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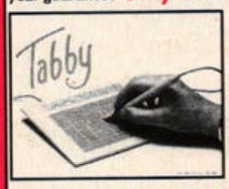

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Your ST is about to get a serious software boost in the form of document processors, graphics, Desktop tools and more! Find out what they are and how they can help you work harder, faster and better on page 21.

Art for art's sake

The very best ST art packages are tried and tested in a head-to-head graphics battle. If you want to make pixel pictures, turn to page 30 immediately!

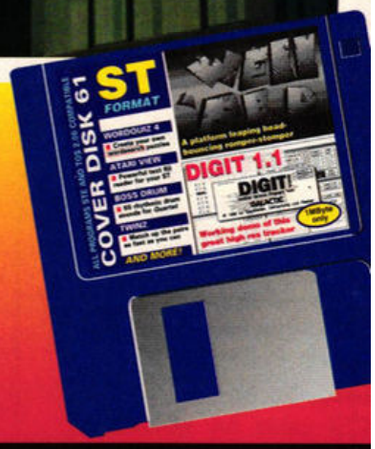
Now we are five

The ST and ST FORMAT story. Do you remember when..? See page 72 and feel those memories come flooding back.

Huge TOS 2 special:

Buy it – page 78!
Install it – page 76!
Tweak it – page 86!
USE IT – page 92!

COVER DISK 61



8 GREAT PROGRAMS ON DISK

TURN TO PAGE 7 FOR

ST FORMAT
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EDITORIAL
CONTACT: 30, Monmouth St, Bath, Avon BA1 2BW ☎ 0225 442244 Fax: 0225 465982
Editor Trenton Webb
Art Editor Andy Ounsted
Production Editor Deborah Cook
Technical Editor Clive Parker
Staff Writers Jonathan Nash and Simon Forrester
Art Assistant Sarah Sherley-Price
Contributors Frank Charlton, Peter Crush, Andy Curtis, Chris Lloyd, Mac Marsden, Steve McGill, Tony Wagstaff, Josse Bilson, Dug Armstrong and Tim Norris
Photography Rob Scott
Illustration Paul Kidby

ADVERTISING
Tim Partridge, Duncan Ferguson ☎ 0225 442244

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PRODUCTION (fax 0225 337530)
Group production manager Judith Middleton
Production coordinator Laurie Van Huss
Production controller Claire Thomas
Paper controller Fiona Deane

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TENTS

ST FORMAT ■ ISSUE 61 ■ AUGUST 1994

THIS MONTH'S REVIEWS

The ST reviews that matter – in the magazine that knows

34 3D CALC
Display your data in glorious 3D!

35 MUSIC MON 2
Last month's Cover Disk demo gets tested.

36 SILHOUETTE
The best bitmap graphics to vector convertor?

37 DIAMOND BACK 3
Now this HD back up utility has power you can use!

38 MULTIMEDIA SPEAKERS
Let your ST MAKE SOME NOISE!

38 HP CHROME 2.5
Can this be *the* colour print solution for mono printers?

40 GASTEINER SCSI DRIVE
A seriously big drive for a seriously small price.

40 TOP LINK HOST ADAPTOR
The widget we've all been waiting for?

41 KOBOLD
Can a file transfer utility be worth this much dosh?

58 THE FINAL CONFLICT
Can thermo-nuclear war make the games grade?

60 GREAT COURTS
Anyone for tennis – in sim form at least?

61 MERCHANT COLONY
Was imperialism ever this much fun?

62 FIRST SAMURAI
Vivid Images platform chop-'em-up – is back!

64 INTERNATIONAL SENSIBLE SOCCER - WORLD CHAMPIONS
The bestest game ever gets a face-lift.

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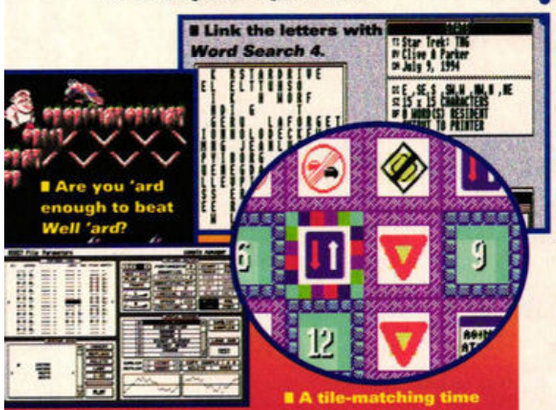

■ Link the letters with *Word Search 4.*

■ Are you 'ard enough to beat Well 'ard?

■ Crass din or beautiful music? Make both with *Digit.*

■ A tile-matching time test. Can you beat the *Twinz* clock?

YOUR COVER DISK GUIDES

FEATURES

21 INDUSTRIAL REVOLUTION
An exhaustive preview of the serious software coming your way by '95.

30 ART FOR ART'S SAKE
The complete guide to good graphics packs on your ST.

48 CD REVIEW
The full ST CD-ROM story. Reviews and ratings too.

70 *STF'S* DIY *SS* WC '94
How to run a DIY *Sensible Soccer* World Cup '94.

72 NOW WE ARE FIVE
How we got where we are today – and the ST too!

76 TOS 2 UPGRADE
Step-by step walk-through guide to giving your STFM the TOS it really deserves.

88 MUSIC MON TUTORIAL
How to make the most of *Music Mon.*

92 T2: UPGRADE DAY
How to set up TOS 2 and customise it.

■ Take off and discover the world of ST CD-ROM

REGULARS

7 COVER DISK
Four pages crammed to the gills with every instruction you'll need to get the most. out of this month's program-packed cover disk.

12 NEWS
Full reports on yet ST shows , first details of FES 3, the inside angle CD piracy and porn, Bob Brodie resigns, "Rumours" and more.

42 PUBLIC SECTOR
The very latest Public Domain software for the ST and Falcon gets a good going over.

46 INDIES CORNER
Top games and utilities from independent software authors. What's hot and how to get hold of it!

50 SUBSCRIBE!
Get *STF* cheap, get extra disks and newsletters! Go on. You know it makes sense.

53 SCREENPLAY
Your first chance to meet Simon Forrester as he introduces this month's game reviews.

53 CHARTS
What's selling in the ST games world.

54 PREVIEW: CLUB DRIVE
A sneak peek at the brand new Jaguar driving game.

56 PREVIEW: ZERO 5
The first in-depth look at the stunning new space epic from top ST authors Caspian.

■ Better than *Elite 2?* Yep, *Zero 5* looks that good!

65 GAMEBUSTERS
Cheats, tips and other gaming help. Oh and the sad demise of Captain Blunder too.

80 ST ANSWERS
The most authoritative ST techie talk in the business. Problems solved on GFA, *STOS* and everything.

90 SPECIAL OFFERS
New offers and bigger savings. Pick from the best of the *ST FORMAT* crop.

90 BACK ISSUES
Missed an issue? Want an old Cover Disk? Then get a back issue and complete your *STF* collection.

95 FEEDBACK
Your letters, questions and queries sort of answered by that editor-type geezer.

98 TWILIGHT ZONE
An eclectic collection of extras.

98 ESSENTIAL CONTACTS
The phone numbers you can't live without.

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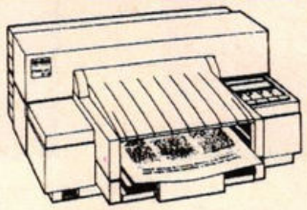

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COVER DISK

MONTHLY MENU

Well 'ard
Complete this game if you think you're hard enough! A manic platform game.
Size: 191K **Page 7**

Digit Demo
Usable demo of this great tracker program from Galactic. 1MByte only.
Uncompressed size: 195K **Page 8**

Wordquiz 4
Create your own wordsearch puzzles with the latest version of Wordquiz.
Uncompressed size: 189K **Page 9**

Atari View 3
Powerful text file viewer and reader for any ST.
Uncompressed size: 98K **Page 10**

Boss Drum
Not the Shamen but 55 great new drum samples to use with *Quartet*.
Uncompressed size: 225K **Page 10**

Twinz
It's a kind of frantic matching up the hidden squares puzzley thingy.
Size: 40K **Page 9**

Sebra
High res emulator so you can use the Digit Demo on colour STs.
Size: 12K **Page 10**

Cover Disk Backup
Make exact duplicates of your Cover Disk with our backup program.
Size: 13K **Page 9**

WELL 'ARD

BY: CYBERNATION SOFTWARE
RESOLUTION: LOW RESOLUTION
MACHINE: ALL STS, JOYSTICK REQUIRED
MINIMUM MEMORY: 512K
FOLDERS: WELL_ARD, AUTO, GRAPHICS, LEVELS
FILES: INTRO.PRG, WELL_ARD.PRG, 22 .SPR FILES, 30 LEVEL FILES, README.DOC
SIZE: 191K
GET STARTED WITH: README.DOC, SEE BELOW

Hard? I'll show you who's hard mate! By the way, those title letters are a nice shade of pink.

Imagine a world where no one needs to work, food is free and life is easy. An impossible dream? Yes, that's what we think too. Anyway, this month's main program is a platform game that runs on any ST - with a double-sided drive of course missus! - with half a meg or more of memory.

Yes, it's true, a really addictive game you can run in 512K. Your character in *Well 'ard* is probably the ugliest looking geezer you've ever laid eyes on - someone really hit this sprite with the ugly stick. Couple this ugly git with a few of the strangest looking creatures to grace the screen of your TV and you've got a right horror-fest.

Running about

Okay, to get Well 'ard up and running you've got to copy the contents of the WELL_ARD folder to a blank disk - not the WELL_ARD folder itself. To do this get a blank formatted disk ready and open the WELL_ARD folder on your Cover Disk. Select everything inside the folder and drag it to the drive B icon on the Desktop. For full instructions on copying files read The Ancient Art Of File Management in *ST FORMAT* 59, turn to page 90 to order a copy if you missed it. Once you've copied everything to the blank disk, put it into drive A and press the reset button. *Well 'ard* now loads and runs automatically.

On to the game itself. Your task is to wander around the four levels on each of Four worlds and collect all of the objects lying about - there's the usual story about despotic alien overlords in the README.DOC but you can safely ignore it. On the way through the levels you have to avoid various nasties that are out to get you although you can jump on them in time-honoured fashion to kill them - some of the nasties need to be stomped on several times before they die. If you should spot a tankard with a refreshing drink inside then make sure you collect it - it gives you an extra life.

If you want to access all the worlds you have to enter a special registration code at the password screen, without the code you are limited to world one. The second and third worlds are similar to World One in style, but the fourth world is a straight shoot-'em-up in the classic style. If you want to get to the later worlds then see the box below about registration details.

As you zoom, God like, over the landscape of the final world you start to wonder if it's all been worthwhile. Dodge those rocks and shoot those blue meanies.

AHA! IT'S SHAREWARE

Well 'ard is a Shareware program, that means you can't get to Worlds Two, Three and Four unless you type in a secret code - and we're not going to tell you what it is even though we know it! Ha ha. If you want to play on past World One you've have to send a crisp fiver to Simon Scott, Cybernation Software, 1 Ryelands Place, Kilgetty, Dyfed SA68 0UX and he'll send you the password. Take a look at the README.DOC for more details.

World Two has a new set of nasties all trying to do away with you and only the fittest will survive. Think of it as evolution in action. Thanks Larry.

DIGIT 1.1 DEMO

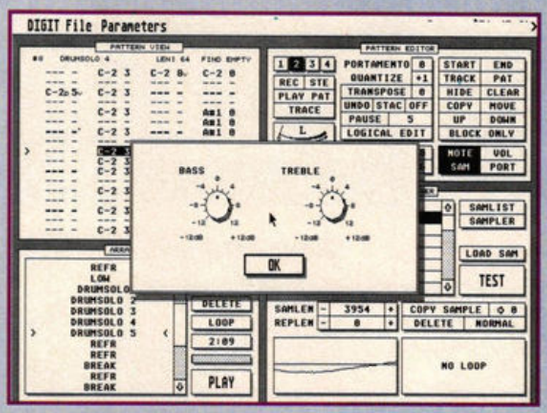
BY: GALACTIC
RESOLUTION: HIGH RES ONLY
MACHINE: ALL STS, HARD DRIVE INSTALLABLE
MINIMUM MEMORY: 1MBYTE
FILES: DIGITDEM.TOS, DIGIT.TXT
UNCOMPRESSED SIZE: 195K
GET STARTED WITH: DIGIT.TXT, SEE BELOW

***Digit* is a high res only tracker** program that needs at least 1MByte of memory to run on your ST. Because this is a demo version the Save Song and Save Pattern options are disabled but apart from that this is the fully fledged version. There's even a small version of *Boulderdash* tucked away for you to find.

To use the *Digit* demo you'll need at least 1MByte of memory in your ST and a mono monitor - if you have a colour setup you can use the *Sebra* high res emulator from the Cover Disk. Copy the DIGITDEM.TOS to a blank disk and run it to unpack it, once it has unpacked you can delete DIGITDEM.TOS from the blank disk.

Plink ploink plunkity plunk

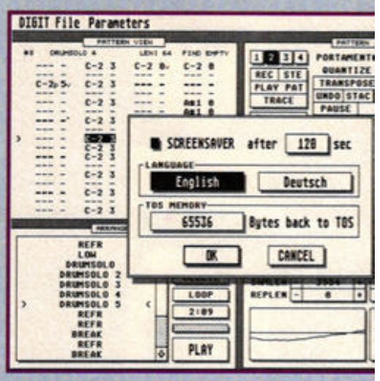
The best way to get started with *Sebra* is to run DDEMO1_1.PRG and load the supplied demo song KNOWN.SNG into the tracker. Select the Play button at the bottom of the screen to get a feel of what the music quality of *Digit* is like.



There are even bass and treble controls in the programs so you can fine tune your masterpiece.

Flex your rights

If you like the *Digit* tracker and want to get your hands on the full version, contact CGS ComputerBild on ☎ 081 679 7307, they can supply the complete program and full 100 page manual for the bargain price of £39, saving £20.



Digit even has a built-in screen saver to stop the dreaded monitor burn-in from occurring.

The same keyboard conventions as *Music Mon* on last month's Cover Disk apply to *Digit*, you use the keyboard in the same way as a piano with the top two rows of keys acting as one set of black and white keys in one octave and the two rows below acting as a lower octave. The main screen is divided up into four main areas, the Pattern View displaying the notes and sample numbers, the Pattern Editor containing the controls enabling you to build up your tracks, the Arrange Song window enabling you to define the arrangement of the song and the Sample Manager giving you complete control over the samples loaded in the program.

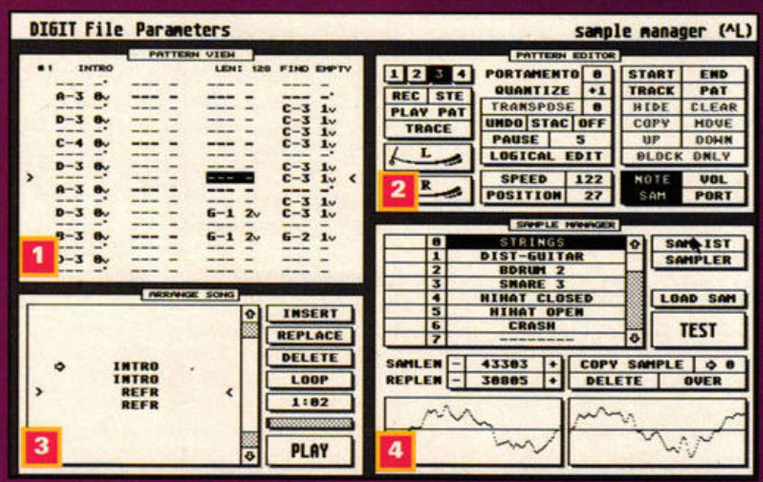
Heroes have big hair

Moving the mouse pointer over any option on the screen displays the name of the function in the top right corner of the display, this makes using *Digit* a simple process. Although the Save Pattern and Save Song options are disabled you can still spend a lot of time building your own songs using the program to see if you like the program. You can also save and load samples in SAM format, if you have *Soundlab* you can convert *Quartet* AVR samples to SAM format and load them into *Digit*. Have a good play with the program, you can come up with some brilliant stuff with a bit of practice and application.,

Keep an eye out for the special *Digit* Masterclass in next month's *ST FORMAT*.

OH NO, JUST LOOK AT ALL THESE CONTROLS!

Those Germans certainly like to pack their software with loads of buttons, dials, knobs and sliders - Digit is no exception to this Teutonic rule. Luckily the programmers have included a pretty good on-line help facility telling you what each control actually does



1. Pattern View: This is what your song actually looks like when you've entered each note of the piece in by hand.
2. Pattern Editor: Use this to define the parameters of the pattern you are designing on-screen.
3. Arrange Song: Use this window to arrange the order of the patterns you've created in *Digit*.
4. Sample Manager: This is where you load and save the samples you intend to use in your tune.

SAM 2 DISK PROBLEMS

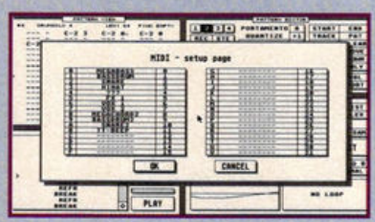
You may have had problems using *Sam 2 Disk* program on last month's Cover Disk that occurs when you run it from within a folder. Because of the way the software is written it attempts to write the sample to a folder with the same name as the folder that contains SAM2DISK.PRG - even if you specify a different hard drive partition and folder name.

