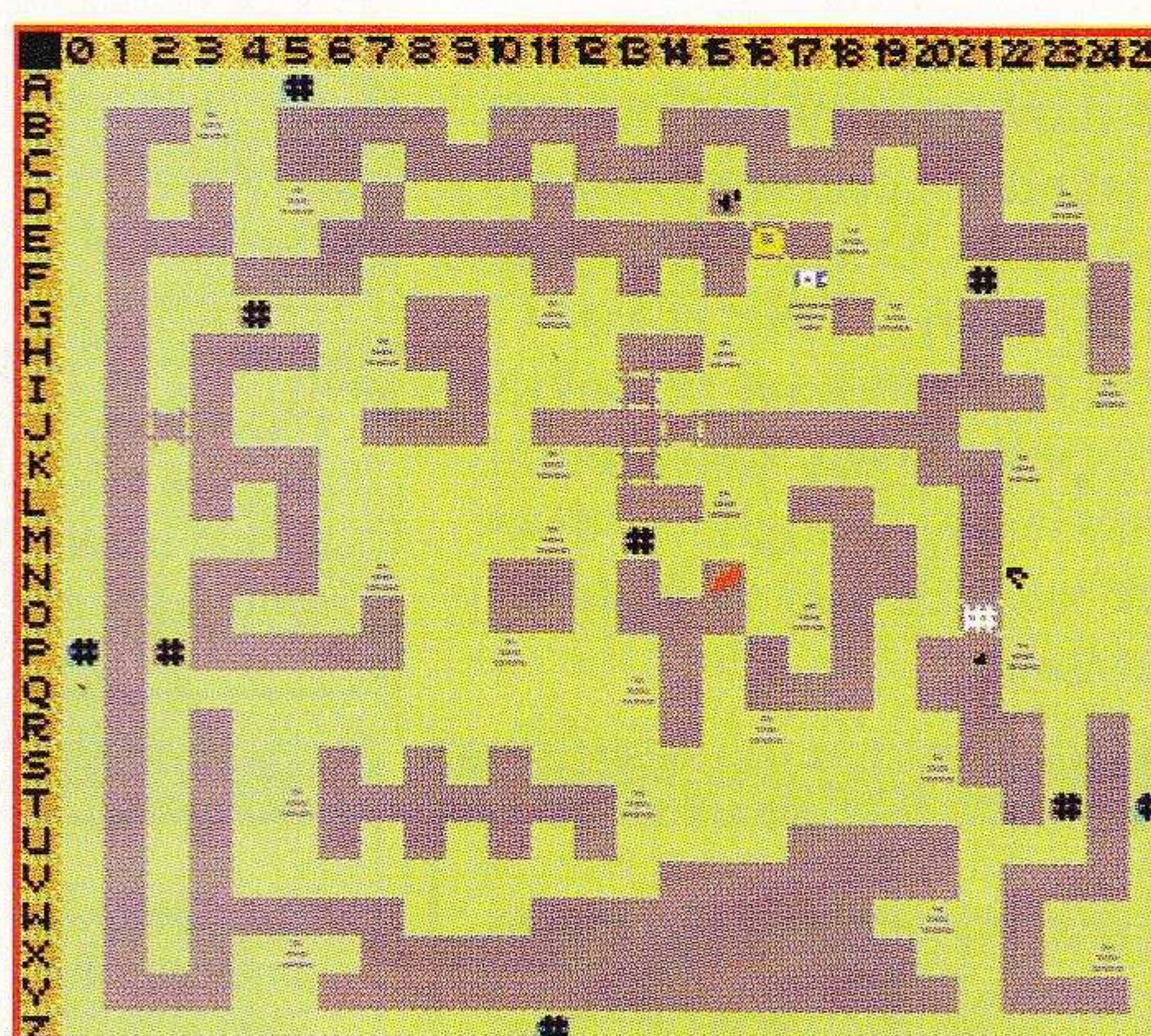
THE LEVELS FROM HELL!



You'll find a scroll and the Necklace of Defence on level nine (R5 and B1).

These two levels intertwine via several flights of connecting stairs. The authors recommend you tackle them as one level - try it any other way and don't come running to us when it all goes horribly wrong.

Fortunately, you only need only one key to get through this mess. It's found on level ten at J9. To get there, head for the stairs (level nine, T14). Ignore the door at E11 on level nine, it's a red herring (But it's a door, surely - Karen).



You'll find two sets of armour (N15, R24) and a bag (F24) on level ten.

Once you have the key you need, work your way back to T14, then make your way to the stairs at S19 on level nine. The door in front of the stairs is open, but closes as soon as you step on the plate, presenting you with another problem to solve.

The keyhole is on level ten at E15. Follow the open door back down to G20 (level nine). These stairs will then take you all the way up to level 11. Things get easier after this, honest!

JAGUAR CHEATS

Thanks to Atari UK for supplying us with these cheats for two top Jaguar games.

● Iron Soldier

These cheats should be entered on the options screen - the border will flash when you enter one correctly:

Press 2, 7, 2, 8, 3 and 7 ('CRATES' on the phone's keypad) to get infinite ammo.

Press 3, 7, 6, 6, 8, 2, 4 and 2 to access all levels and weapons.

Press 6, 8, 2 and 4 ('OUCH') for the Insane difficulty level.

You can access the following cheats during the game:

● Press [8] to display the mission statistics.

● Pause the game and press [1] or [3] to advance the game one frame at a time.

● Hold [A] and [C] while turning to rotate more rapidly.