If you run SAM2DISK.PRG from C:\SAM2DISK\SAM2DISK.PRG and you specify a directory on drive F, the program tries to record to F:\SAM2DISK\YOUR.SPL even if you specify a different folder name for the sample.

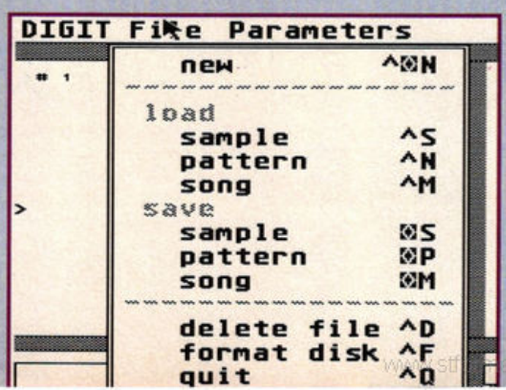
The problem is easily solved by running *Sam 2 Disk* from the root directory of any partition, the sample is then recorded to the root directory of your target partition. It's best to use a completely free partition when sampling direct-to-disk.

This problem doesn't occur in the full version of the program, £35.99 from Dattrax Software , 201 York Road, Hartlepool, Cleveland, England TS26 9EE.

The full version of *Sam 2 Disk* now comes with an additional timing program, a full printed manual and full versions of *Holocaust* and *Atoms 2*.



You don't have to enter music by hand, you can input directly from a MIDI keyboard.



There are loads of options for you to play about with in the File menu, enabling you to perform all those special disky type functions like loading and saving songs, patterns and sound samples.

EXTRACTING COMPRESSED PROGRAMS

The following instruction assume a single drive setup set to medium resolution.

1 Format a blank disk and mark it as Disk B. This is the destination disk.

2 Get your backup copy of your Cover Disk, mark it as Disk A then put it into the disk drive. This is your source disk.

3 Click on the Drive A icon, a window opens with the folders on the Cover Disk displayed within it. If you can't see the Drive B icon, move the window so you can see it.

4 Double-click on the folder containing the file you want to copy so you can see the contents. Click on the file you are going to copy and keep the mouse button pressed, now drag the file over the top of the Drive B icon.

5 When the Drive B icon turns black release the mouse button. The Copy Files dialog box appears, click on OK to start the copy.

6 An alert box appears telling you to put Disk B into Drive A. Do so, and click on OK. Your ST now tells you when to swap disks, follow the instructions on screen and don't mix up the disks.

7 When the file is copied put the Cover Disk away and close all windows on screen. Put Disk B into the drive and click on the Drive A icon.

8 When the window opens double-click on the TOS file to start the extraction process, after a few minutes a message tells you to press <Return>.

9 You can now delete the TOS file from disk B. Follow the instructions in the magazine for the particular program you are using and read all doc files on the disk.

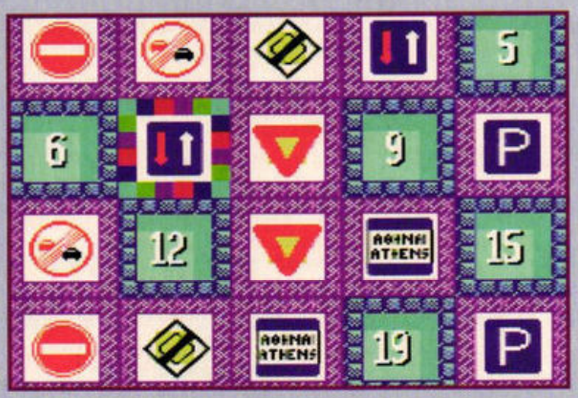
10 Repeat as necessary for any other self-extracting TOS files on the Cover Disk. And that's it – one disk decompacted.

TWINZ

BY: ENIGMA SOFTWARE
RESOLUTION: LOW RESOLUTION
MACHINE: ALL STS
MINIMUM MEMORY: 512K, REQUIRES JOYSTICK, HARD DRIVE INSTALLABLE
FOLDERS: TWINZ
FILES: TWINZ.PRG
SIZE: 40K
GET STARTED WITH: SEE BELOW

***Twinz* consists of a seemingly** never ending series of grids of 20 squares, numbered one to twenty. Behind each square is a symbol, all you have to do is frantically match pairs of symbols on screen my selecting squares with the joystick. The reason it's frantic is because you are trying to complete the grid before you run out of time.

To run the program just double-click on the TWINZ.PRG icon and wait for the game to load. *Twinz* is simple, addictive and a lot of fun to play.



How far can you get? We've managed to get to level 8b before we failed miserably.

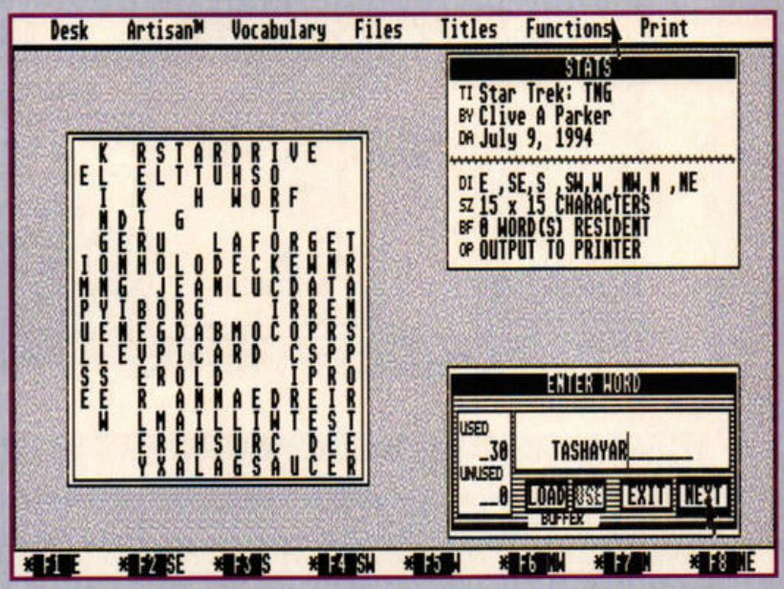
WORD QUIZ 4

BY: ARTIZAN SOFTWARE
RESOLUTION: MEDIUM OR HIGH RESOLUTION
MACHINE: ALL STS, HARD DRIVE INSTALLABLE
MINIMUM MEMORY: 512K
FILES: WORDQUIZ.TOS
UNCOMPRESSED SIZE: 189K
GET STARTED WITH: SEE BELOW, WQ1.DOC

Have you ever spent hours trying to solve wordsearch puzzles only to be baffled by the location of the last word? We have as well. Now you can create your own wordsearch puzzles to annoy others using *Word Quiz 4* from our Cover Disk.

Copy WORDQUIZ.TOS to a blank disk and double-click on it to unpack it. After it has unpacked you can delete the WORDQUIZ.TOS file from the blank disk. Run WQ1.PRG to load the word square generator, after the info screen appears you can click the mouse to use the program. We've supplied ten different wordsearch puzzles for you to examine so you can see how the complete program works.

Almost all the commands in the program are simple to follow, you can make grids in various sizes from five by five letters up to 20 by 20 letters in size, study the lists of used and unused words in the puzzle, load and save puzzles to disk, move words around in the puzzle and make a hardcopy using your printer. We reckon that *"Word Quiz 4* is hours of fun for all the family." Carefully read the WQ1.DOC file for complete instructions for using *Word Quiz 4*.



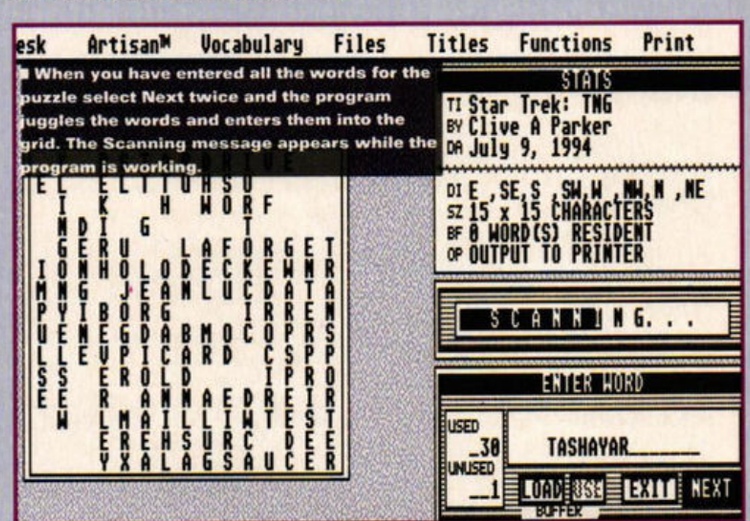
Selecting the Enter Word command from the Functions menu enables you to add words to a puzzle. All you have to do is type in a word and select the Next button, then enter the next word.

COVER DISK BACKUP

BY: BRIAN TILLEY
RESOLUTION: ALL RESOLUTIONS
MACHINE: ALL STS
MINIMUM MEMORY: 512K
FOLDERS: BACK_UP
FILES: BACK_UP.TOS
SIZE: 13K
GET STARTED WITH: SEE BELOW

"Good evening ladies and gentlemen. I'm here tonight to talk to you about keeping your Cover Disk safe. You should always make a backup copy - or even two - to make sure that none of those wonderful Cover Disk programs get accidentally wiped out. To that end, I recommend the magnificent Cover Disk Backup program found on all good *ST FORMAT* Cover Disks."

"This program has been specially designed to make the task of backing up your disk a swift and simple process. Get some blank disks ready and insert your Cover Disk into the drive and open the BACK_UP folder, once inside run the BACK_UP.TOS program. All you have to do now is follow the instructions on screen to make yourself some wonderful backup copies of your valuable Cover Disk. Thank you for listening to these few wise words, good night."



When you have entered all the words for the puzzle select Next twice and the program juggles the words and enters them into the grid. The Scanning message appears while the program is working.

www.stformat.com

ATARI VIEW 3.8

BY: DAVID M SEBERG
RESOLUTION: MEDIUM OR HIGH RESOLUTION
MACHINE: ALL STS, HARD DRIVE INSTALLABLE
MINIMUM MEMORY: 512K
FILES: AV380.TOS
UNCOMPRESSED SIZE: 98K
GET STARTED WITH: SEE BELOW, AV380.ASC

***Atari View* is designed as an** aid to viewing text files on your ST instead of using the Desktop Show option built into TOS. Copy AV380.TOS to a blank disk and decompact it by double-clicking on the file. After unpacking delete AV380.TOS from the blank disk.

Now run AV380.PRG and you are presented with the loading screen, select the Load A File option and select the AV380.ASC file to view. The text file loads in and is displayed on screen. A row of options along the bottom of the screen enables you to scroll up and down through the text and select the other program options. *Atari View* is great alternative to the Desktop method of viewing files and is crammed full of other options for searching, statistics and printing. Take a look at the AV380.ASC file and use the built-in help options to learn more about the program.

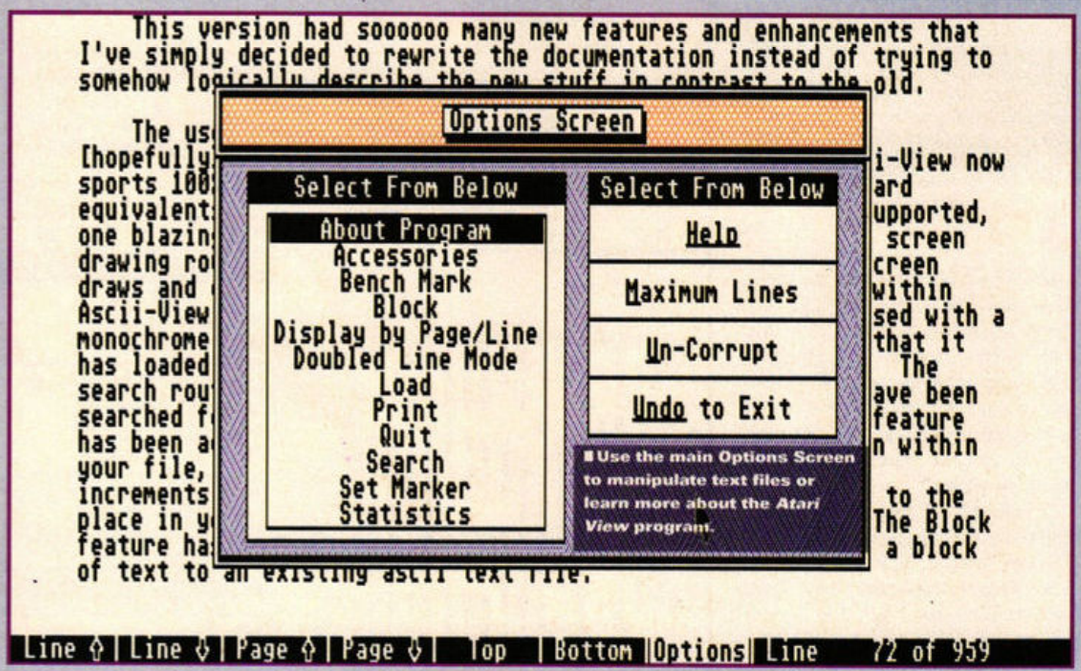
BOSS DRUM

BY: DIGITAL DESIGNS
RESOLUTION: ALL RESOLUTIONS
MACHINE: ALL STS
MINIMUM MEMORY: 512K
FILES: DRUMS.TOS
UNCOMPRESSED SIZE: 225K
GET STARTED WITH: SEE BELOW

Hmm, we were a bit stingy with drum samples for *Quartet* on Cover Disk 58 so here are a few extra samples to keep you occupied for a while. In fact, we've crammed 55 drum samples in AVR format into this self-extracting file for you to play with.

Copy DRUMS.TOS to a blank disk and then double-click on the file to start the unpacking process. Now go and make a cup of tea. When you get back all the samples will be unpacked and ready to load into the Voice Editor program - see the Masterclass in *ST FORMAT* 60 if you're not sure how to build up complete voice sets from individual sound samples, it's all a lot easier than you might think.

Once all the samples have been fully decompressed you can delete DRUMS.TOS from your blank disk and get to work with *Quartet* to make music.



SEBRA

BY: PATRIK PERSSON
RESOLUTION: LOW OR MEDIUM RESOLUTION
MACHINE: ALL STS
MINIMUM MEMORY: 512K
FOLDER: SEBRA
FILES: SEBRA.PRG
SIZE: 12K
GET STARTED WITH: SEE BELOW

Sebra graces the Cover Disk because you need a mono emulator (like *Sebra*) to run high res programs like *Digit* on a colour system. Using *Sebra* is simple. Copy SEBRA.PRG to the Auto folder of your boot disk and reset your ST. When the disk boots up *Sebra* asks you if you want to install it – press <RETURN> and your ST shifts into high res mode. That's it!

TEN TIPS FOR COVER DISK SATISFACTION

1 Write-protect your Cover Disk by sliding the black tab so you can see through the hole; this prevents you from accidentally erasing data.

2 Make a backup copy using the *ST FORMAT Back-Up* program, see the instructions on page 9.

3 Always read the instructions for the program you are using on the Cover Disk pages and in any document file on the disk.

4 Never run software directly from the Cover Disk except the *Back-Up* program, and always use your backup disk.

5 Never try to decompress self-extracting TOS files on the Cover Disk, always copy them to a blank disk.

6 If you have any general problems with your ST, consult your manual. If you are still stuck then write to *ST Answers*, 30 Monmouth Street, Bath, BA1 2BW.

7 If you can't load, copy or back up your Cover Disk programs then you may have a faulty disk - it happens sometimes. Send the disk and a padded self-addressed envelope to:
ST FORMAT January Disk Returns, PO Box 21, Daventry, NN1 5BU
We pay the return postage. Don't send faulty disks to our Bath or Somerton offices because we don't keep stocks of Cover Disks there.

8 If you are having problems with a Cover Disk program go back and read the Cover Disk pages and any DOC files on the disk. If you still can't get the program running, call the *ST FORMAT* Cover Disk Hotline on ☎ 0225 442244 on Wednesdays between 2pm and 6pm only – we can't accept calls at any other time.

9 If you have other hardware or software queries, contact the manufacturer or publisher. Alternatively, ring the official Atari Helpline on ☎ 031 332 93233 between 6pm and 11pm Monday to Saturday and 8pm and 11pm on Sundays.

10 All *ST FORMAT* Cover Disks are double-sided, if you have an old STFM and cannot read the Cover Disk then you should upgrade your ST to a double-sided drive – it really is worth it.

WE WANT YOUR PROGRAMS

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

Name _____

Address _____

_____

Daytime phone _____ Program title _____

_____ Total size in K _____

On a separate sheet, explain concisely what the program does and why you happen to think 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, because contributions are non-returnable ■ Enclose an attractive bribe. 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 _____

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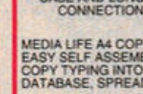

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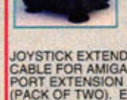

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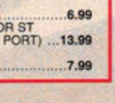

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LONDON ATARI SHOW "GREAT SUCCESS"

The Spotlight 94 show at London's Novotel (28-29th May) was deemed a "great success" by organisers and ST hardware specialists Gasteiner. "We've had some very positive feedback and are looking at the possibility of future shows" Gasteiner boss Vas Shah enthused, as more than 3 200 visitors crammed through the door. Packed with bargains and new ST products, the show was an ideal way for the computing curious to spend time and save money.

Most of the major ST players were present, all showing off not only their current range but kit in development as well, with Compo, Gasteiner, HiSoft, Digital Domain and Digital Village among the many exhibitors. Many ran special show offers to tempt visitors into parting with their cash, and it seemed to work with First Computers stating "This two day show has been more profitable for us than many of the bigger exhibitions" and HiSoft describing Spotlight as a "brilliant show".