MORE TOWERS SPELLS

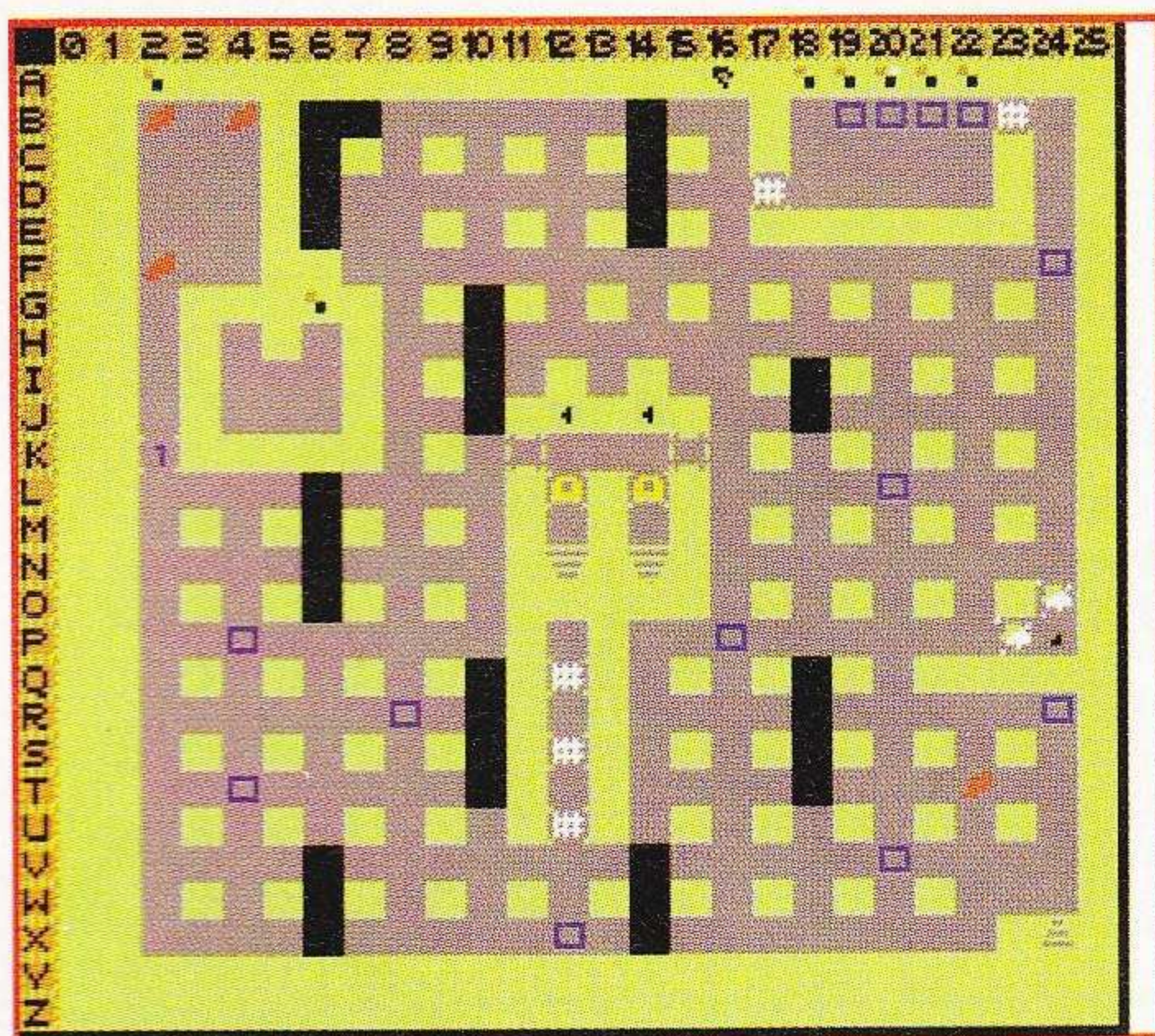
These mid-range spells should help with the middle levels.

Spell Name	Incantation	Mana	Effect
Ball of Ice	Kele Ha Ra	6	Damage is 5 times your experience level, distance 10m
Identify Item	Lal Kub	6	?
Cure Wounds	Men Pab	6	Cures 8-16 hit points
Lightning	Sir Ra Ki	6	Damage 5 times your experience level, distance 8m

Spell Name	Incantation	Mana	Effect
Levitate	En Ra Me	6	Float across a gap
Cure Poison	En Kele	8	Removes any poison from your system
Fireball	Kub Hal Ra	8	Damage 9 times your experience level, distance 10m
Resist Fire	Xas Hal	8	Adds 5 to your fire defence
Resist Ice	Xas Kele Ha	8	Adds 5 to your ice defence
Levitate Up	Ra Kele Ke	10	Fly upwards

Level 12

Items of interest on level 12: the third gold-checked key is down the pit at E7. You'll need a Levitate Up spell to get back. The pit at U6 hides the Slayer Sword, more armour is found at J17 and a scroll is at H6.



JUST SOME TESTS

To progress past the Test Room, you need to pass three tests in order to get the required key. The Psychological Evaluation test requires you to throw poison (at N24 or P22) over the boulders. The Reflex Control and Analysis Test means you must pull the lever at B24 and then press all the buttons on the wall, starting at B18, to close the traps and reach the door. Finally, the Stress Management

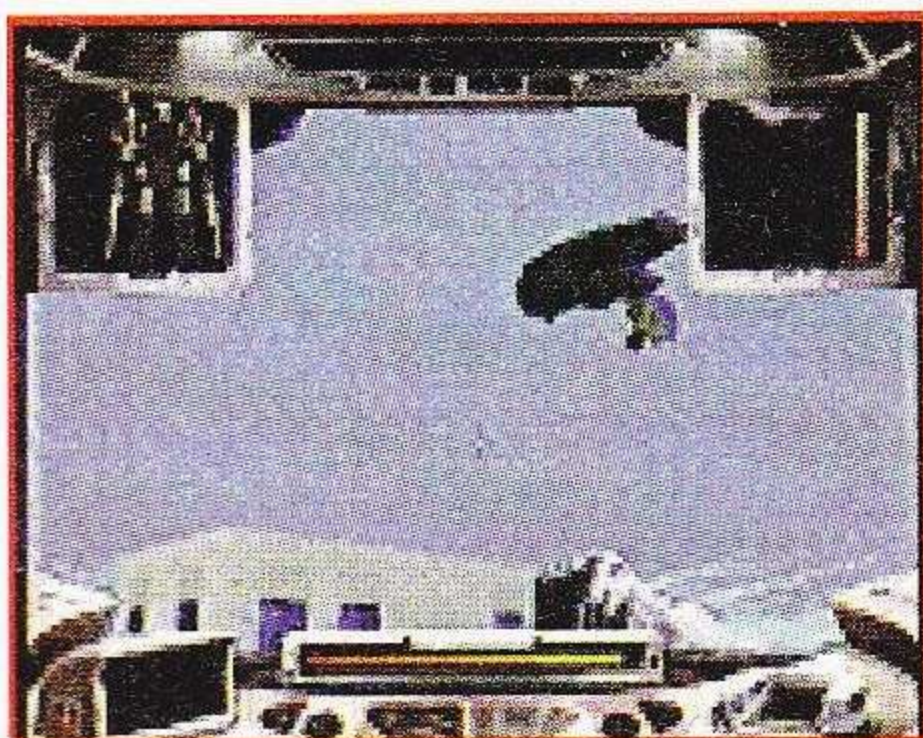
test is passed by pressing the complaint button at B2. The door will close and monsters will flood out. You need to press the button at H6 – try flooding the room with magical mines before pressing the first button.

Once passed, the doors will all open and the Gold Key is revealed at P12. Use it on one of the two doors at L11 or L13 that lie behind the secret door. Another level down, three to go!

Finally, if you get a low level energy warning, launch a cruise missile directly at yourself to reduce your damage.

● Raiden

To give either player infinite lives and bombs hold down 1,4,7,3,6,9 and [Option]. An extra ship sound will confirm the cheat has worked.



Look out for *Iron Soldier 2* on the Jaguar. It is due around April.

CAN YOU HELP?

Timo Hakala wants to know how to access the Plane of Darkness in *Phantasy 3*. J Pollard of Pontypool is desperate to get hold of the hammer without getting burnt in *Shadowgate*.

Christopher Blakey is after cheats for *Carvup*, in particular one which enables you to start a new game on the level you reached in the previous game.

David Thatcher can't complete level one of *Cadaver* because he can't find the king's crown. He also wants to know how to get the metal from the blacksmith on level three of *Goblins 2*. Finally, "demented mum" S Doyle is after a cheat for *Spellbound*



Any cheats for *Spellbound Dizzy* will be gratefully received by "demented mum" from South Wirral and "demented writer" of Bath. Still, at least she has a good excuse.