Now two more similar shows have been announced, this time organised by Compo Software. Bristol and London will be the venues; while the dates are likely (although they've yet to be confirmed) to be 30th and 31st of July. We'll have full details of where and when next issue.

Spotlight '94 - a great show with some serious bargains on offer for London-based ST owners.

STARS OF THE SHOW

Digital Village unveiled a highly slick Falcon rack system named the Hawk. It's designed to make computers more acceptable to musicians and practical for studio use by turning the classic 'ST shape' Falcon into a 19inch rack compatible, 2 U high unit.

By ripping the Falcon out of the its 'ST' casing, servicing and then replacing it in this slick blue casing – all for a mere £?? – it becomes an ideal machine for people who want a Falcon for its musical power alone. The Hawk will initially be sold as a complete package, but Digital Village are looking at the possibilities of offering to upgrade privately owned Falcons and maybe even STs. For more details of the Hawk call Digital Village on 081 440 3440.

The Hawk. This new rack system should make the Falcon accessible to all musicians in all studios.

ATARI BIG GUN BOB BRODIE RESIGNS

The Atari logo cast in stone outside their US headquarters in Sunnyvale, California.

After recently resuming his post as Director or Communications for Atari US, Bob Brodie has resigned, effective from 3rd June, after five years with the company. Bob has left to work as Director of Technical Support for GS Corp, the company developing the NeXT Step operating system. Bob accepted the position after lengthy consideration because he's been offered a larger salary and the opportunity to spend more time at home with his family, in fact, Bob is now working from home.

The NeXT Step operating system originally ran on NeXT computers and workstations, NeXT have discontinued the hardware side of the business and ported the OS to run on 486 PCs and are working on versions for Sun and Hewlett Packard workstations, RISC based machines and a number of other systems.

At the moment Atari US have no definite plans to fill Bob's old position but intend to reorganise their setup and split various duties between present members of the staff in Sunnyvale.

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THE BIG STORE

We all know that music and MIDI systems need huge a volume of storage space, especially if your setup is used for sampling and D2D recording. Now help is at hand – a specialist in the field is offering a new hardware service.

A F Weaver Engineering Hardware Services – nice name – specialise in big fat hard drives for music hardware including Atari, Mac, Akai, Digidesign, Kurzweil and Roland digital systems. They produce, among other things, computers, hard disk recorders and sample editors. The three main types of drive hardware used are IBM, Maxtor and Hewlett Packard drives, the latter being especially suited for rugged "on the road" use because of their capacity to withstand large physical shocks.

Drive interfaces include SCSI1, SCSI2, Wide SCSI2 and IDE with capacities of up to a Gigabyte in standard 3.5inch units, Magneto Optical and DAT storage units are also available. Another service on offer is the mounting of computers in standard 19inch rack cases so you can just slot your cases in the rack with all your other music and MIDI equipment, so if you fancy having your ST in a matt-black rack-mount case call 071 267 3308 for full details of specs and prices.

TRADE IN THAT DRIVE

If you have an old working 20, 40 or 50MByte hard drive then you can trade it in for a new 525MByte drive in a mini case from Gasteiner saving £150 on the normal price of £649. That's a massive half Gigabyte drive for just £499 including the Top Link SCSI adaptor - see the review of the Top Link on page 40. Gasteiner also supply a full range of drives in other sizes, give them a call on 081 345 6000 for a full range of prices and sizes.

RUMOURS...

NO TOS 5

When queried about the rumoured TOS 5 under development at Atari's Sunnyvale HQ, Bob Brodie said "TOS 5 would be the next logical upgrade from the Falcon's TOS 4, unfortunately TOS 5 has never existed."

The latest disk based development version of TOS released to developers for testing is TOS 4.92, at present there is no work being done on new versions of TOS although MultiTOS is still being developed, Atari are concentrating all their efforts on Jaguar development. We'll just have to wait and see what happens next.

REBELLION IN THE USA

In the rush to complete Alien vs Predator in time for a summer launch, Atari have flown two members of Rebellion over to Sunnyvale to help finish the game and add the final polish. Members of Atari's own software development teams have been pulled from other projects to assist in finishing AvP.

FASTER JAGS?

The Jaguar 2 is still under development and is said to run at least twice as fast as the original Jaguar but retains full compatibility with all Jaguar games. Meanwhile, Atari Games are forging ahead with their project to put the Jaguar inside an arcade cabinet.

ATARI AT CHICAGO

Whispers from inside Atari US hint that they plan to have 35 stations set up at the Summers CES show in Chicago each with a Jaguar running a different game, also lined up are some CD-ROM demos. Latest info is that there are ten Jaguar titles close to being ready within the next "30 to 60 days."

CD-ROMS AWAY

Jag CD-ROM development kits are shipping to software houses "now" and CD-ROM drives and software should be on show at the Chicago CES. The Jaguar CD-ROM is likely to have built-in lightshow software (a hint of Minter here?) activated when an audio CD is played on the unit, the price is still expected to sell for $199 - probably with tax added on top of that - at the end of the summer. Jeff Minter is expected to travel to Sunnyvale to assist in the final nips and tucks of the CD-ROM project.

WAY OUT WEST

US SHOW REPORT

Report by Greg Kopchak

June 4th saw the second Texas Atari Festival in San Antonio, home of the Alamo. Far from being an international event, the show pulled crowds from Texas, Louisiana and Oklahoma, all of whom were enthusiastic to see the latest developments for their STs.

Among the exhibitors were Gribnif, showing off their imminent Neodesk 4, a multi-tasking system to put all others to shame. In the same vein, Trace Tech were there with a data compression system for saving on that expensive hard disc space. It's only a pity it was in Texas, really.

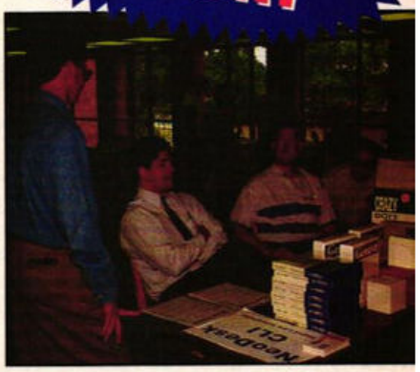
All is not lost, though – one of the sysops from the Atari area of GEnie was posting reports from the show as it happened, so the whole world could attend in spirit. Anyone who hasn't already seen the Atari library might want to take a look, with over 30,000 files available to the user.

Those attending the show were the first to see It's All Relative showing off the latest Kodak Photo CD developments, including the Winning Pictures collection amongst other portfolios.

The whole affair continued its strong line-up with DMJ Software's *View 2* (and a special deal on *Sound Lab*), Moving Pixels Software's *Art for Kids* multimedia packages, Toad's fax modems, all set to music by MIDI SIG of the San Antonio Club.

The attendance figures weren't the biggest ever, but that wasn't the point – with a crowd as enthusiastic as that one, users Britain should think about setting up their own conventions. You'd be surprised just what a user group can do...

'Users in Britain should think about setting up their own conventions'



The Texans, it seems, are as keen on STs as us Brits - bless 'em.

Remember the Alamo! This is where the Texas Atari Festival took place. Well not precisely here, in the old fort, but close to here.

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FUTURE ENTERTAINMENT SHOW 3

The FES 3 looks set to be *the* computing event of 1994 - miss it and you could miss out on some serious ST goodies.

That's right – the hottest, most advanced, fun-filled, prestigious and packed show in Britain is back again. From 26-30 October at Earls Court 2 in London, you can experience the next generation of home computing technology at your leisure.

Everybody is going to be there – from programmers through home users to musicians. The reason for this is simple – the FES caters for every taste. Being an STF reader, you'll be able to see and hear demonstrations of the very latest musical, serious and gaming technology available, attend forums on getting the most from your machine, upgrading, specific applications, and even careers in computing. Techie nuts can also take the opportunity to corner some of the top names in the industry and ask them the questions the world wants answers to.

If you're a budding muso', you'll also be interested in the Future Music Village, an area of the show set aside specifically for all things tuneful, ably hosted by Future Music, the resident (and leading) electronic music magazine.

Failing that, if you're still suffering school, get your teacher to take you – they'll learn more about computers in education than they ever will by struggling along with the clunky class PC – and you'll get the chance to lose them and give it some on the hot, exclusive games you'll find in the Future arcade.

'Be part of a living, breathing, truly interactive computer magazine'

So if you want to be a part of a living, breathing, truly interactive computer magazine, the FES is the place to be. You'll need a ticket, though, won't you? Easy, really – just ring (0369) 4235, and you can book yours by credit card. If you manage it before 31st July, you'll be automatically entered into a prize draw, in which you can win one of five £100 vouchers to spend at the Silica stand during the show (that means loads of hot goodies, folks).

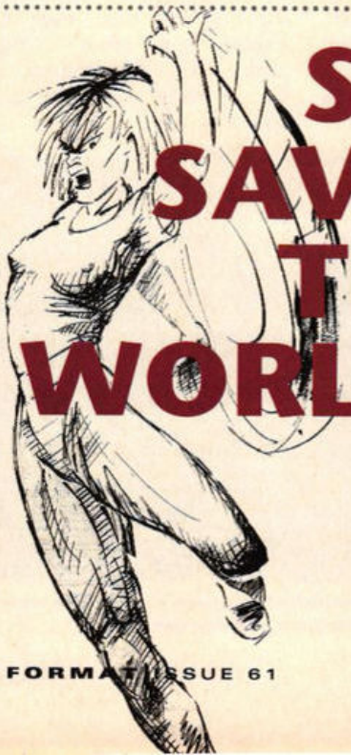
Tickets cost £6 in advance, so there's absolutely no excuse for not booking one right now. If you do manage to find some reason not to pick up the phone and start diallin right now, tickets are available o the door for only £7 anyway, s you've got absolutely no excuse no to go, have you?

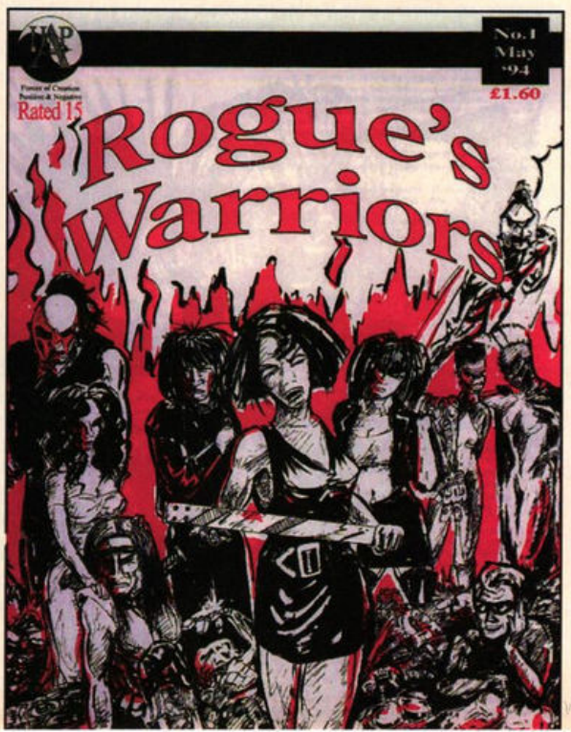
You have? Right. There' wheelchair access, children of a ages are catered for, and the ST team will be there!

FES FREEBIE FUN

OK, it's free tickets time. The first ten people to correctly tell us who the first editor of STF was will win free tickets! That's right, utterly free! All normal rules apply, including a closing date of 1st August. Send you postcard entries to the usual STF address. Happy now?

STE SAVES THE WORLD!





STF's DTP star Darren Smithson launches out into comic publishing. Can an STE really save the world? You bet!

Darren Smithson, a long tim ST enthusiast and author o our DTP feature in issue 5 has recently written a series of com books featuring the adventures of series of psychotic warriors with ST Yes.

Telling the birth of a super-her team set in the hard gritty world of near future society, Rogue's Warrior is brutally drawn by Pete Dixon an written by Darren Smithson. Th books will run in sets of twelve, eac costing £1.60. There is a minimur reader age of 15.

For more information or a copy, write to HAP, 15 Highgrove Street, Reading, Berks, RG1 5EJ *or call* (0734) 868271.

www.stformat.com

THAT SCOTTISH BLOKE

Dominik Diamond is set to return to TV computer and games show GamesMaster, as the TV companies bid to turn around their flagging fortunes on the ratings front.

Anyone who's had the experience of turning on a television and having Dexter Fletcher screaming in their face will definitely remember GamesMaster. Those who've had this experience a long time ago will remember that the show was originally hosted by Dominik Diamond, who handed over to Fletcher after two seasons.

Is this change for a deeper reason, though? Computer games have had gradually less and less TV coverage over recent times, as the console hype has died down – the general public realises that computer games are not the way forward for mankind, virtual reality is not going to change anyone's life, and epilepsy was around a long time before Mario was born. And GamesMaster particularly suffered – as the changes in format and presenters were rejected by the viewing public.

Patrick Titley, executive producer of Bad Influence (YTV's games show) identifies the problem: "I don't think the real games coverage has gone down, it's just that all the programmes whose business it is to cover fads are no longer bothering with it." Could this lack of mass coverage spell the end for the computer game industry?

'It appears that TV computer shows are here to stay'

With the arrival recently of more serious shows, like BBC2's The Net, hitting our airwaves, it appears that TV computer shows are here to stay, but they have just lost that hypey console tone. Meanwhile, dear old Dominik is making a surprise return to our screens in the Autumn.

GamesMaster sees the return of TV's Mr Games, Dominik Diamond.

ANOTHER SHOW

These computer shows are always pretty costly, aren't they? Computer Deals 94, a show running at Olympia from July 22 to 24 looks set to change all that, by offering a two adult and three children admission for only £20, making roughly (or exactly, even) £4 per head.

Unlike other shows, Computer Deals 94 has been devised purely to save users huge amounts of money, offering up to £1 million of bargain offers to the public. The organizers have also incorporated GameXchange into the bargain, which is a forum for swapping Nintendo and Sega goods under extremely strict quality control.

"We're looking to get the real crowds back by offering value for money – so everyone will get a good deal at Computer Deals 94," says Tony Newmark, the new show's organizer.

To order your tickets at £7 a pop, or £20 for the family, ring the hot-line on (0369) 5335.

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HOW DEEPLY SAD!

Just as CD-ROM gets serious the thorny old debate over computer pornography and censorship has raised its head in the House Of Commons. Thankfully, no-one's been sad enough to let the side down and give the techno-phobes any real ammunition to... oh no, too late.

That's right – we now have 'top-shelf' CDs, as the 'glamour' magazine Fiesta makes it onto CD-ROM for PC users everywhere. In an overture of raincoatness though, they're currently selling Fiesta CD-ROM (nice, challenging title that) boasting over 2,300 'models' with less morals than business sense, accompanied by various dodgy interactive sequences. Cheers folks, why not tar us all with the same brush. What's next a Soldier Of Fortune CD on 1001 interesting uses for an AK47?

SOME HUGE SWAMPY PLACE, APPARENTLY

Just a quick one to let you know that Everglade, a Scottish mail order house, has started stocking ST games at fabulous prices. What the hell – let's annoy our advertising department (and them, if they've just bought an ad) by printing some of their list for them. Costing anywhere between £2.99 and £4.99 they've got classic games like: *Little Computer People, Gemini Wing, Spitfire 40, Ikari Warriors, Beyond the Ice Palace, Mercenry, Matrix Marauders, Fernandez Must Die, Seven Gates of Jambala* and *X-Out*.

By now, the ad department will be really, really, annoyed, what with us printing their stock list free of charge, so we'd better not print their phone number really, had we, otherwise we'll be in serious trouble. 0463 240168, blast!

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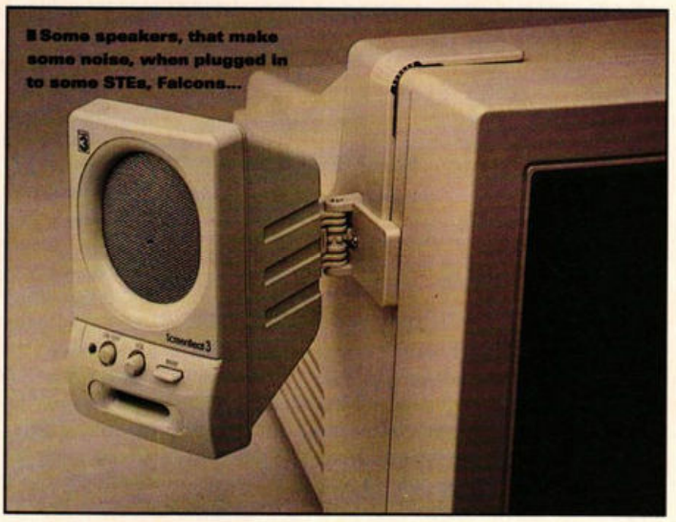
SCREENBEAT 3

If you're an international jet-setter like, erm, – oh, what's the name of that top international jet-setter? – well, anyway, if you are one, you want to be sure of the best in sound quality for your ST. ScreenBeat 3, Spectravideo's new speaker system (compatible with STEs and Falcons) has just been released for £16.99, a definite bargain for all those with a craving for ear-splitting explosions. Not only do these speakers handle your ST's sounds with the greatest of ease, but they'll also plug happily into a Walkman, giving you music while you work as well.



Some speakers, that make some noise, when plugged in to some STEs, Falcons...

CD INDUSTRY DOOMED!