Dizzy to help her child complete the game. If you can help any of these people, or you have any interesting cheats and hints, send your tips to: Gamebusters, ST FORMAT, 30 Monmouth Street, Bath, Avon BA1 2BW. There might even be a prize in it for you.

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Add New Hardware



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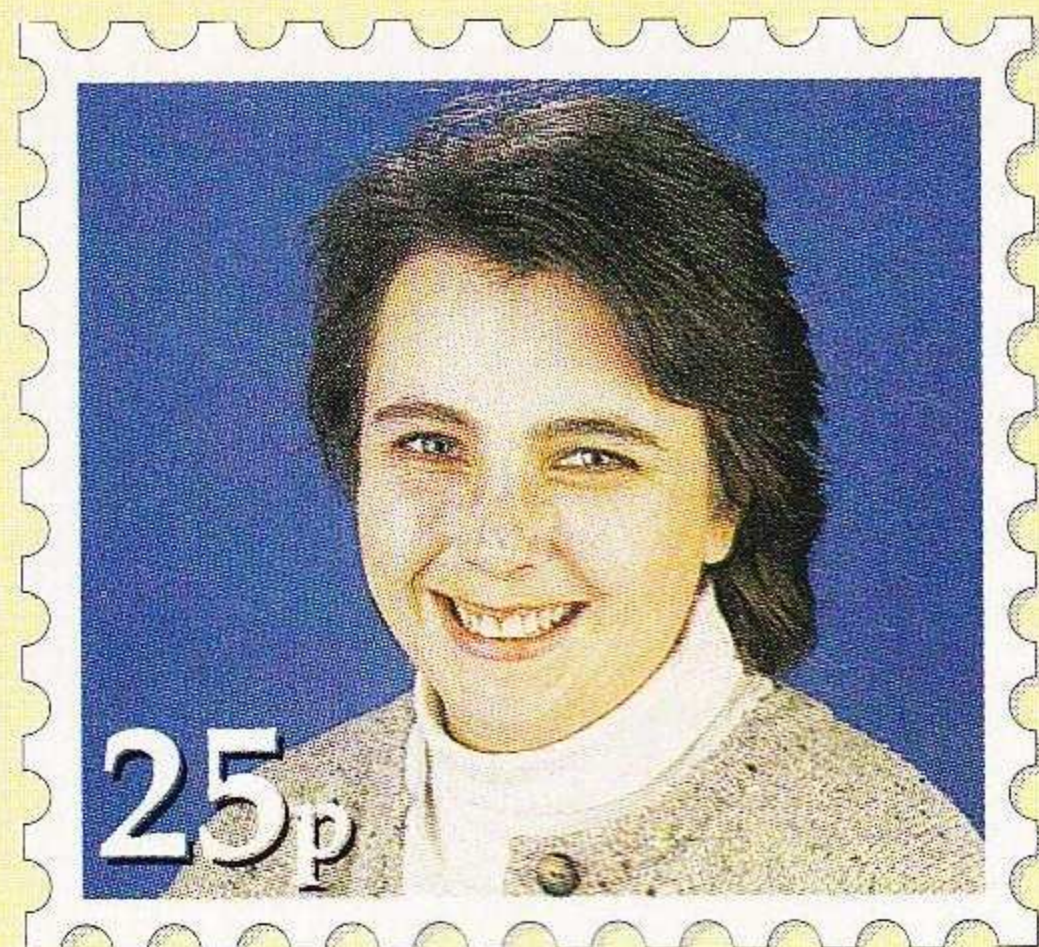
Fonts



Regional Settings

PC Guide

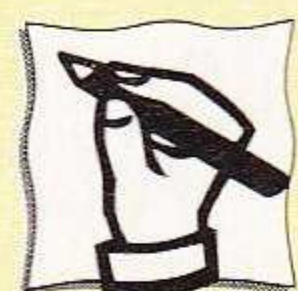
ISSUE 10 OF *PC GUIDE* ON SALE THURSDAY 7 MARCH



Feedback

Celebrity STs, Jaguar blues, and more gratuitous Star Trek – it's all happening in Feedback.

Number one



I've just watched *Top of The Pops* and, apart from being disgusted by the state of the music industry at the moment, I noticed that Babylon Zoo were at number one. This isn't so amazing (well, actually it is because the song is, let's say, sub-standard), but I'm sure I noticed an Atari ST in the background. It was behind the guy prancing about with the phone.

Neil Davidson, via e-mail

stf: Hmm. Has anyone else seen this mysterious ST? And is it limited merely to appearances on TOTP? Do you know to whom this ST belongs? And is it a member of Equity? Send your answers to Celebrity STs at the usual address.

Game on



In Feedback, issue 79, you replied to Mr Frankie Williams stating that the Silmaris game *Transarctica* had not been released on the Falcon. Well, I own a Falcon-enhanced copy, which I got from the Calamus User Group at the Birmingham Atari show in December 1995. Where the people there got it from I don't know, but they had quite a large selection of second-hand software.

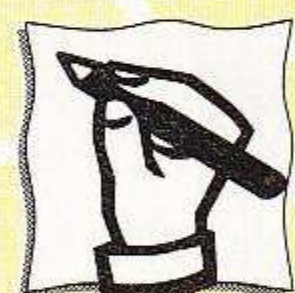
As for the other games

you mentioned that had been completed but not released, what have the copyright holders got to lose by releasing them? They can only make money. And as for the games that were not finished, I'm sure someone could take the same approach Merlin is taking with *Obsession* and finish the titles.

Gregory Wake, Tyne and Wear

stf: We couldn't agree more. Unfortunately, many of the bigger companies are used to dealing with software that will earn them thousands of pounds, not the few hundred that might result from an ST release. Frankly, most don't think it's worth the time to arrange even a third-party release. 16/32 Systems is trying to change that perception, however, and it's thanks to its dedication that the likes of *Evolution Dino Dudes* and *Steel Talons* have ever seen the light of day.

Cat litter



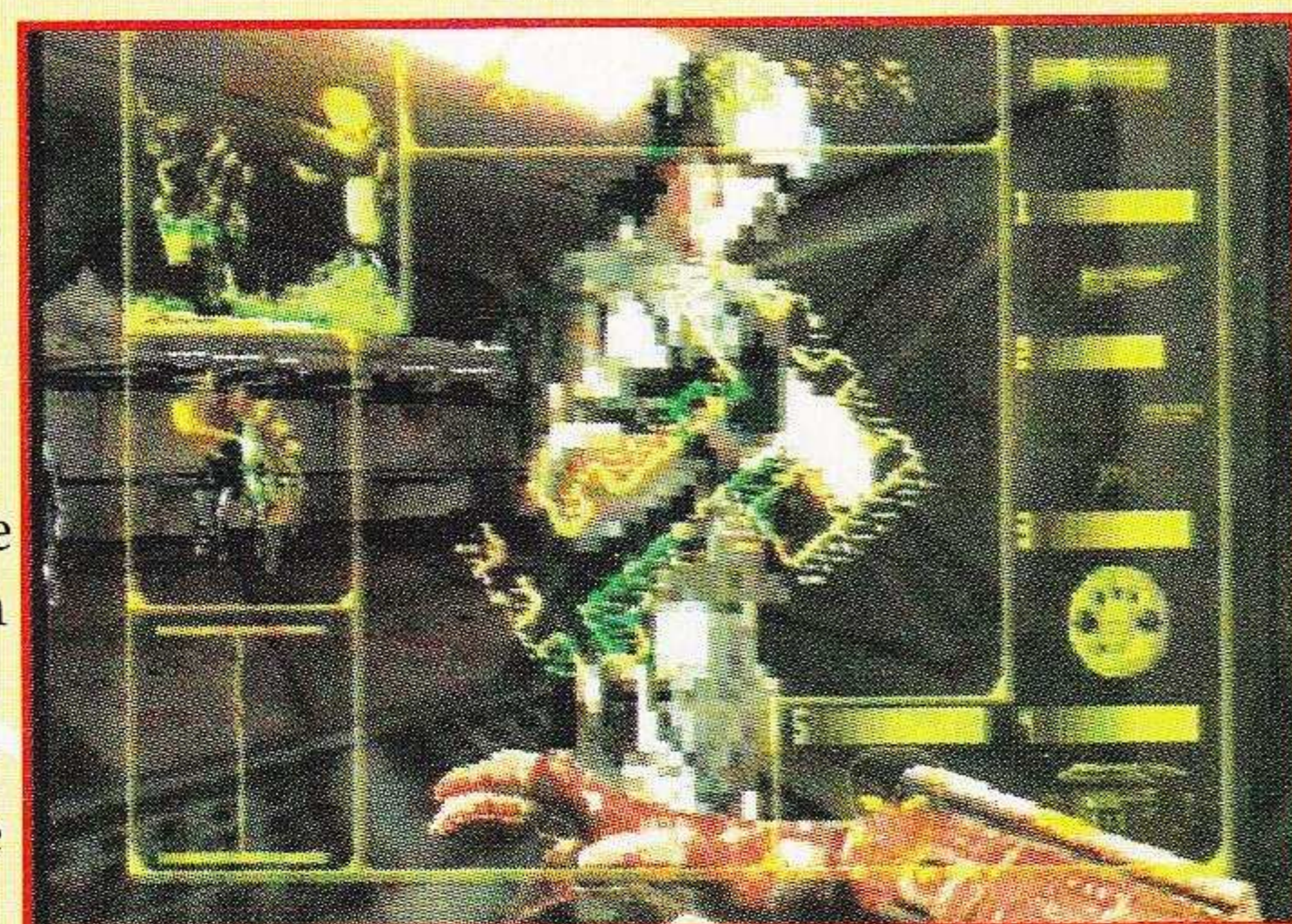
In Feedback, issue 79, you raised a few questions regarding the Jaguar console and asked for views. As a Jaguar owner, I am only too happy to pass on my comments.

Sometimes, the truth hurts. So brace yourself Atari, for here it comes. I have not seen or heard one advert for the Jaguar. Not that this should be surprising, perhaps,

since I am well beyond the 'target age' of fifteen. At into my 30s, I would describe myself as a 'mature' gamer. I initially purchased the Jaguar on the strength of *Alien vs Predator*, thinking that Atari had chosen to aim the console at a higher age group than the then popular machines. It seems I was mistaken.

Another major reason why I bought the Jag was the promised Virtuality headset. I thought, 'Well, if I buy the console now, by the time the headset comes out (Christmas '95), I will have saved enough to buy it'. Uh-uh. Think again. The Virtuality deal has now fallen through. And I'm willing to bet that I'm not the only person who purchased the Jaguar on the strength of this promise.

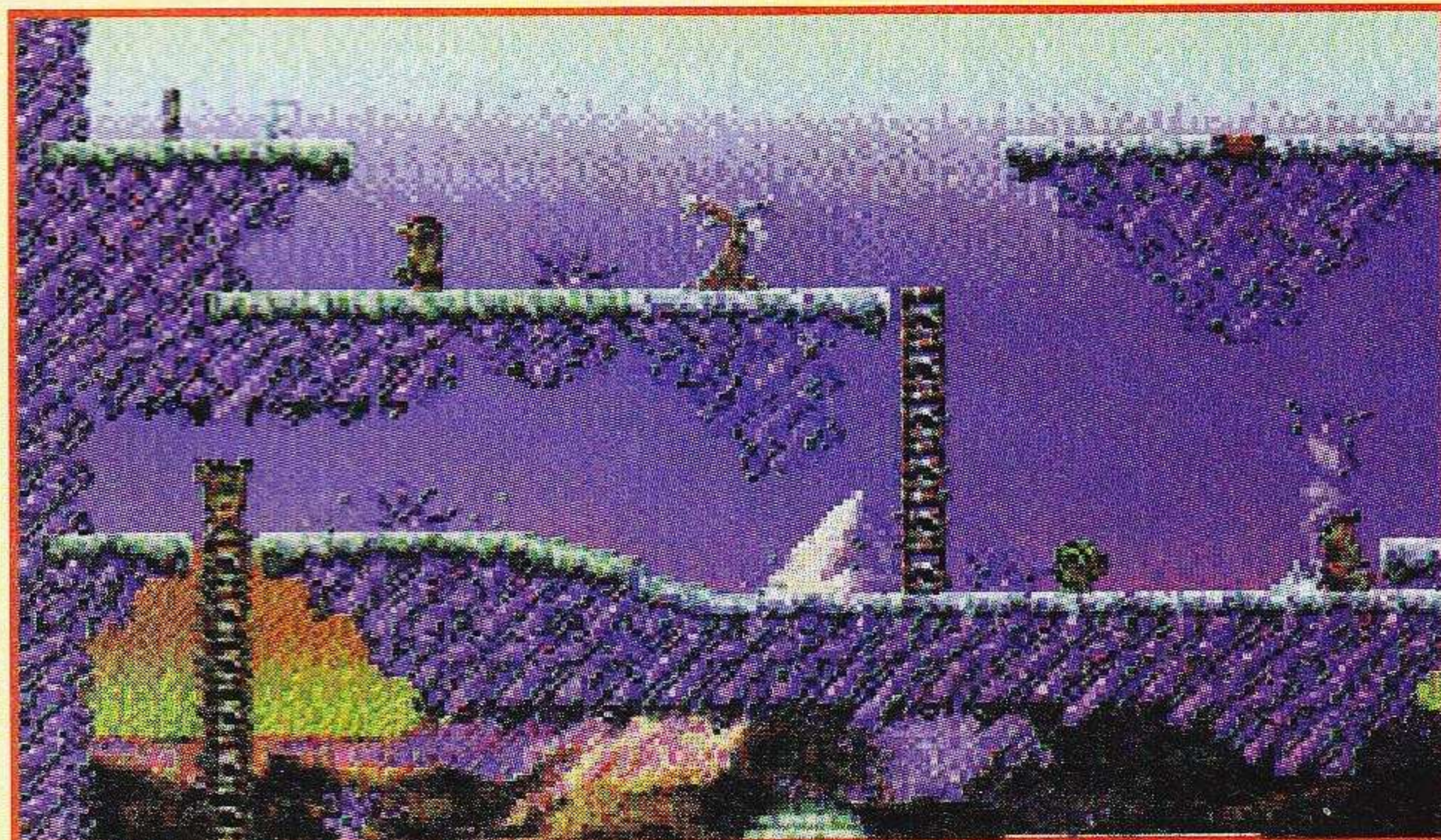
As for the Jag CD, yes, I have seen one – but only one. It was on its own, looking very lonely in the Virgin Megastore in London's Oxford Street a few weeks before Christmas. I remember think-



Alien vs Predator was an excellent game in its time, but can it compete against the Playstation big boys?

ing 'Oh! It's out!' then looking to see if there was any CD software to back it up. I should have known better!