The relatively young CD market, across all formats, is already under threat from both software pirates and publishers. The European Leisure Software Publishers Association (ELSPA) have recently tracked the first wave of pirated CDs into the UK, a trend which is forcing some softies to reconsider their support for the format.

The software industry loved the consoles. The cartridge form was a standard they were incredibly difficult to copy – fact that made them appealing to publishers of programs on floppy. When CD-ROM arrived, the same assumption was made – no-one would have the resources to copy and distribute them illegally. Ha.

Enter "shovelware", CDs packed full of business applications, games, and pornography by the bucket-load, everything from *Lemmings* to *AutoCAD*, much to the surprise of the computer industry. The CD-writing process, previously involving equipment costing millions of pounds (about four) has now dropped to around £2,500. Enter the pirates. Cue concern about profit margins.

'ELSPA are keen to take a rubber hose to the next wave of software industry saboteurs'

It goes without saying that ELSPA are keen to take a rubber hose to the next wave of software industry-saboteurs, so if you have any information that could help them, you can ring 0386 833810 and talk to their heavy squad. Such threats are bad news for all as the potential of CDs is absolutely massive – for details of just exactly what they can offer ST users see page 48.

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ST FORMAT AUGUST 94

THE JAGUAR IS HERE

Atari have finally released 1,000 official UK Jaguars onto the British market and they've shifted like very hot cakes indeed. The interest in the machine was appreciated most by independent computer and console retailers who commented:

"I have sold more Jaguars in three days than any other format in the rest of 1994 put together. Atari is an unusual saviour, but they have produced a product that the consumer wants, at a price he is prepared to pay and our industry badly needs that."

"We sold out very quickly and had to re-order a larger quantity straight away for our six shops. Demand has been unusually high for this time of year."

"Jaguar has dramatically increased the throughput in store traffic. We now have some real impetus in the summer to move forward for the key autumn period."

And then there are the big important people in suits, who deserve to get their names mentioned purely due to the size of their wallets:

"Atari is now reaping the benefits of a great product and perfect timing. The independent retail trade has taken Jaguar to its hearts and the consumer is responding to all the positive press coverage by laying down their money. We've waited a long time for something like this." Mal Thomas, spokesman for NASCR.

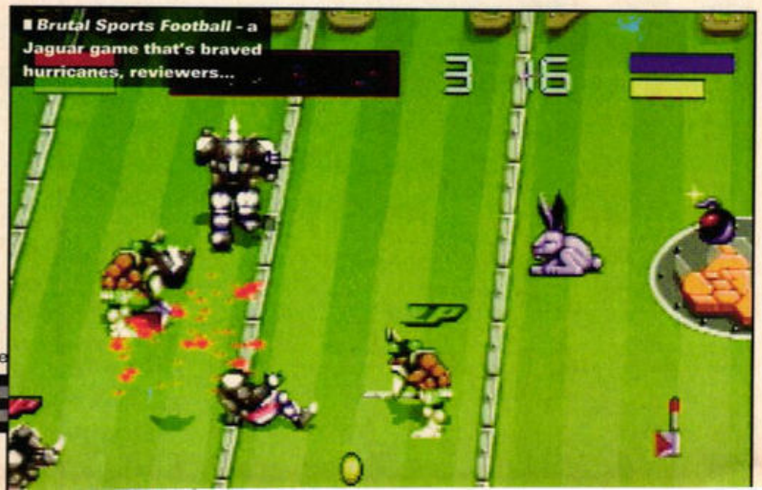
"We cannot wait to get our hands on more Jaguars. Response to our first batch has been overwhelming and it looks like Jaguar will be a roaring success!" John Arundel, SDL (Jag' distributor).

ZCL (distributor people) have also announced that Taurus Distribution (more distributor people) will be supporting the Jaguar throughout Europe with only a £229 price tag, after avoiding the games industry for several years now (churning out PCs instead). Don Carter, head of ZCL, sees this as a big turnaround for the company; "For the past 19 months we have been pretty invisible. In a market that was obsessed with Sega and Nintendo, our only leisure agency was Commodore and that gave us little to say. We now see a significant change in our market, new technology products are on the horizon, dealers will want to buy them and we will supply them."

'We sold out very quickly and had to re-order straight away for our six shops'

As a further reason to rush out and buy a Jaguar right now, Atari have signed an exclusive deal to use Wavefront's technology to develop forthcoming titles. The system runs on Silicon Graphics workstations, and is said to be able to produce realistic 3D terrains and actors with the greatest of ease. A recent SGI demonstration for developers showed the system off to its full potential, producing effects akin to *Virtua Fighter* with the greatest of ease.

A few people don't seem to welcome the Jaguar so warmly, God among them. Telegames, producers of *Brutal Sports Football*, have recently been hit by two tornadoes, setting the release date back by around 20 days, and causing £250,000 worth of damage. Thor (or the deity of your preference) is a Nintendo fan, methinks.



Brutal Sports Football - a Jaguar game that's braved hurricanes, reviewers...

ST FORMAT

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Explore the strange new world of 3D with next month's *ST FORMAT*. We'll reveal everything you ever wanted to know about 3D but were afraid to ask. We talk to the programmers, we name the best programs - games and utilities - we talk X, Y and Z axis till were blue (and red) in the mouth.

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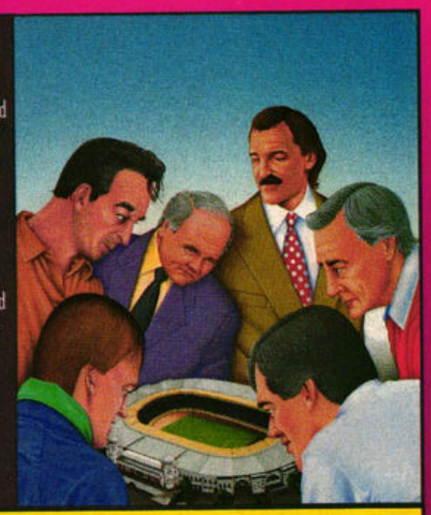

STABLE MASTERS VERSION 2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.
Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby
To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).
- Formbook and Win Summary Cards cover the previous 200 races.
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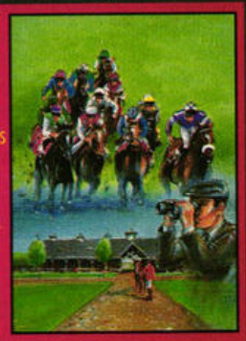

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This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that all Cricket fans should experience.
A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.
- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.
- 3 Batting/Bowling classifications.
- 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Finances, Poor ground fines, Manager rating.
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- Full instruction book with plenty of examples. Plus Many More.

WORLD CUP CRICKET MASTERS

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

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- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

FRIENDLY CONTROLS
- Icon driven with point & click.
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- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

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- Weather and ground reports
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VARIABLE CONDITIONS
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INDUSTRIAL REVOLUTION

The ST is a powerful machine, but it's set to get even more potent and more productive. This great leap forward will not fuelled by fancy accelerator cards or add-ons but some seriously hard-core code that finally unleashes your machine's potential. This new generation of software - a mixture of upgrades and brand new programs across a broad spectrum - is set to be released over the next six months. If you're serious about your software, and if you're serious about your ST, then this batch of 'serious' software is something you have to know about. Trenton Webb has seen the future and it works - very hard indeed.

www.stformat.com

TWIST

PRODUCT: TWIST
PUBLISHER: HISOFT
PRICE: £89.95
FOR: ST/STE/TT/FALCON030
MEMORY: 1MBYTE
HARD DISK: RECOMMENDED

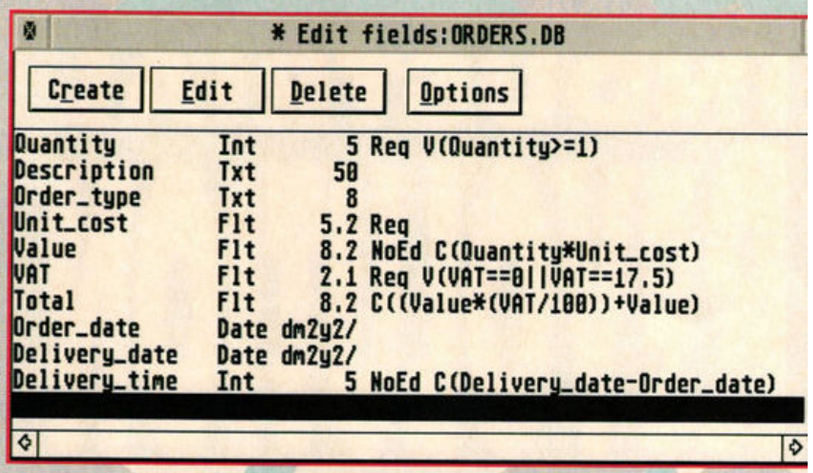
Databases are one of the flagship applications of computing, but ironically on the ST means that they are also an over-looked applications. There are plenty of Public Domain variants around, though none of them are particularly powerful or well documented. This should leave the field open for commercial programs but there is an apparent assumption among publishers that there is a definitive database already available – and as such there's no real market for theirs. Curiously no one can actually seem to name it. In a few months everybody should be able to, and the name they'll be using should be *Twist*.

To be effective, databases have to blend power and friendly feel. There's point in being able to cross-reference vast files, if you can't work out how to amend the various fields. This is where *Twist* really looks like it could score major brownie points, especially among the technically less able like myself.

I want a pretty looking thing with a neat GEM interface, something that's fast and that enables me to work in my own preferred (or should that be perverse?) manner of disorganisation. *Twist* scores in all these departments – and they're attributes that can safely be commented on even at this pre-production stage. It looks sweet and is as friendly as a very friendly thing in a good mood. One small example of its friendliness apparent in its "read caching," where it stores recently read and frequently used records so they don't have to be dragged from the drive every time you want to go back or check something.

What *Twist* also promises – although until we can load some serious files into the beast we can't say for definite – is power. With a pokey range of statistical, string, logical and mathematical functions, as well user definable sort options over five sort fields, *Twist* could be something a little special. There's even the ability to export the data via Atari clipboard, mail merge, or ASCII, as well as full SpeedoGDOS and GDOS 1.1 font support. So you can turn your data into really rather sexy looking reports.

If *Twist* lives up to its early promise, and there very little reason to assume that it won't, this will become the standard for ST data-crunchers used both on a personal and a business level.



Twist, a database with attitude. Well, if not attitude, at least aptitude. And luckily it's an aptitude for work of the quick and powerful kind.

PAPYRUS

PRODUCT: PAPYRUS
PUBLISHER: HISOFT
PRICE: £129.95
FOR: ST/STE/TT/FALCON030
MEMORY: 2MBYTE
HARD DISK: RECOMMENDED

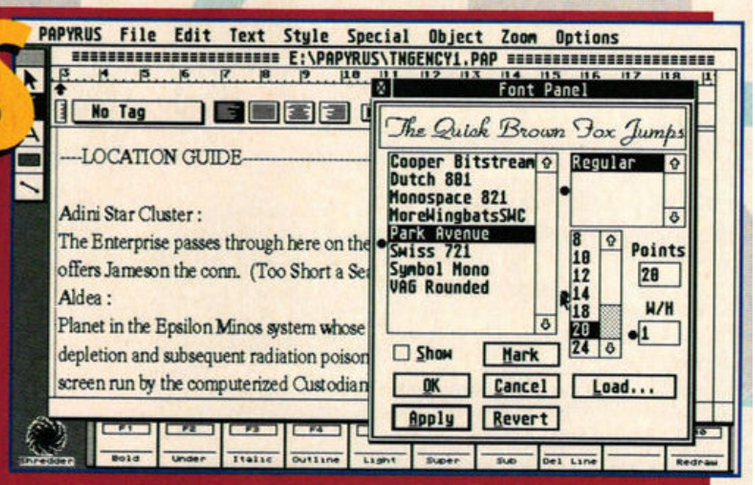
To call *Papyrus* a document processor seems a little rude. Such a title makes it sound a dry, lifeless mill through which words and pictures are ground. From the pre-production versions HiSoft are showing off, this is definitely not the case. *Papyrus* appears to be a fluid system that rapidly enables you to experiment with your ideas for words and their layout. Sure you can use it to edit text, but you can also do so much more, that it enters the realms of DTP.

The speed of *Papyrus* would be impressive on its own, but it's the comprehensive rounded personality that HiSoft have given it that makes this one applications everybody should check out for themselves. Even if you've got a good reason for not getting a document processor, for example, if you haven't got a printer, the power of the tools and the range of options make it joy just to toy with.

On the text editing front *Papyrus* offers virtually every tool ever mentioned in the text engine handbook book: drag and drop editing, full text editing at every level of zoom, auto-hyphenation, headers, footers, full paragraph style sheets, complete margin control, discontinuous block operations, "smart" cut/paste facilities and the ability to zoom from thumbnail to beyond printer resolution. An impressive list, but then that's only part of the story. With good menus, intelligent (the ones you can remember) keyboard short cuts and idiotically accurate WYSIWYG, *Papyrus* is an ambitious text machine. Then there's the more DTP orientated functions. Multidirectional microspacing, the ability to import vector objects, rotatable text objects, master pages and uses text chains – while far from standard – are accepted extras. Where *Papyrus* looks to take a leap ahead of the DP field though is in its friendliness. As with *Twist* non-modal dialog boxes mean that you can use make it work the way you want. Dialog boxes that contain useful information can be kept open while you alter or search the document, updating as you go.

With user custom printer and font support it starts to look like this could be just a little exceptional in terms of the printed results. The huge range of printer drivers supplied can all be tweaked to suit your personal set up – right to A3. And if it's been made into a typeface then you'll be able to use it in *Papyrus* – it tackles everything from scalable SpeedoGDOS, GDOS 1.1 and Signum fonts – and they can all be used at the same time thanks to a neat "font families" function.

Until we get a chance to really push *Papyrus*, we can't say just how well these function hold up under pressure. If they do though then the ST will have a document processor that can hold its own with any program on any machine – it's a damned sight better than the hideously expensive Mackintosh program that I'm writing this feature in for starters!



The rather sumptuous document processor *Papyrus*. It takes the concept of true WYSIWYG to ridiculous extremes.

Papyrus looks like being one of those applications that you just have to own.

www.stformat.com

TRUE IMAGE

PRODUCT: TRUE PAINT
PUBLISHER: HISOFT
PRICE: £39.95
FOR: FALCON030
MEMORY: 1MBYTE
HARD DISK: RECOMMENDED

Eagerly awaited (well you should see Clive's face every time it's mentioned) *True Image* is the kind of graphics package that makes your jaw drop. There's something about 24-bit colour that has that effect on people – or me at least. If you've grown up as part of the computing generation, graduating through Speccy's, C64's and their ilk, the gradual increase in painting power has been a constant source of amazement, as the number of colours able to be displayed on-screen and the way they can be manipulated reaches ever greater levels. *True Image* looks set to continue this trend.

Running on any ST – with graphics card support – being able to utilise more colours than the human eye can accurately tell the difference between is always a good start. It can import virtually every picture format known to man (Art Director, Doodle, IMG, ImageLab, JPEG, MTV, Raytracer, Prism Paint, TIFF, True Paint Degas – inc Elite – GIF, IFF, PCX, Photo CD, NeoChrome, Spectrum 512, Targa and Tiny) and export as most of them as well. So if it's made of pixels, you'll be able to play with it using *True Image*.

Once there you should be able to see what you're doing properly as well. *True Image* handles colour pictures internally with 24-bit accuracy. It then does its level best to display any pictures at the highest quality resolution within the restrictions of the current screen mode. So even if you're using a mono-screen you should still be able to mess around with pictures (although it's obviously not necessarily the way to get best results).

True Image can (should be able to, he said in properly reserved preview voice) permit you to convert between formats – bitmap, colour and grey scale – thanks to a strong array of dithering, halftone, palette manipulation and error diffusion tools. So even ridiculously colourful images can be displayed in screen resolutions that shouldn't be able to cope.

The regular "paint package" functions are fully represented, although regular is somewhat generous to even high end programs, as many seem to gloss over the basic tools for the job – see our graphics package round up on page 30 to see what I mean. You should be able to cut and copy between windows, as well a potent mask facility. While retouching or even original art can be created using the tools (brush, spray can, smudge, fill and so on). Providing a firm foundation for some seriously fancy picture work on any powerful ST or Falcon.

A tiger in *True Image*? It must have escaped from a zoo! Seriously smart pics are promised with this rather splendid looking new paint pack.

EASE

PUBLISHER: SYSTEM SOLUTIONS
PRODUCT: EASE
PRICE: £TBA
FOR: ALL STS
MEMORY: 1MBYTE
HARD DISK: N/A

Microsoft Windows has a lot to answer for – as any ST user who has had the misfortune to struggle with system will tell you. Its high end system baggage may well look smarter than the STs Desktop, but for all its soft edges it lacks speed and rugged integrity. Macintosh System 7 is more friendly but is even further lumbered with a huge system file. *Ease* sets out its stall as an elegant – and effective – compromise between the STs raw speed and the trappings of Windows and System 7.