On the subject of software, what the hell's going on? The Jag had a good two year start on its rivals. The Sony Playstation was launched in September last year, and already its available software outnumbers the Jag by more than four to one. And it's not anything to do with quality. If only it was, then it would be worth waiting for. But take a look at a few imminent Playstation releases and compare them with what's available or coming on the Jag. The Jag's *Alien vs Predator* looks



Thanks to 16/32 some games do now make it out of development hell and it into the real world. *Evolution Dino Dudes* is the best escapee to date.

STARTING OVER

Help! We've just bought an 1040 ST to act as a first computer and games machine for the children, jobs it seems absolutely perfect for. However, coming at the ST as a complete novice I'm hamstrung, so could you please register my vote strongly in favour of the beginners article suggested in your recent issue.

I'd be especially grateful if you could include the differences between the various machines and operating systems as it's all as clear as mud at the moment. On a simpler note, opening folders and double-clicking program files is just within reach of my eight-year-old, but it's lost on my four-year-old – is there a simple menu program I could set up, so that one click and she's in? Ged Quayle, Liverpool

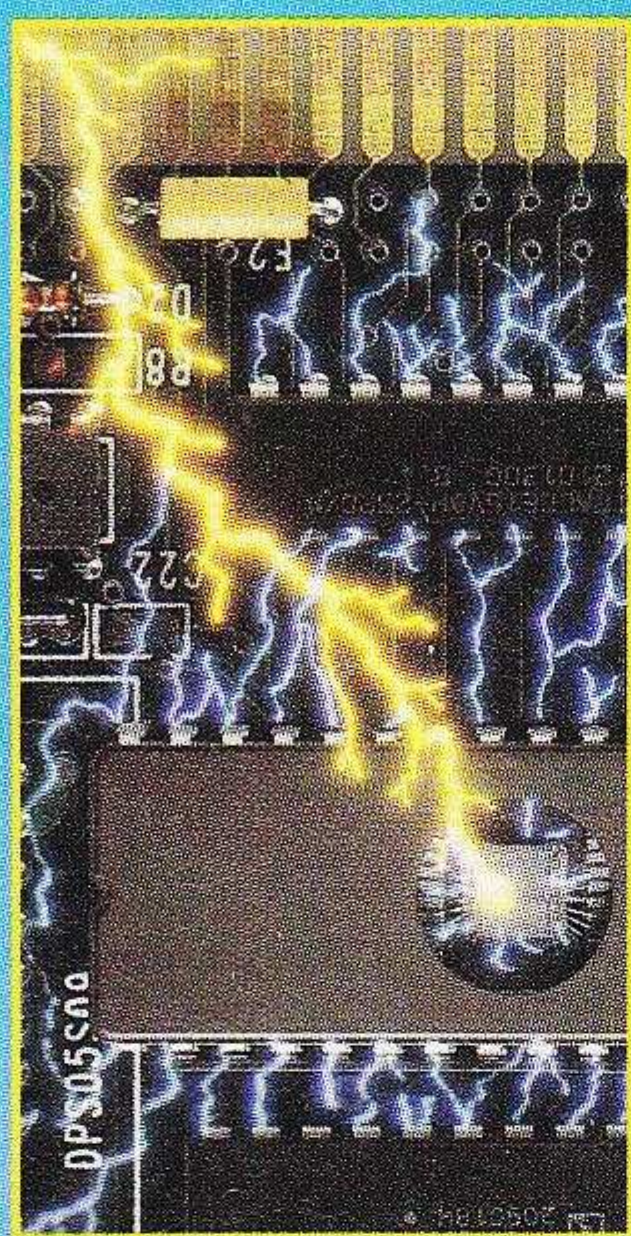
stf: In one of those amazing coincidence type things it just happens we have the very program you're looking for. Easy Go on this month's Cover Disk is an easy, one-click program launcher that even a four-year old should be able to handle.

As for the beginners page – you're on. The mail in favour of this idea has continued to flood in this month, convincing us that there's a very real need for this type of section within the mag. However, beginners take note: we'd like to hear what you think about our first Absolute Beginners guide (page 46) – did you understand it, are the step-by-step guides a good idea, and what subjects would you like to see explained in future? Drop us a line at the usual address.

NEXT MONTH

ESSENTIAL UPGRADES

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QUICKIES

On the subject of gratuitous *Star Trek* pictures, cut it out. *Star Trek* is for sad, lonely people with such boring lives that they have to sit and watch hours upon hours of

the same plot.
PS Give *Babylon 5* a chance!

stf: What was that you were saying about boring lives?

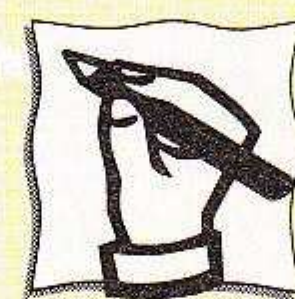
great, but have you seen the Playstation's *Alien Trilogy*?

Well, Mr Still, your comments have certainly convinced me... to buy a Playstation, that is. There's no point in my hanging on to a machine that's not going to cater for my age group.

Peter D Ward, Dartford

stf: Looks like you're not the only one leaving Atari behind, since our interview, Darryl Still has also left for pastures new... Was it something we said?

Atari on the move



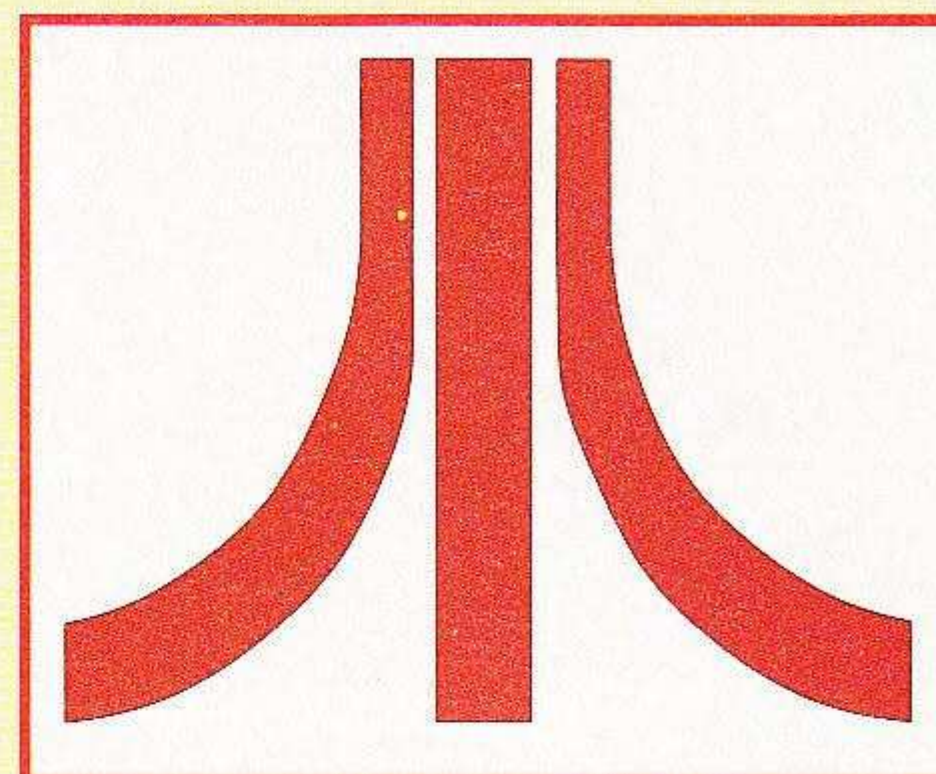
Please can you help shed light as to what is going on at Atari. I have

been following the company's movements these past few weeks with some concern. An example of which is two Teletext news items which appeared on the Digitizer section of Teletext, page 470.

Friday 9 February: "Atari are the latest industry hobbits to announce hefty job cuts. US boss Ted 'Haggle' Hoff and twenty staff are to go, fuelling Mr Gobbi's pre-Christmas rumours that the Jaguar is to be canned to death immediately. Atari's worldwide 1995 sales totalled a bearly visible \$16 million."

Thursday 15 February: "The name Atari is no more. In a \$25 million merger with a disc drive manufacturer, the once mighty video and computer games firm is from now on to be known as the Entertainment Division of the JTS Corporation. JTS, best known as for making Tandon hard drives, has little current interest in the leisure market. Atari boss Jack Tramiel says 'we are in a great position to capitalise on a rapidly growing disk drive market.'"

Is Atari still committed to the Jaguar and its loyal customers who have supported Atari all these years? If the news reports are true, does this mean greater resources and involvement by JTS and Atari will be at hand to continue the marketing promotions, development and



Bye-bye Atari, hello JTS Entertainment Division.

competition of future hardware and software? Does this mean the end for *ST FORMAT*? Are software titles still being developed for the Jag? What happened to all the developers who signed up to produce these games? Are they still committed?

When will we start to see any CD-ROM titles appearing in any quantity for the Jag? I'm waiting to see if it is worth my while purchasing a CD-ROM drive?

Les Raynor, Lincs

stf: As we mentioned in this month's news (see page 10), the folks at Atari have been rather tight-lipped following news of the merger. Given the company's pre-Christmas denials, however, it seems unlikely that it will pull out of the games' scene just yet. Who knows, the merger may even strengthen Atari's ability to deliver low-cost hardware, something which it has been very keen to do in recent months.

Quite how the move will affect any current development deals is also unclear, but nobody has pulled out of any agreements as far as we know.

One thing we can tell you for sure, though, is that Atari's financial wranglings will have no impact on *ST FORMAT* – Atari hasn't supported the ST or its siblings for years, and that never stopped us.

Send your letters to the editor, Karen Levell, at: Feedback, *ST FORMAT*, Future Publishing, 30 Monmouth St, Bath, Avon, BA1 2BW or e-mail: klevell@futurenet.co.uk. You can also reach her via our Web site at: <http://www.futurenet.co.uk>. Note: letters may be edited for length and clarity.

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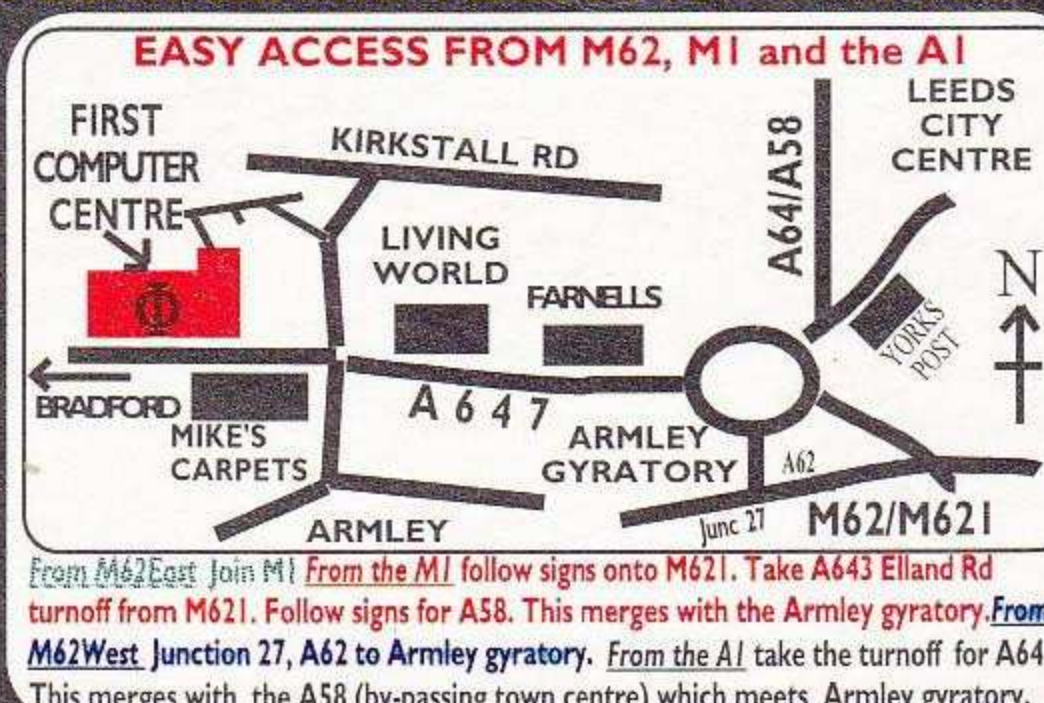
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Scanners

Power Scanner ST only £99.99

This scanner comes with the latest version software, allowing you to scan up to 400 DPI in real-time greyscale, with auto scan rate detect. The scanned image can then be edited and manipulated.

Alpha Scan Plus ST only £139.99

New version of this famous 400 DPI scanner. Includes Touch up, Merge-it and OCR software enabling you to alter and manipulate high resolution images. Needs 1 Mb of RAM and runs in mono only, HD required to use OCR software.