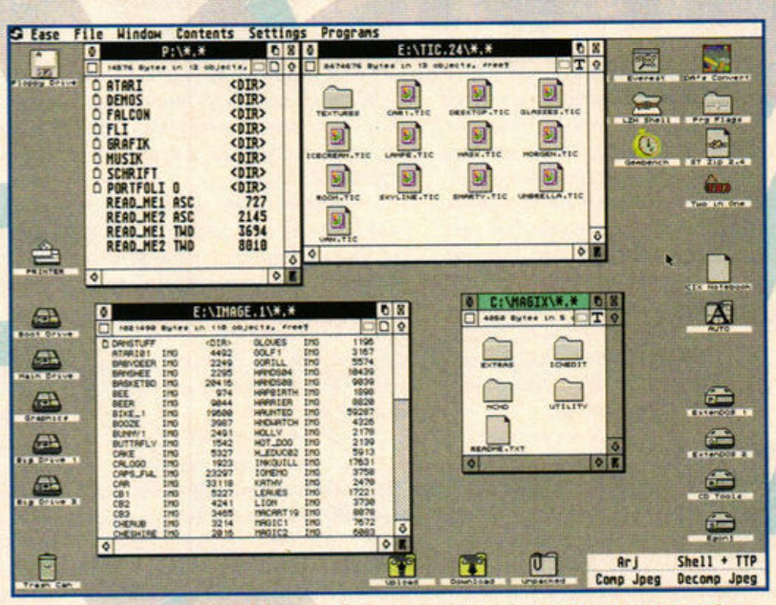
Cosmetically, *Ease* can hold its head up even among pricey PC and Mac company. Wallpaper backdrops – the pointless but pretty pictures that help personalise a Desktop – give the program a friendly feel, especially as colour and 3D and icons are also permitted. Further more, an elegant windows design add an air of authority.

While looks are important though, they are potentially the least important reason for changing your Desktop system. User ease has to be the primary drive so you can work quickly, effectively and in the manner you want. *Ease*, as its name suggests, offers the variety required of such modern Desktops as it doesn't simply supply more conveniently ways of working but a variety of ways you do most tasks. So you decide just how you do what you want to do.

Application and file items can be stored and then launched from the Desktop where a simple double click launches or opens them. Files can even be dragged over the top of program icons and then opened in that application. If that's not the way you like to do things then the program menu can be employed, as you simply pick the program you want from the application menu and it boots in a predefined configuration – or if you're really lazy a keyboard short-cut can be used.

Swift window searching is enhanced by the ability to swap between icon and test displays. The automatically self-sizing windows, directory print and masking facilities help too. It will even be possible to call up a Command Line Interface (CLI), so you can hunt down files and conduct operations in a text environment – if that's the bag you're into.

Offering polite and sensible checks before commencing work makes *Ease* sound even more tempting, for example when moving files, it looks to see that there is enough room on in the destination drive before starts. And better still *Ease* has been specifically been specifically designed to benefit from the new mutlitasking operating system *MagIx* (reviewed last month).



Now there are Desktops and there are desk tops - but *Ease* is designed to run with *MagIx*

CLARITY FALCON

PUBLISHER: HISOFT
PRODUCT: CLARITY FALCON
PRICE: £99.95
FOR: FALCON030
MEMORY: 1MBYTE
HARD DISK: REQUIRED

You may be wondering what *Clarity Flacon* is doing here, we reviewed it last issue after all – and were a little disappointed to tell the truth. Well it's here because it's undergoing revisions as we speak and version two will be ready soon. And as this seeks to amend every single point our reviewer was unhappy with, it means that soon there will be a fully fledged and affordable sound sampler for the Falcon direct-to-disk recording.

Clarity Falcon V2 will satisfy two sets of demands from budding Falcon muso's. First it will satisfy folk who are looking for an entry level platform into direct-to-disk recording. Incorporating a hard disk version of the editing software, you can save sizeable audio files for later work. Secondly it makes a good four voice sampler. *Clarity Falcon V1* showed promise, which made it all the more frustrating that couldn't fulfil it. V2 should sort out the teething troubles and bring the full direct-to-disk recording power that the Falcon possess to bear – without the huge cost of programs like *CuBase Audio*. And we shouldn't have long to wait either.

MAGIX FALCON

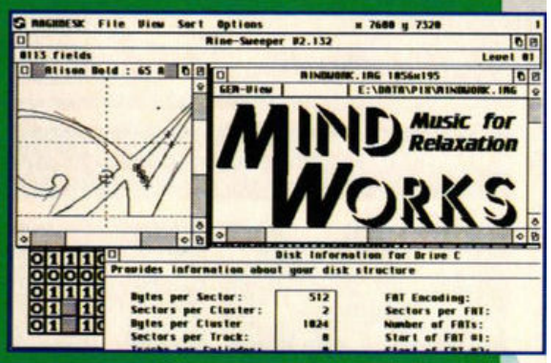
PUBLISHER: SYSTEM SOLUTIONS
PRODUCT: MAG!X FALCON
PRICE: £TBA
FOR: FALCON030
MEMORY: 4MBYTE
HARD DISK: N/A

***"Mag!x* is the fastest and most** compatible multitasking system for your ST. 94%" That's how the ST variant of *Mag!x* stacked up almost 30 days ago. Now we're looking forward to a Falcon version – and the potential is huge.

Even basing our expectations on the power of ST *Mag!x* and adding extra for the speed of the Falcon's pokier processor it already starts to look a frightening little mix. *Mag!x* completely overwrites TOS. This allows it to run applications even faster, as the machine code core has been solely designed for optimum speed. And optimum speed on a Falcon should be very impressive.

With user definable processor time allocation you also get to grips with the true nature of multitasking. Clicking on the empty part of the screen brings a menu showing exactly the which programs are running and what their current 'time slice' each application is getting. If you want to hurry one application along, simply give it a larger chunk, or simply freeze other programs running in the background. Not that speed was a question, under test at *ST FORMAT* one machine was running *Fonty*, GEM View, *Diamond Edge*, *Minesweeper* and STZIP simultaneously and with only a marginal decrease in program speed.

That was on the ST. Apply that to a Falcon, with its more powerful processor and *Mag!x* looks like being a winner. With a promise to support the system and future upgrades this could claim the Falcon as its own, and further up the machine's claims to be one of the power computers currently available.

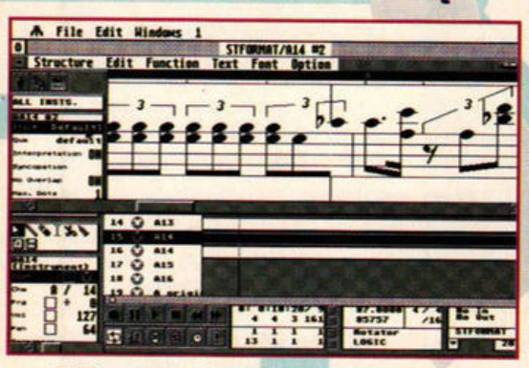


▪ *Mag!x* comes out to play on the Falcon. This is the original *Mag!x* system is shown here, but how different can it look?

NOTATOR LOGIC

PUBLISHER: SYSTEM SOLUTIONS
PRODUCT: NOTATOR LOGIC
PRICE: £350
FOR: MEGA ST, STE, TT AND FALCON030
MEMORY: 2MBYTE
HARD DISK: N/A

The *Notator* series are legends in their own load-times. As one of the trendsetting music packages they are the kind of program that have sold STs – both to the curious computer folk who want to explore music and to musicians who just want to make music easily. Now *Notator Logic* is here, effectively *Notator Falcon*, and it looks set to continue the trendsetting, erm, trend.



▪ Make some noise. Is *Logic* the most effective and user friendly way to make music on the ST?

The rougher edges of *Notator SL* have been knocked off and the whole *Notator* system has been given a wash and brush up. The package has obviously benefited from some serious testing and user rèsearch as many of the fiddly bits have been ironed out. There's a new functionality that comes from a simpler and easier to read set of screens.

Notator does everything it could before, only better, but now has the advantage of some serious front end and environment work. Now the program has an abundance of functions or modes – many of which are straight up good ideas and would work well in other applications.

The environment mode is perhaps the most impressive. It effectively lets you sketch out your own MIDI set up on screen using icons. This then reforms the program to run using this set up, which is eminently preferable the constant replugging of cables that can make getting started in with a MIDI packages "so much fun." There's also an elegant window switching option. Each option has its own range of windows which can all be opened (RAM permitting) at the same time. But instead of having to wade through menus to change to another function, whole sets of windows can be toggled between with a quick keyboard press. Which should speed up work immensely, or at least offer fewer distractions. Such innovations are indicative of the quality *Notator Logic* looks set to offer.

With Arrange, Event List, Score Edit, Hyper Edit and Matrix Edit modes, *Notator Logic* is a solid and rounded music package. So it appears to stand a pretty good chance at reclaiming the top range MIDI title, currently held by *Cubase*.

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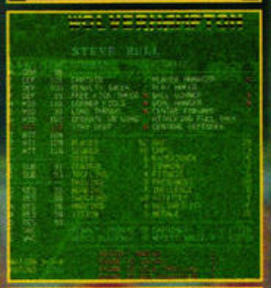

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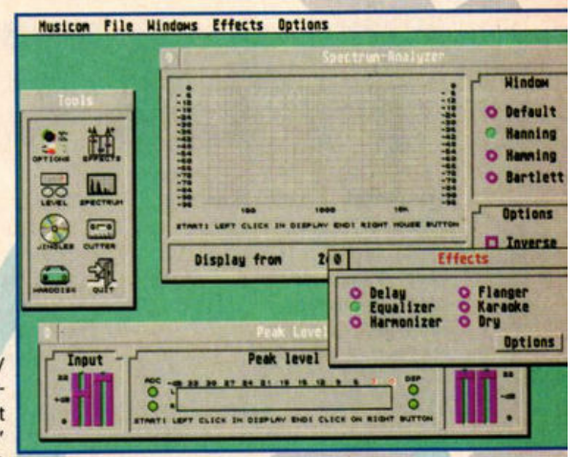
MUSICOM 2 TRAKCOM



Musicom 2 - a serious piece of sound kit, offering music power at a sensible price.

PUBLISHER: COMPO SOFTWARE
PRODUCT: MUSICOM2/ TRAKCOM
PRICE: £79/TBA
FOR: FALCON
MEMORY: 4MBYTE
HARD DISK: N/A

A honest to goodness, high quality music package. It's aimed at non-professional musicians who want to carry out a broad range of musical tasks quickly and easily.

Its brief is to be approachable and to encourage users to play around with the Falcon's direct-to-disk recording power without getting involved in a stand up scrap with the overpowering professional (and expensive) *CuBase*. All the regular tools of a sequencer are there, for you to cut, chop, loop and general mutate sound samples. But the ease of use has been the paramount concern. *Musicom 2's* icon and dragging nature is not uncommon on other sound manipulation systems, but here it's just that little bit clearer.

Don't interpret the more accessible interface as a sign of weakness simply because it doesn't fall prey to the "if it's powerful then it must look intimidating" school of thought. *Musicom 2* can look after itself in a results fight. The effects and the options available should make this a serious option for the Falcon music enthusiast, as users of the current *Musicom* package will attest.

Trakcom, the second prong of Compo's musical attack, is a multi-track sampler and sequencer. Its speciality is that it is memory based and doesn't rely on the hard disk. Which means up to 14MByte of fast access fun! Again like *Musicom 2, Trakcom* is designed to be instantly accessible.

So it's up front about what it offers – good solid soundtracking on the Falcon. The controls too are straightforward – trying to bring the power of the soundtracker out into the open, rather than hiding it under a pile of obscure menus.

MASTERPHONE

PUBLISHER: HISOFT
PRODUCT: MASTERPHONE
PRICE: £TBA
FOR: ALL ST'S
MEMORY: 1MBYTE
HARD DISK: REQUIRED

"I'm sorry I can't come to the phone right now but if you care to leave your name, number and the time you called I'll get back to you." Answer phones are a pain in the butt. They serve a useful function but they offer no flexibility for either the caller or the person for the who the message is being left.

MasterPhone from HiSoft could well solve all these problems. Best described as a voice mail system as it enables a hard drive ST to interrupt calls and then, via touch-tone commands, field different calls in a number of different ways. Using a device designed by AVR (the folk behind *VideoMaster*) *MasterPhone* effectively listens to the key instructions given by the caller, replies in an appropriate manner and stores the message in one of a selection of mail boxes.

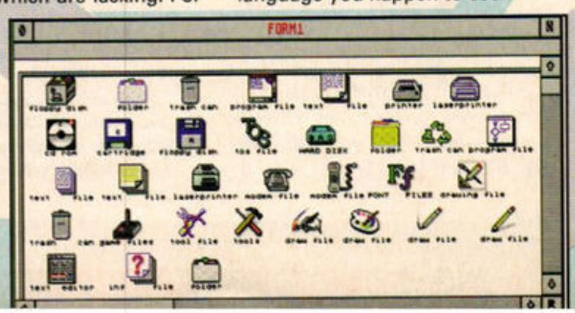
The size of the message will be limited by the amount of hard drive space allocated and the range of replies is only limited to the level of complexity you wish to introduce. Friends and relatives can be given a passcode which directs their message into a specific area, while another can be added for business calls again subdivided between sales, memo's and customer queries.

Useful for organisers of clubs or small business, *MasterPhone* should bring a voicemail system with in the reach of us all. The software is well under development and the first prototypes of the plug-in adaptor have been built. Now it's just a question of polishing up the code and getting the adaptor produced.

INTERFACE 2

PUBLISHER: COMPO SOFTWARE
PRODUCT: INTERFACE 2 AND ZOOM
HARD DISK: N/A
PRICE: £TBA
FOR: ST, STE AND FALCON030
MEMORY: .5MBYTE
HARD DISK: N/A

Now resource file editors are not the sexist items in the universe. They are reasonably hard to get worked up about in theory, as all they can effect all are small graphic files that warn about, or question an actions such as Save changes Yes/No. But in practice they can make life much, much, easier on your ST as they can sweep away those annoying dialog boxes and add to those which are lacking. For a programmer, using a resource file editor takes all the hard work out of designing the GEM parts of a program, you just design your menus, boxes, dialogs and windows as if you were using a graphics package. The alternative is to create all these functions by writing the code directly in whatever language you happen to use.



Interface 2 helps with the adapting and writing of programs. Can you afford not to have it?

Interface 2 enables you to dip into resource files of programs, call up their dialog boxes and alter them to suit your preference. Which sounds a little dry, but can prove really useful. The prime example being foreign Public Domain programs. With a dictionary and little patience, it's possible to replace the original language for English – and make the program useable.

Which is why it's good news that *Interface 2*, now effectively the standard resource file editor on the ST, is to be packaged with a manual. Also bundled with an *Interface* (also available separately), *Zoom*, a rather neat Falcon icon editor, which enables you to edit and create the colour Desktop icons of the Falcon.

www.stformat.com

THAT'S WRITE 3

PUBLISHER: COMPO SOFTWARE
PRODUCT: THAT'S WRITE 3
PRICE: £TBA
FOR: ST, STE, TT AND FALCON030
MEMORY: 1MBYTE
HARD DISK: N/A

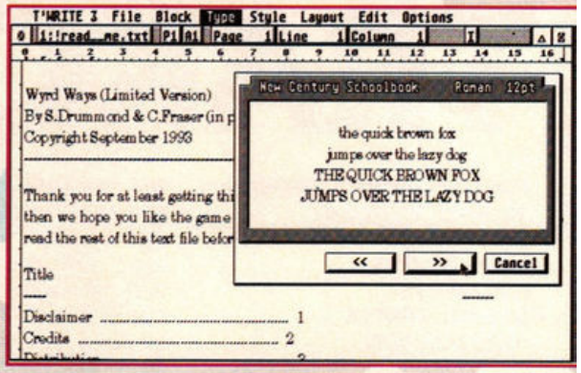
***That's Write 3* faces a bit of** problem in having to significantly beat *That's Write 2*. As the leading WYSIWYG word processor the faults are already hard to find there, and many thousands of ST owners are big fans of the program so any major changes could alienate them. The authors of *That's Write 3* appear to have grasped this nettle and opted to refine rather than reform the package.

That's Write 3's GEM-like interface has a sophisticated air, adopting the look of PC Windows application, with shaded dialog boxes. *That's Write 2* users will feel immediately at home with the controls – as would any word processor user after just a few minutes.

The real difference *TW2* users will notice, and others should just be plain impressed by, is the system for the handling of fonts and printing. Rather than plump for the traditional split of only using the fonts available to the printer (which limits the flexibility of fonts in terms of scaling) or doing the whole lot out as a graphics (which takes time even on an inkjet printer) *TW3* seeks to mix them up.

After using SpeedoGDOS to initially generate the font it's then cached to disk. So when working you get true Speedo quality on-screen as well as speed because the font isn't having to be continually recalculated. The system, which is transparent until printing, works out which fonts (of those you've used) the printer has on board and uses them. Everything else is bitmapped and printed as a graphic dump. Which speeds the printing process along.

Furthermore with the new generation of deskjet printers, that have scaled fonts available so *TW3* will be fully able to utilise this, in a manner that the user can appreciate – less time sat by the printer. And as *TW3* can use Type 1s and True Types as well as Speedos it boasts a major range of fonts that you can really use to improve (or least cover in loads of weird typefaces) newsletters, reports and so on.



■ *That's Write 3* and old friend, but now a very good looking one. Will retain the top ST Word Processor title?

On top of all that, it hard to say more. Until we can give it some serious work to do when it comes in for review, it'll be hard to gauge how much better the core of the processor performs, because it is such a hard act to follow. But if the internal tweaks are anything as good as the external then we should be in for pleasant surprises.

TELEPHONE SYSTEM

PUBLISHER: COMPO SOFTWARE
PRODUCT: TELEPHONE SYSTEM (DEVELOPMENT TITLE)
PRICE: £TBA
FOR: ST, STE AND FALCON030
MEMORY: 1MBYTE
HARD DISK: N/A

It's hard to avoid making direct comparisons between Compo's new voicemail project and the one that HiSoft are working on. Both are in-development which means it's unfair to fully to compare features as these may change as development continues. Yet suddenly we will have a choice of ST systems that handle phone calls for you, when before there were none. Odd.