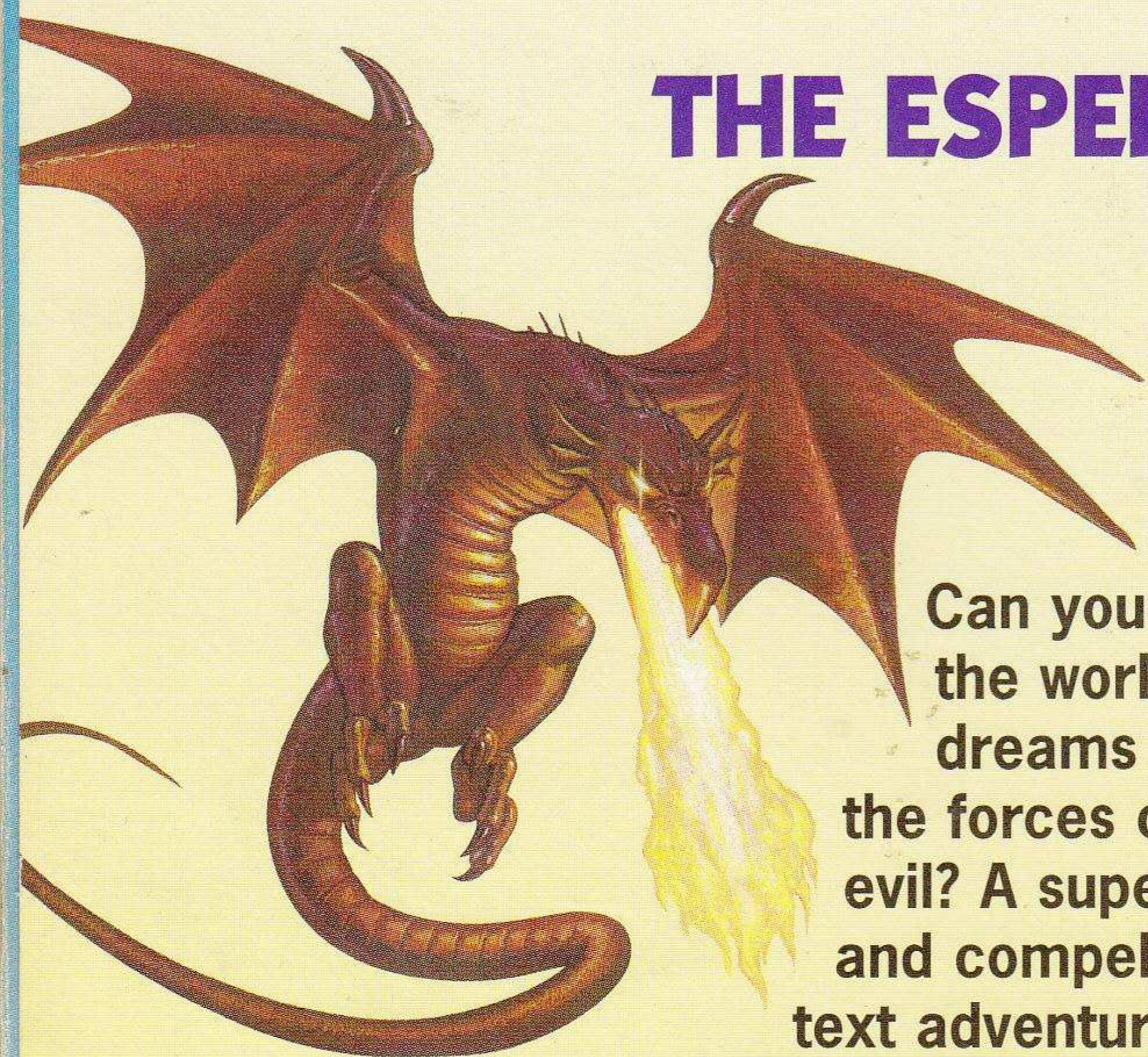
Speakers/Joysticks

- Zy-Fi Speakers 8 Watts £26.99
- Zy-Fi Pro 16 Watts £57.99
- Zipstick Joystick £11.99
- Saitek Megagrip II £12.99

ST FORMAT

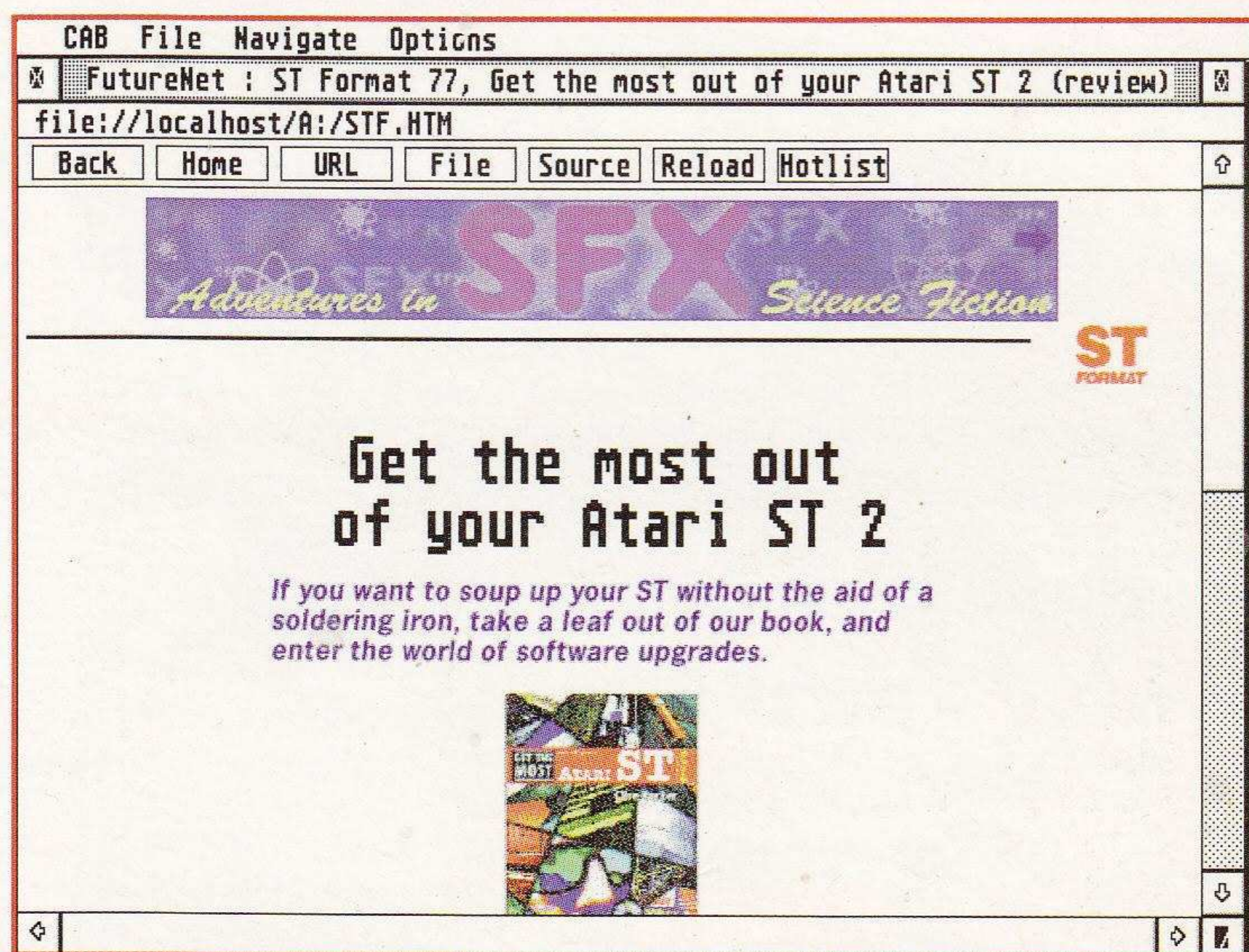
This month's COVER DISK

THE ESPERS



Can you save the world of dreams from the forces of evil? A superb and compelling text adventure awaits you! All Ataris.