Using a dongle that takes the phone line and plugs it to the ST, production of the telephone adaptor is the hard part. The version we saw was a development version and not the production unit, but the software was already providing a tidy, flexible interface.

■ The *Telephone System* can take incoming calls and deal with them in many different ways. (It will also be in English - phew!)

The potential these projects offer for small business, club officials and friends is great. Such systems for example can take an incoming call and play a message saying that you're not in. It would then ask for an identification – effectively a pin number – and give the appropriate response. It may save the message to specific directory, give a supplementary message, advise friends where you really were or if the caller doesn't have a code, just play the standard "I'm not able to come to the phone right now" flannel.

At the moment the *Telephone System* is still a) in development and b) still in German – which made some of the messages a little confusing. But with neat functions like varying the message by time and date it looks like some kind of ST voicemail system could become one of those extras that rapidly become a sort of necessity.

AND THERE'S MORE...

These aren't the only new applications getting ready to hit the ST before the end of the year, just a snapshot of the range we're aware of. There's a stack more quality ST kit on its way that we haven't even heard about or had a chance to see yet. Yep, it's going to be a fun year – and a highly productive one, where your ST becomes an ever more flexible tool for work, leisure and plain life sorting activities. We can't wait!

Of course if you're looking for top-class ST information, the most informative reviews and quality masterclasses then you'll be reading *ST FORMAT*. Which will get every single new application for your machine and test it until its ears bleed, tweak it until we really know how it all works and then pass that info on to you. Stay tuned, as they say! ***stf***

■ If you really want to get the picture then get *STF* every month for the reviews that count.

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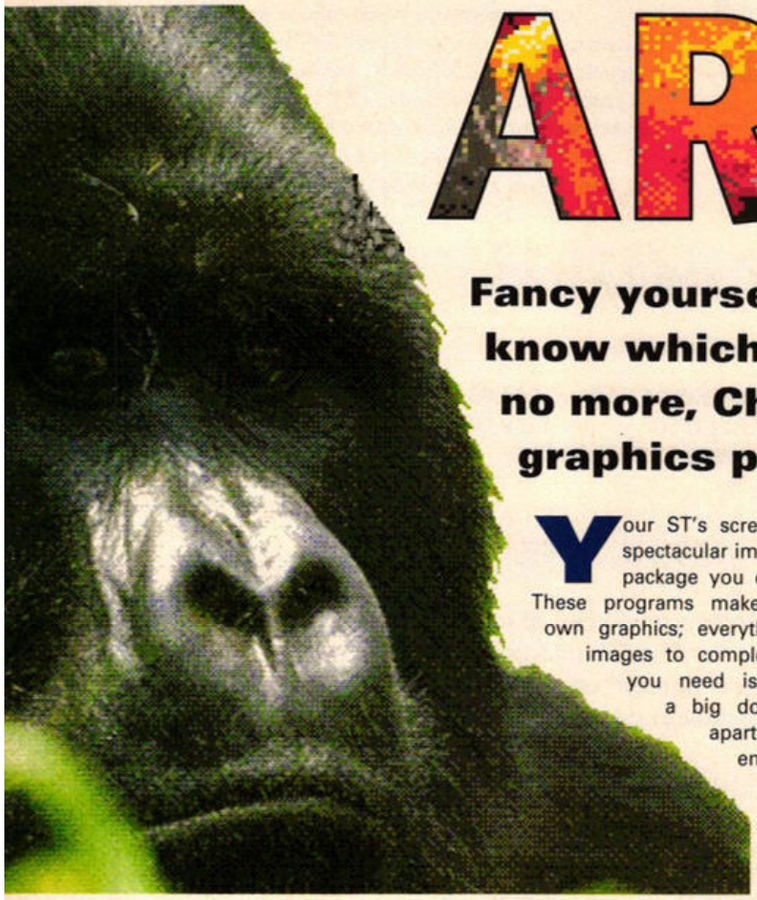


ART FOR

Fancy yourself as a pixel Picasso but don't know which art package to use? Then fret no more, Chris Lloyd canvases the best graphics programs around

Your ST's screen is capable of showing spectacular images and armed with an art package you can get in on the act too. These programs make it easy to create your own graphics; everything from simple cartoon images to complex 24bit masterpieces. All you need is the right program and a big dollop of imagination. And apart from anything else, it's enormous fun.

The process of creating pictures on your ST is totally different from the more traditional methods of brush, knife or pencil. You can make endless changes, create perfect copies and a myriad of other operations that would be all but impossible using pen and ink.

The ST is blessed with a wide range of art packages, offering a vast range of different options, for a wide range of prices, across all resolutions. Even the fledgling Falcon boasts a bevy of programs to that handle its enhanced colour capabilities.

At the top of the graphics tree are professional level programs that deal with 24-bit images while at the bottom are basic packages aimed at the novice ST artist. Between these two branches sit dozens of programs – some good, some indifferent and some downright bad. We've waded through them all, and picked the best packs for all price brackets.

The Public Domain

Many amateur programmers cut their teeth writing art packages and (understandably) most of them are pretty awful. Hidden amongst them though are a few real gems – often better than commercial programs. So if money is tight then you can find some excellent programs in the Public Domain. They only cost a few quid, so even if you're just curious they 're worth a look.

CRACK ART

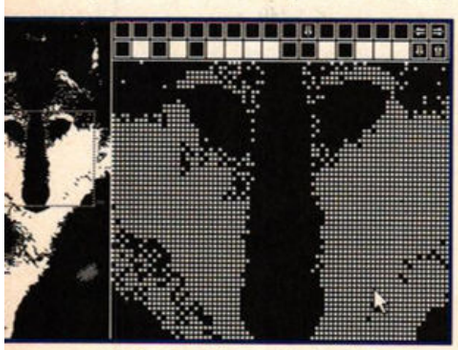
Few Public Domain art packages can hold a candle to *Crack Art*; it's a superb program. Running in low resolution it requires at least 1MByte of memory to run. But if you're packing this then there's no reason you shouldn't start producing cracking (awful pun) pictures.

The main drawing tools are found on an icon riddled screen which can be toggled to the main drawing screen with a click on the right mouse button. The range of functions offered by these icons is heady. Alongside the normal drawing tools are an excellent series of block manipulation tools including tube, perspective, curl and skew.

Crack Art also offers a mass of image processing functions that include anti-aliasing, relief and diffuse. In fact you'd be hard pressed to fault *Crack Art*'s list of features – how can you argue with five types of graduated fill?

Even the range of supported picture formats is very impressive. It converts Spectrum 512 and Degas high resolution images into low resolution, it can even load 16 colour GIFs. *Crack Art* packs just about every drawing tool and function you could want into one package. If you plan to start getting serious about art then this is an ideal place to start. It's Shareware and well worth registering with the authors, they deserve it for producing such a top-notch picture program.

The main functions for *Crack Art*, each of which has a keyboard short-cut. Double-click on an icon and the adjustable parameters appear.



***Crack Art*'s excellent and fast zoom mode. You can quickly move about the image and change zoom magnification - which is a delight when compared to some packages clumsy zoom modes.**

Crack Art

Shareware version available from any good Public Domain library (See page 44 for a full PD directory).

Highs
- A zillion functions – and then some.
- Good image processing and block tools.
- Very fast.

Lows
- Limited animation support.

94%

PAD

For high res work on a tight budget, *Pad* fits the bill perfectly. It runs happily on any 1MByte ST but if you have a 4MByte machine you can work on 100 images at once. The main screen is divided into two sections; one half shows you the image and the other is taken up with over 40 icons – many of which boast sub-functions.

The block manipulation functions – which include pattern fill, rotate, size, distort and outline – are solid. The geometric drawing tools are particularly good, allowing you to manipulate both flat shapes and 3D ones. Two images can even be combined using the sponge and trace tools, where selected sections from one image are drawn onto the second – a neat trick that.

Pad

Available from any good Public Domain library (See page 44 for a full PD directory).

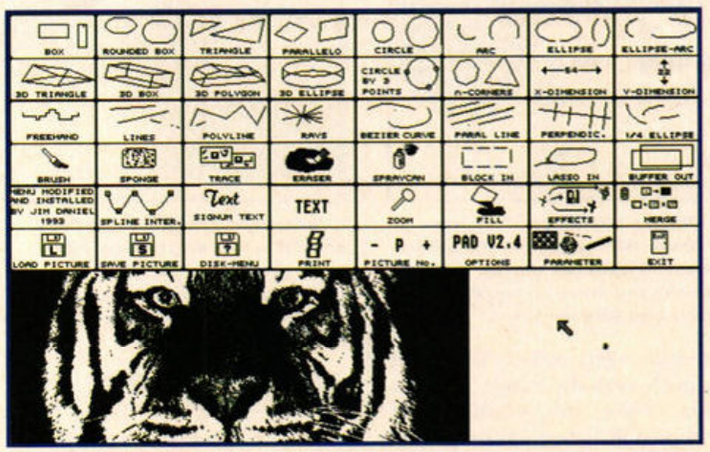
Highs
- Lots of drawing tools.
- Good picture merging function.

Lows
- Works in high res only.

90

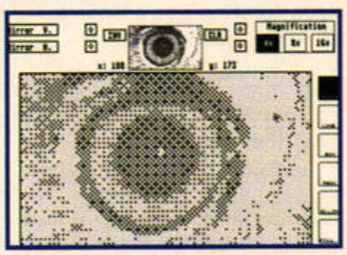
www.stformat.com

ART'S SAKE



PAD in action. There are a superb range of almost CAD-like line drawing tools as well as some clever special effects.

High resolution is really the domain of DTP work. The main use of *Pad* is to edit scans and prepare line graphics for these documents. Dedicated packages that offer these functions can cost an arm and a leg. *Pad* stands out as a well-written program and offers outstanding value.



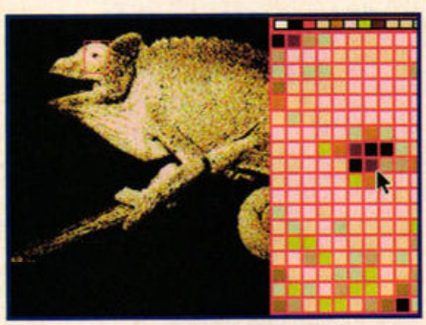
PAD has a particularly good zoom function, essential for work on fine detail. You often spend most of the time working in zoomed mode.

PAINT POT

Previously available as a commercial package (£10) this program runs in all three ST resolutions on any ST and if you have 1MByte you can work on up to nine pictures at once. It uses the familiar layout, with half the screen being taken up by your icons and the rest is being used to create your picture.

Amongst the more unusual functions are the automatic creation of pie charts and bar graphs, where you simply enter the values and the program draws them for you. Blocks can be skewed, rotated and bent. An interesting effect that *Paint Pot* offers is called Shatter and puts a broken glass effect onto your picture. File support is a little limited to NEO and Degas, but as these are the two most widely used picture formats it's not really a problem.

Paint Pot is an ideal program for the younger computer artist. It has all the standard range of drawing tools and is an excellent introduction to the graphics process, before you move on to more complex programs.



Paint Pot strutting its stuff in zoom mode, taking a closer look at that eye. The program has a simple set of painting tools that are easy to get to grips with. You might find it cramps your style after a while though.

Paint Pot

Available from any good Public Domain library (See page 44 for a full PD directory).

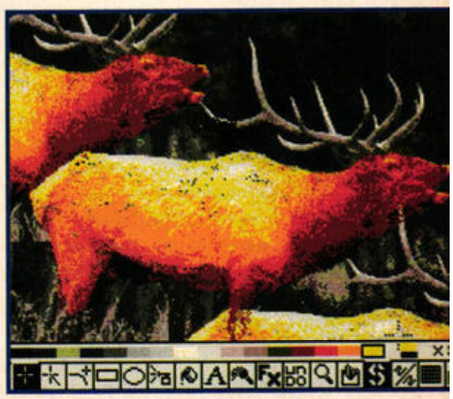
Highs
- Very easy to use.

Lows
- Annoyingly switches between palettes during drawing.

78%

COMMERCIAL PACKAGES

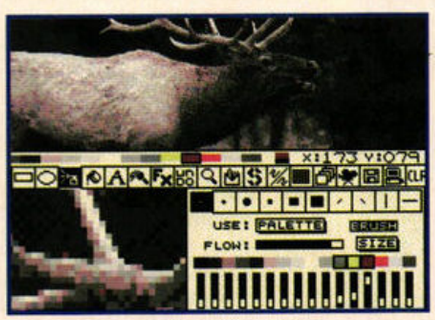
Commercial art packages have the advantage that they come with a proper printed manual, which can be a big bonus when you're searching for a specific effect or get stuck. You can also say goodbye to the bugs occasionally plague Public Domain packages. The commercial sector is also technologically more advanced, which means it offers features you won't find elsewhere – they are, after all, professionals.



Deluxe Paint has excellent palette control, including the ability to stencill colours and re-map the palette . Operations that would be extremely difficult with other packages are made easy.

DELUXE PAINT

When it comes to art packages *Deluxe Paint* really sets the standard. Strictly low resolution only on STs, it can also use the STE's 4,096 colour palette. The bottom half of the screen holds your palette, a row of icons and a hotspot zoom box – a vital tool for accurate drawing – while the top acts as the drawing area. As well as the standard set of drawing tools it also has smear, graduated fills, fully configurable spray function, its own format of multi-coloured fonts and supports a wide range of file formats too – NEO and PI1 formats *Deluxe Paint* has its own compressed IFF format. Oh, and *Deluxe Paint* is dead fast too.



The main screen for *Deluxe Paint*. You can cut the toolbox down to a strip or hide it completely. For 16-bit colour work it takes some beating.

Along with all this quality drawing power, *Deluxe Paint* has a brilliant animation function. Blocks can be made to rotate in and out of the screen across any number of frames and after you've cut out your block you can give it a start and end position in all three axis as well as rotation. Then, off the program chugs drawing all the in-between frames for you. You can even then add other block animations and edit each frame as a normal screen.

Although it's been around for a while now *Deluxe Paint* can still kick butt when it comes to low resolution work. It lacks some of the more specialised image processing functions found elsewhere, but makes up for this by an easy and powerful set of drawing tools. It really is highly recommended and if you shop around you should be able to pick it up at a good deal less than the recommended retail price.

Deluxe Paint

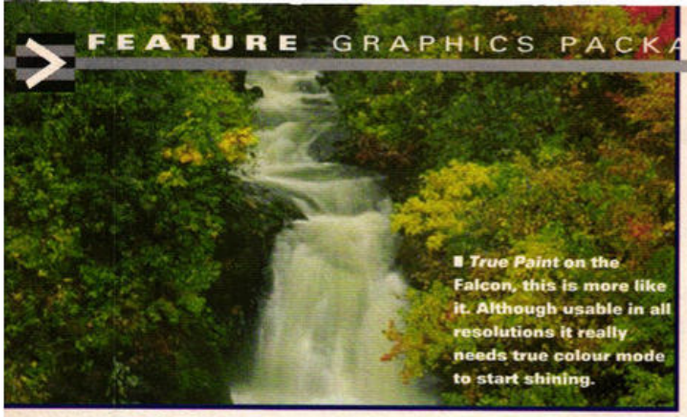
£59.99
Electronic Arts
☎ 0753 549442

Highs
- Fast and friendly.
- Excellent palette handling.
- Superb block animation feature.

Lows
- ST low resolution only.
- Expensive at full price.
- Few image processing tools.

90%

www.stformat.com



True Paint on the Falcon, this is more like it. Although usable in all resolutions it really needs true colour mode to start shining.

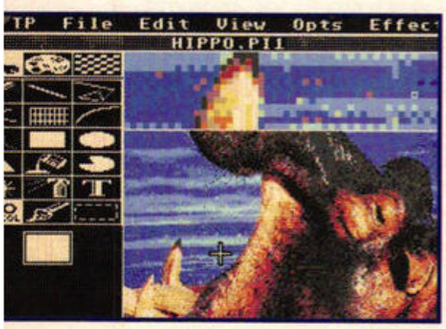
TRUE PAINT

One of the first art packages to take advantage of the Falcon's graphic abilities, *True Paint* runs on any ST with 1MByte or more of memory. It runs in all resolutions from monochrome to the 65,000 plus colours of the Falcon's true colour mode. It can also make use of any graphics cards added to your machine, which makes it versatile indeed. *True Paint* also makes full use of GEM and as such is easy to use with the familiar menus, windows and icons. Most functions also have keyboard short-cuts.

The range of drawing tools are fairly basic and functional, all you would expect from an art package but little more. The real power of the program though only comes into play when you use the higher colour modes. Using a range of special brushes *True Paint* can blend, tint, smudge and smooth any image. These functions work best in true colour mode, but it can't handle 24-bit images as *True Paint* is designed to work with images that are displayed in the same resolution they actually are.

There's a colour selector is a colour wheel which enables you to get at any colour quickly. There is also a neat animation feature which allows you to flip quickly between screens. Picture format support is excellent with just about every format known to Atari supported – including JPEG. What's more the routines for loading images are held as external files, so more formats can easily be added. On the font front it can use GDOS and Speedo GDOS

True Paint was never designed as a high-end image processor or retouching package. It's a straightforward art package for simple creations and editing. The ability to use so many formats and resolutions is its main strength which makes it a solid all-rounder.



True Paint running on a standard ST in low resolution. Despite some very tasty features the interface is a little cumbersome and slow at times.

True Paint

£39.95
HiSoft
☎ 0252 718181

Highs
- Very extensive picture format support.
- Runs in all resolutions.
- Full support of Falcon true colour.

Lows
- Rather cumbersome at times.
- Scrolling images particularly slow.
- Limited drawing functions.

82%

PIXART

Curiously, *Pixart* is written in BASIC but you would never guess it. Running in all resolutions it can cope with a wide variety of picture formats, including 256 colour and true colour formats. Being GEM based, pictures are loaded into the familiar scrolling GEM windows so it's pretty friendly to use.

The main drawing tools are picked from a pop-up toolbox of icons. When you pass the mouse over an icon a short description of the function appears at the top-right of the screen, a very handy extra that can save lots of time looking things up in the manual. And all the tools are also available in zoom mode which is very handy and makes close-in work a joy.

The block functions of *Pixart* are particularly good. When you cut out a block it appears in its own window, ready to be worked on before it is pasted back into the picture. Blocks can also be mapped onto a wide variety of shapes. There's also a rather special effect where a grid is placed over the image and you can move the points about, warping the image as you go. The text function calls up a separate little text editor so you can get it right before pasting it on. *Pixart* uses Signum fonts which are readily available in the Public Domain.

Pixart lacks really heavyweight image processing functions and animation but it is easy to use and very friendly. For fairly simple editing over a wide range of formats and resolutions it's a pretty good bet.

Pixart on the Falcon. It uses a friendly GEM interface with pop-up menu of icons and menus. Selected blocks and the zoom function get their own GEM windows.

Pixart running in low resolution on the ST. It has some very tasty block mapping tools that can turn nice respectable pictures into warped versions of themselves, smart.

Pixart

£34.95
The FaST Club
☎ 0602 455250

Highs
- Works in all resolutions and colour depths.
- Very good block mapping.
- Easy and friendly.

Lows
- Lacks more sophisticated functions.
- No GIF support.

79%

Chagall has one of the best front ends of any ST art package. All the tools are picked from a pop-up toolbox which you can configure it to suit yourself. It can be a bit sluggish at times however.

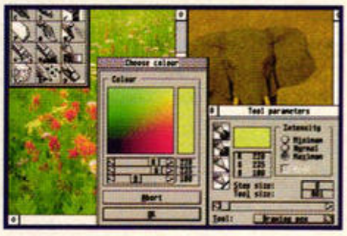
THE BIG LEAGUE

The high-end of the market brings some very powerful packages. This is the realm of 24-bit colour and packages aimed at serious DTP work. The image is often destined to be printed rather than displayed on your monitor – which means you sometimes cannot actually see just how good your picture looks! These programs rival anything available on other machines and each offers a specific range of tools for highly specific groups.

ST FORMAT GOLD

CHAGALL

This program sits at the top of the tree. It's a fully fledged 24-bit art package



The excellent colour picker enables you to get at any colour in a trice. Also open are the drawing tools and the tool configuration tool-boxes. You can open as many tool-boxes as you have room for.

Chagall

£199
CGS ComputerBild
☎ 081 6797307

Highs
- A superb collection of features.
- Full 24-bit colour.

Lows
- Expensive.
- Can be slow.
- Needs lots of memory.

94%

www.stformat.com

and packs a huge range of image manipulation tools. It works on any ST with 2MBytes of RAM or more, but there is little point in using anything less than a 256 colour display – namely a TT, Falcon or an ST fitted with a graphic card. All the images created are 24-bit regardless of the display used with the picture dithered for the best display possible.

Chagall uses its own interface with masses of pop-up boxes of icons and almost everything is configurable to suit your personal needs. The drawing tools include chalk, marker pen, sponge and toner. Alongside these there are a collection of image processing and block manipulation tools that are truly impressive.

Chagall can use an 8-bit mask for many of the functions. This takes some experimentation to get the best out of, but it can be used for some stunning effects. The program supports a good range of image formats which can be expanded by adding extra functions using modules. Overall, *Chagall* is a finely crafted program that oozes a very professional feel. For 24-bit colour work you really can't find a better all round option.

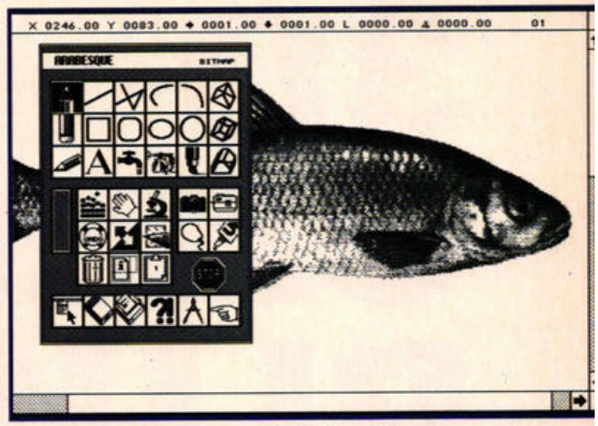
DA'S PICTURE

Strictly a high-end package *DA's Picture* deals exclusively with 24-bit graphics – that's over 16 million different colours. It combines a powerful set of drawing tools with retouching and image processing of the very highest quality. It runs on all STs with a minimum of 2MBytes of memory but it is happiest on a Falcon, or an ST that boasts a graphics card. It also uses your hard drive as virtual memory so you can load truly enormous files on any ST, which is quite a feat.

Pictures are dithered to show the best possible screen representation but the actual image itself remains 24-bit even on a 256 colour display. Among the drawing tools are an adjustable pressure pencil, feathered blocks and some very tasty image processing tools – such as sharpen, blur and smudge.

If you are used to normal ST packages like *Deluxe Paint* then the sheer power of *DA's Picture*'s drawing tools are a revelation, some of the more powerful ones include use of an 8-bit mask and a vector module. This enables you to define a path as a vector and then use it to trace a drawing tool across the screen. It's not all roses though, there are no block re-mapping functions and it only loads and saves in TIF format, so you have to convert images before beginning work. Some of the features are rather slow and with only three basic drawing tools it's geared more towards retouching rather than the creation of original art.

DA's Picture is best at modifying or improving pictures. It has a good compliment of image processing and retouching tools as well as a few drawing tools. If you have some 24-bit scans you need to edit with then this is well worth considering.



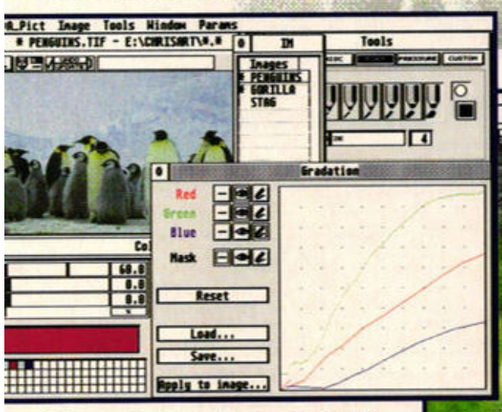
Arabesque feels like a classy program from the moment you load it. The range of functions is extensive and powerful. For high resolution work there is little to touch it.

ARABESQUE PROFESSIONAL

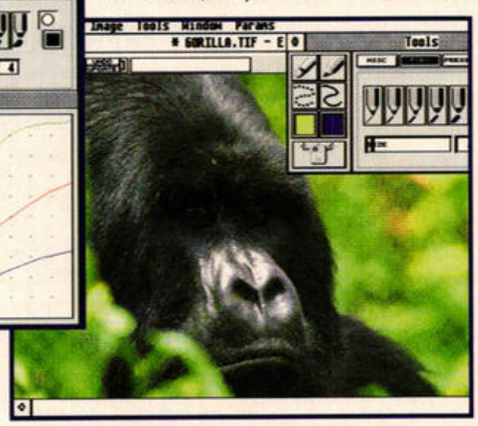
If you're planning to get into ST or TT high resolution graphics then this is the business. *Arabesque Professional* only runs high resolution and works with both bitmapped and vector images, making it an ideal program for DTP work. You can switch between the two at any point by just pressing the Spacebar.

Arabesque Professional offers a good range of drawing tools including lots of line drawing ones such as ellipses, arcs and bezier curves. The zoom function is excellent and all the drawing tools are available while zoomed. The block functions are pretty impressive too allowing you to stretch, shrink, twist and distort. File support is also good, including IMG, PAC, PI3, GEM and CVG. Printer drivers includes ones for 9 and 24-pin dot matrix, bubble jets and the Atari laser.

Arabesque Professional does away with GEM and uses its own system centred on a series of pop-up toolboxes and menus with a comprehensive set of keyboard short-cuts. It's easy to use has a very polished interface. There are a few icons to learn first but when you learn to navigate your way around, you have a very powerful package at your disposal. It's expensive but it'll do almost anything you throw at it.



The graduation tool, you can adjust the relative colour balances of red, green and blue using the mouse on a graph. Ideal to adjust colour balances before printing.



DA's Picture in action. The right and left mouse buttons can be assign different functions, something all packages would benefit from.

DA's Picture

£149
CGS ComputerBild
☎ 081 679 7307

Highs
- Everything in 24-bit colour.
- Uses virtual memory on any ST.
- Lots of specialist tools.

Lows
- Awkward colour selection.
- Only runs in modes 400 or more pixels high.
- Limited drawing functions.

91%

Arabesque Professional

£129
Compo Software
☎ 0480 891819

Highs
- Masses of functions.
- Handles bitmap and vector graphics.
- Good use of fonts.

Lows
- A little confusing at first.
- Rather expensive.

85%

COMPLETELY FREE, ALMOST

Over the years *ST FORMAT* have given away a small (but high quality) heap of excellent art packages on its Cover Disks. Most are still available from our back order department (see page 90 for how to order back issues) not only do you get a complete art package you get a whole bunch of other programs and a magazine stuffed with articles and reviews, good value or what? Check these out.

CANVAS
ST FORMAT issue 34. *Canvas* is an ideal starting place for budding ST artists. It runs on all STs in low, medium or high res. There's the full range of drawing tools as well as some rather natty special functions. A very usable package.

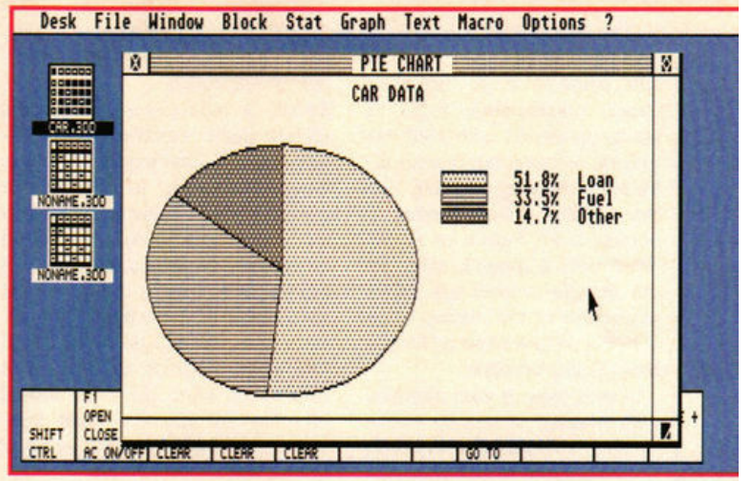
SPECTRUM 512
ST FORMAT issue 36. *Spectrum*'s claim to fame is the ability to display 512 colours on screen at once using some very clever trickery. It's also a pretty good art package in its own right.

PRISM PAINT 1.1
ST FORMAT issue 48. An art package which also runs in 256 colours. It supports animation, enabling you to create and edit them. It can even play them from hard drive.

HYPERPAINT 2
ST FORMAT issue 54. A basic but useful package that runs in the three ST resolutions with a basic set of drawing and block functions. Can handle IMG and even 16 colour IMG files.

www.stformat.com

3D CALC PLUS

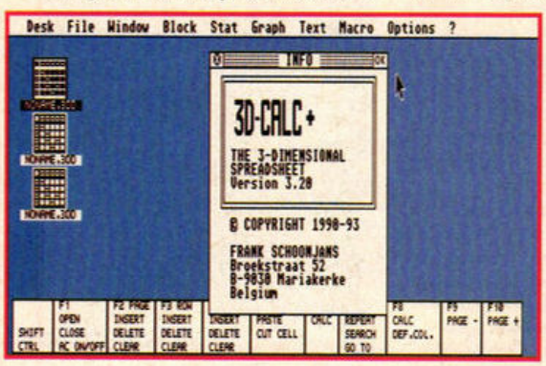


■ *3D Calc* enables you to highlight information by using colour and displaying it in graph or chart form., which can be modified when used within a graphics package.

Suffering from information overload? We check out a new ST program that does all those complicated statistical analysis things, then shows you the answer with complete clarity

Facts and figures set out in columns and tables can often seem just a jumble of numbers. But present the same info as a chart or diagram, and suddenly everything becomes crystal clear. Even more attractive are those fancy new 3D graphs, and they convey information clearly and concisely. So wouldn't it be good if you could produce these with your ST? Well, now you can, using a program called *3D Calc Plus*, from FaST Club, those specialists in low-cost serious ST software. Using *3D Calc Plus* you can enter numerical or financial figures, perform mathematical operations or statistical analysis if required, then immediately display the results in the form of a sophisticated graph or chart which can be printed or saved to disk.

3D Calc Plus comes on a double-sided disk, and runs in medium or high resolution on any ST with a minimum 1MByte of RAM. You can install *3D Calc Plus* onto a hard drive if you wish, but it works happily from your ST's floppy drive. The software is GEM based and controllable via icons, drop-down menus, or function keys. Run the program and you see a Desktop with three little spreadsheet icons, you can handle three spreadsheets in memory at the same time and easily switch between them by selecting each icon. Before producing a graph you have to enter data (or load it from disk) into the spreadsheet. Double-clicking on the spreadsheet icon opens it, and enables data and text to be input or edited. Up to three GEM windows can be open for each spreadsheet, set their size and position on-screen, and scroll the sheet to display the bit you're interested in. This is useful with large sheets as you can input data at one end and watch results emerging quickly in a second or a third window displaying other parts of it. On-screen help is available for all the program's features, click on the "?" in the top- right of the screen and a list of topics appears. Click on the particular function you want and guidance appears for you to read.

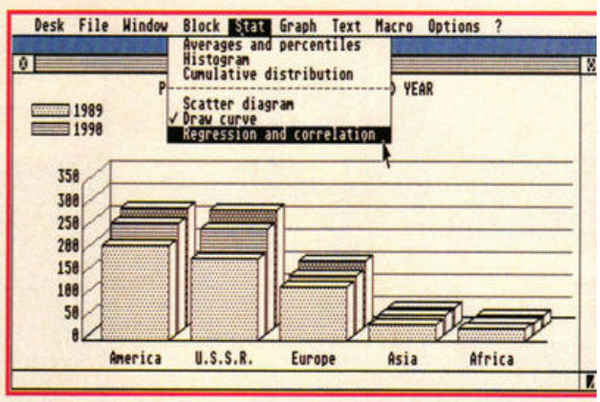


■ *3D Calc Plus* is fully GEM driven and a combination of icons, menus and function keys make it very easy to control.

Verdict

3D Calc Plus is an extremely powerful calculation tool with an easy to use graph generator. It offers more features than the average user needs but is equally at home carrying out simple operations too. If you need a quick, well documented, cost-effective way to turn data into good-looking graphs and charts this program could be just what you want.

PETER CRUSH



■ Brainy types can do all kinds of clever statistics with *3D Calc Plus* if they want to, details of the programming is all in the manual.

HOW 3D CALC PLUS WORKS

Before you can get graphical results out, you have to put data in. Your figures are entered into the spreadsheet, just type them into the matrix of "cells" or little boxes provided. There's plenty of room, up to 256 columns across by 2048 rows deep, giving you 524,288 cells per sheet. You can define formulae and connections between the figures inserted, for instance, if you have say 12 monthly rainfall results, you can set up another cell to add them up and show a yearly total. Each spreadsheet is actually 3D, so not only does it have it width and length, it has 13 pages of "depth." Think of this as the sheet you can see, with another 12 identically sized ones underneath it, available if required. All the cells of these layers can be accessed and linked by formula to any other cells in any layer you want, giving a grand total of 6,815,744 cells available

With your data entered you can now decide what method is used to display it. You can have various forms of bar graphs, line graphs, or pie chart, and most of these can be given a 3D look. There are other options too, such as the shading you want your chart to have and whether you have a grid. Once these have been set, the graph is drawn almost instantly in a GEM window. You can save your spreadsheet and graph data to disk and recall it later for adjustment *3D Calc Plus* also enables you to export your graph into an art program for further enhancement, save it as a *Degas* or IMG file then load it into your favourite drawing software. You can add text, colour, graphics or other embellishments to your chart and resize it to suit.

3D Calc Plus

£24.95, FaST Club
☎ 0602 455250

Highs
- Fast in operation.
- Very easy to use.

Lows
- Lack of colour.
- Limited printing facilities.

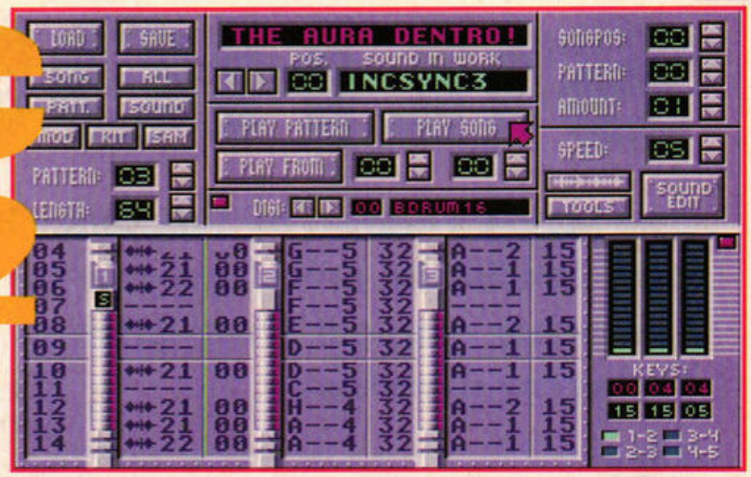
What else?
- K-Spread 4, £99.95, HiSoft, ☎ 0525 718181.
- AtariWorks £129.95, also from HiSoft.