CRYSTAL ATARI BROWSER



The latest version of the World Wide Web browser supports forms. All Ataris, 1MByte.

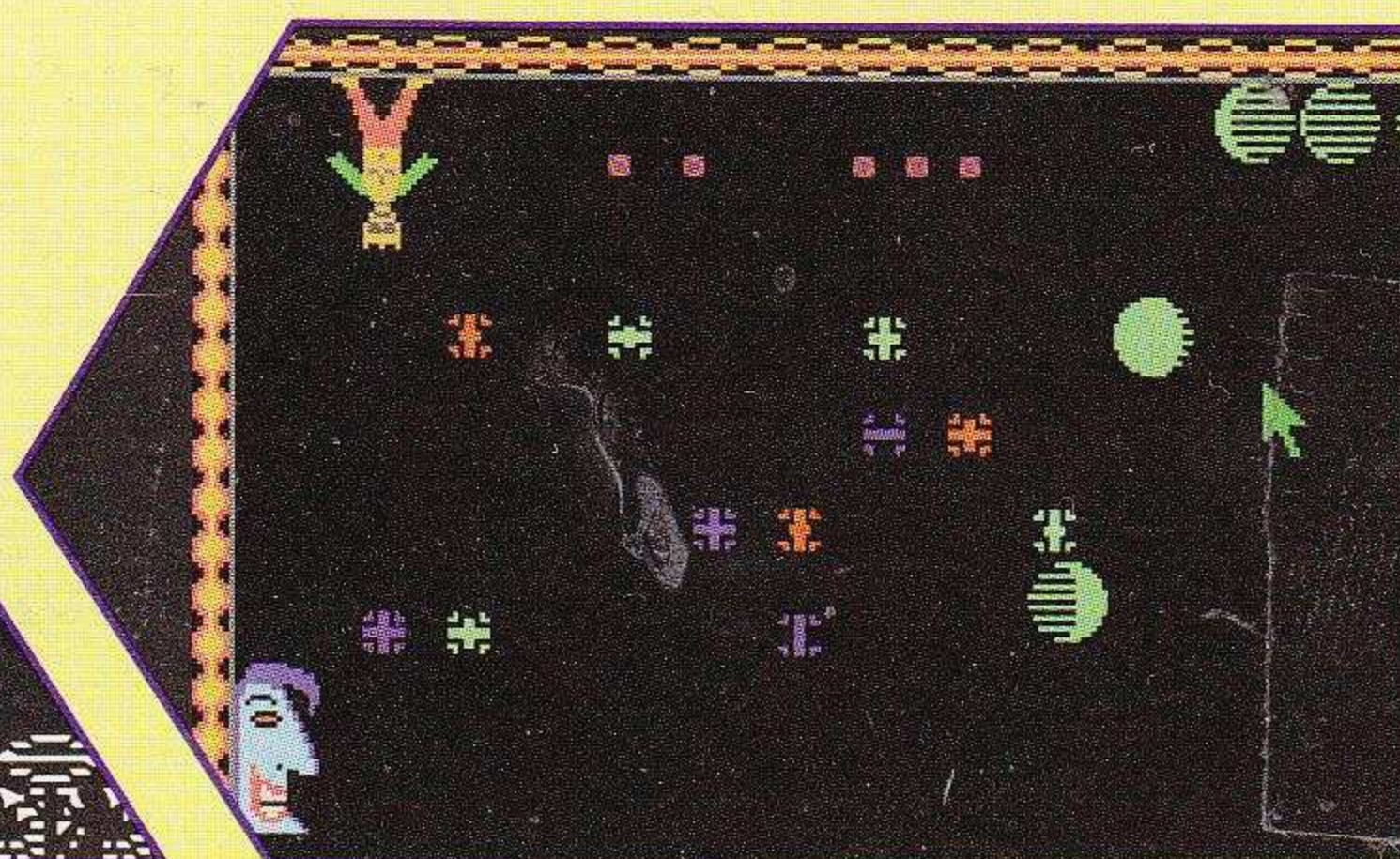


EASY GO

Access all of your favourite programs and applications from within one easy-to-use menu system. All Ataris.

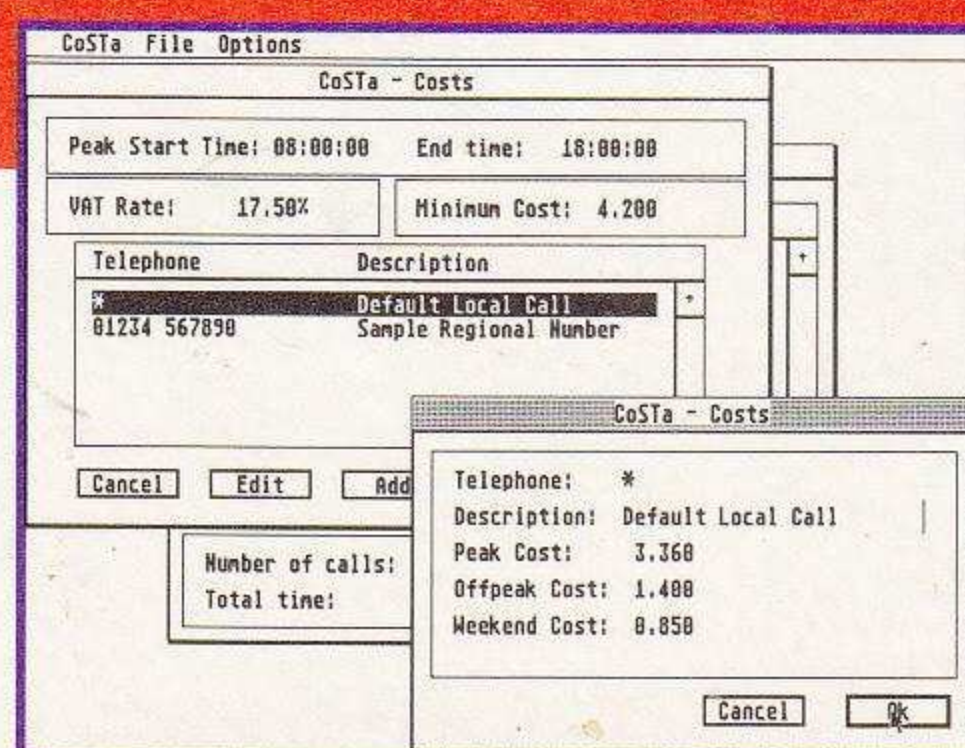
ZAPTASTIC

A fast, furious and addictive Llamatron-style shoot-'em-up. STE or Falcon required.



PLUS 5 MORE

- **Costa 1.34**
Save a fortune with this utility for calculating on-line costs
- **PalRestore**
Restore the system palette after running applications
- **AtariNOS Tutorial**
Sort out AtariNOS with these HTML files (requires CAB)
- **MIDI File**
- **Atari BBS List**



PLUS BACK UP UTILITY