87%

www.stformat.com

MUSIC MON 2

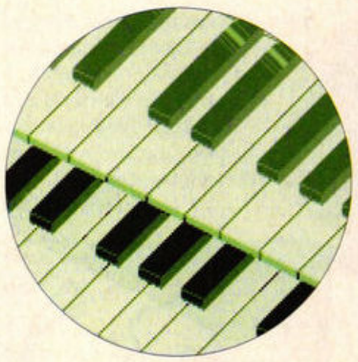
Give your ST the chance to sing like the legendary sirens with the latest version of *Music Mon*

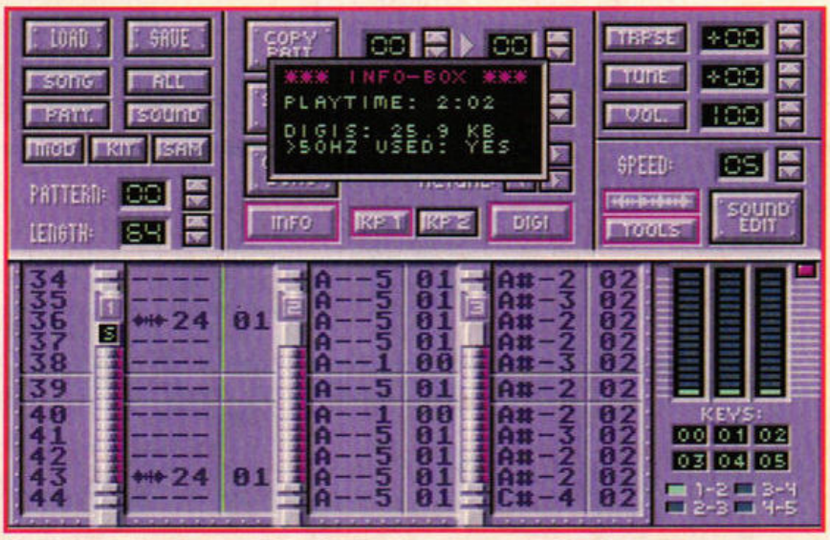


There is no standard GEM interface for *Music Mon 2* but this main screen is neatly laid out and easy to follow. With the help of the revised manual you'll be composing in no time. No need to send off to Germany to get this package anymore, CGS ComputerBild have taken on the UK distribution.

Your ST computer has done much to distinguish itself as one of the most capable home computers of recent times. Amid all your ST's talents there is, however, one slight shortcoming. The sound chip. No-one really likes the weak and wibbly sounds which emanate from the speaker while playing games, we put up with them, but we don't like them. Be honest.

We can't change the sound chip so *Music Mon 2* is possibly the best attempt yet at making it sound good. The program has been substantially improved from the previous version and is now distributed in the UK by CGS ComputerBild. The program runs in high resolution but is much nicer to use in it's new, colour incarnation. The carefully crafted 3D interface exudes quality and reliability. The manual has been translated from German and the illustrations are now taken from an English version of the program. The result is a lot clearer and much easier to understand. After a few minutes reading you should be able to start to compose your first masterpiece.





This handy box gives you information on the running time of the piece and how much memory is used by Digi Sounds. bear in mind that your samples can be as big as 20K, so with five sounds loaded you can kiss 100K goodbye.

Music Mon 2 saves out for inclusion are completely different from conventional *Sound Tracker* MOD files.

The rather fearsome sound editing page isn't half so bad as it seems and the arpeggio feature is particularly useful. It enables you to assign three notes to a single sound which are played in succession whenever a note is sounded. This is a great way to fill out the sound of your music, bearing in mind that there are only three sound channels available.

Music Mon 2 is a great improvement from the previous version. The addition of Digi Sound handling is very welcome and the program is now one of the best available. If you are serious about your chip music then *Music Mon 2* is well worth a look.

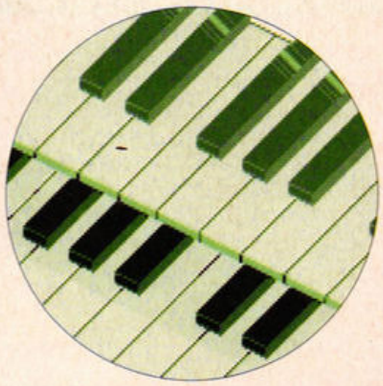
ANDY CURTIS

```
SHIFT + CURSOR UP/DOWN    - JUMP TO TOP/BOTTOM
CONTROL + CURSOR UP/DOWN  - MOVE CHANNEL UP/DOWN
SHIFT + CURSOR L/R        - CHANGE PATTERNNUMBER
CONTROL + CURSOR L/R      - CHANGE ACTUAL SYNTH-SOUND
DELETE                    - DELETE ENTRY
SHIFT + CONTROL + DELETE  - DELETE CHANNEL
INSERT                    - INSERT ENTRY
RETURN                    - DIRECT ENTRY
UNDO                      - RECORD ON/OFF
TAB                       - PLAY/STOP PATTERN
SHIFT + TAB               - START PLAY AT LAST BAR
BACKSPACE                 - PATTERN LINK ON/OFF
CLR HOME                  - SELECT SOUND (SYNTH/DIGI)
SHIFT + CLR HOME          - SOUND X --> ACTUAL (S/D)
ESCAPE                    - ALL SOUNDS OFF
SHIFT + 'R'               - COPY CHANNEL TO BUFFER
SHIFT + 'W'               - COPY BUFFER TO CHANNEL
SHIFT + 'E'               - SWAP BUFFER/CHANNEL
SHIFT + 'M' / CTRL + 'M'  - GENERATE METRONOME 1/2
SHIFT + 'D' / '!'         - DEL./INS. SONGLIST-ENTRY
F1 - F4                   - CHANGE OCTAVE
F7 / F8 - F10             - 50/60 Hz / SCROLL-SPEED
'W'                       - TOGGLE S/D-MODE (CH.1)
CTRL/SHIFT + '1'-'0'      - DEFINE MARK/JUMP TO MARK
CTRL/SHIFT + F1 - F10     - STORE/CHOOSE SYNTH-SOUND
SHFT + SHFT + CTRL + 'Q'  - QUIT PROGRAM

'(' / ')'                 - CHANGE ACTUAL SYNTH-SOUND
'/' / '*'                 - CHANGE ACTUAL DIGI-SOUND
'1' - '3'                 - CHANNEL ON/OFF
'4'-'9'                   - FIX-NOTES
'+' / '-'                 - TRANSPOSE CHANNEL
SHIFT AND '+' / '-'       - TRANSP. ONLY ACTUAL SOUND
```

When has online help been more fun? Not only do you get a full read-out of all the rather cryptic keyboard shortcuts, you also get a wonderful 3D starfield scrolling towards you. Beware of the misprint in the manual regarding the Quit function, uncorrected since the last time we pointed it out. To quit the program use <Shift> <Shift> <Ctrl> <Q> and not <Shift> <Shift> <Ctrl> <C> as the manual claims.

Music Mon 2 is very well supported with source code for *GFA Basic, Omikron Basic* and assembler. Incorporating *Music Mon 2* tunes into



Music Mon 2

£29.95 CGS ComputerBild
☎ 081 679 7307

Highs
- Loads of sounds supplied.
- Excellent provision for programmers Digi Sound support.

Lows
- Shortcomings in manual.
- Complex sound editing.
- Cryptic keyboard shortcuts.

What else?
- *Tri-Sound*, from most good PD libraries. Fewer features, but a lot cheaper.

79%

www.stformat.com

SILHOUETTE V1.4

The latest version of *Silhouette* is now available, enabling you to smoothly convert from bitmap to vector graphics

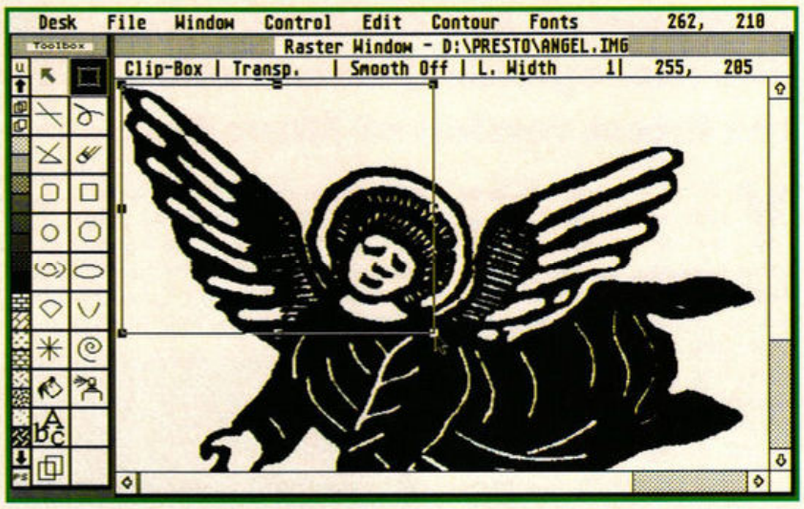
Wouldn't it be convenient if you could take a bitmap or raster image and convert it automatically into an outline format image? Well that's exactly what you can do – provided you have a 1MByte mono ST system – with the latest version of a program from the USA called *Silhouette*. We reviewed an earlier release in *STF* 40, but this new version is even better, and it's a lot cheaper to buy!

Bitmapped images or text look OK until you enlarge them, then you see those jagged edges. That's why Vector or Outline fonts and images are the favoured approach with high quality artwork, it doesn't matter at what size you display them because they always look smooth. Another advantage is that Vector images take up much less room, both on disk and in the ST's memory, and they can be processed and adapted very easily, even between different types of computer. You can get drawing programs for the ST that produce vector images, but using them can be complicated and very time consuming.

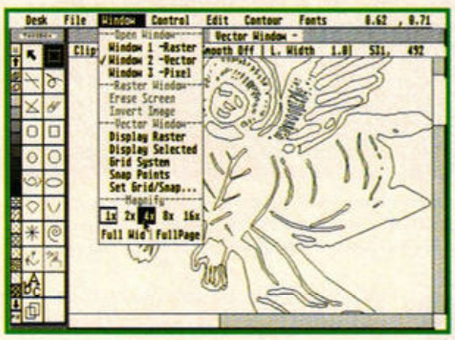
Silhouette v1.4 comes on a double-sided disk, with a A4 spiral bound manual, which unfortunately has no index and assumes some knowledge of the subject. But *Silhouette* itself is excellent, although its many complex features will take time to master. As well as utilising its tracing capabilities, you can use it as a drawing program to produce or modify both Bitmap and Vector images, which it can Load and Save in a good number of file formats. GDOS from Atari is included with *Silhouette*, and this is needed to run the program, which works OK with the new SpeedoGDOS too. Ladbroke will be supporting *Silhouette*, and updates are likely from them as the author incorporates new features. *Silhouette* has great potential, and while it maybe not for the casual user – 2MByte of RAM is recommended– it makes a wonderful tool for serious STers.

PETER CRUSH

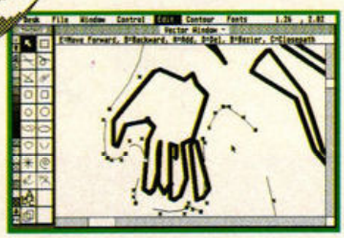
Next stage in the process is making a grey representation of the bit image, then the auto-tracing around it, shown here slightly offset for clarity. *Silhouette* carried this out very quickly, accurately and without any help.



With your image adjusted, select the Clip-Box tool to define the area of the picture you wish to trace. As you drag the handles of the box with the mouse pointer, the Clip-Box expands and the picture scrolls if necessary.



Here's just the traced outline by itself, you can turn off the bit image if you wish. To see the outline at optimum resolution you can increase the magnification, and you can change it from this dialog to up to 16 times.



If you want to edit your resultant vector graphic you can adjust all the paths of the trace, which are defined as Bezier curves by the many control points shown.

THOSE NEW FEATURES

Silhouette's printing capability has been expanded. The print options include printing from the bit-image window or vector window, choosing a clip-area or the whole page, maintaining image aspect or clip-area aspect, and fitting the image precisely or loosely to the clip-area.

Communication with the Desk Accessory *ScanLite* has been installed. Now *Silhouette* users can scan directly into the *Silhouette's* raster window. Select the Scan option from the File menu and a dialog box appears. With the present version, you can set the scanning resolution from *Silhouette*, and this is passed to *ScanLite*.

Silhouette has now been thoroughly tested on the TT as well as the ST and has been debugged in TT high res. A TT version of *Silhouette* that takes advantage of 68030 machine code and the maths co-processor is now available. If you have a TT or 68030 accelerator, this is claimed to be a must because the speed increase is incredible.

The use of Bezier curves in the auto-tracing functions has been improved. Polyline Edit edits not just polylines but b-splines and beziers. Beziers, when edited, will have the tangential lines of the control points displayed. Graphics output is in the formats: SGF (Silhouette), GEM, GEM3, Illustrator EPS, DXF and IMG bit-image.

Graphics input is in the formats: SGF, GEM, GEM3 and MACPAINT, IMG, DEGAS, Tiny bit-image formats. and full FSM support including conversion of FSM fonts to Bezier curves is included. GDOS Print function directly from *Silhouette*. Conversion of Ellipses to Bezier curves and Adobe Illustrator EPS format (interpretable by *PageStream v2.x*) is now implemented.

Silhouette v4

£39.99 Ladbroke Computing ☎ 0772 203166

Highs
- Friendly to use.
- Very reasonably priced.

Lows
- Manual could be better.

What else?
- Nothing else in this price range.

85

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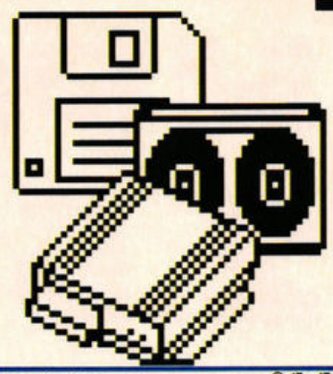
DIAMOND BACK 3



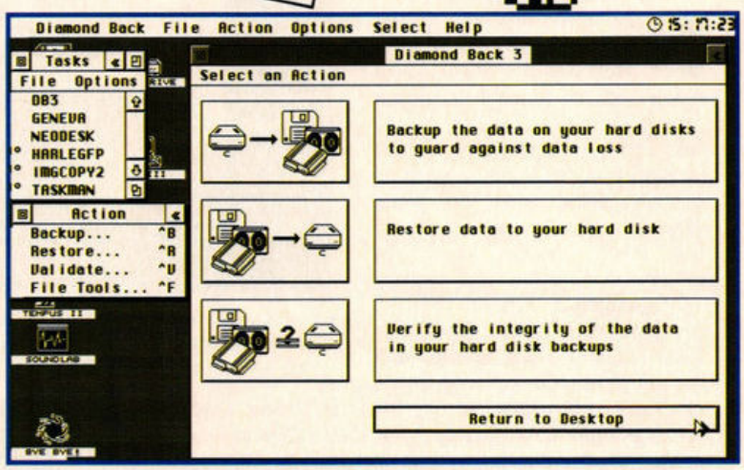
Backing up your hard drive need not be boring if you use the latest version of Diamond Back from HiSoft

Hard Drives can be wonderful things. Massive storage coupled with fast access times can revolutionise the way you work with your ST. They can be a curse as well as a blessing though, if a fault occurs and you lose the contents. If you've ever lost data from a floppy, think how much worse it feels with even a small 20MBytes drive. With large drives becoming more affordable, the need for a sensible backing up routine is obvious.

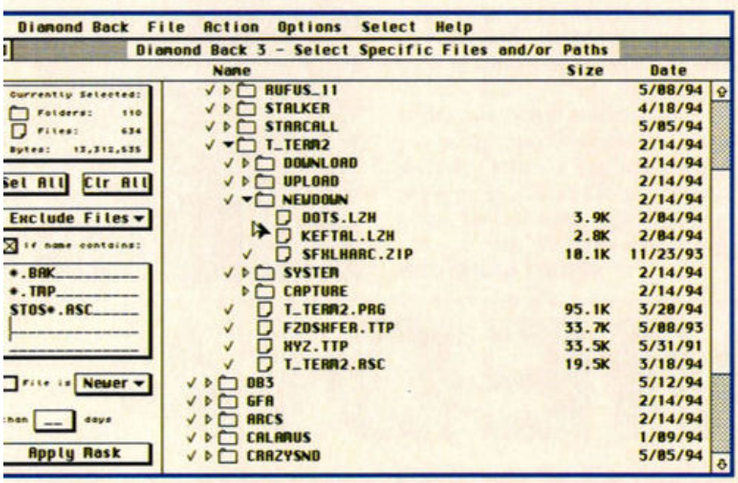
Diamond Back 3 from HiSoft is the latest version of their best-selling backup utility. More than a small update from *DB2*, it's gone through a major re-design – everything from the way it looks to its core routines have been souped up. *DB3* goes a long way towards making a repetitive job a joy to do.

DB3's interface has gone through a major overhaul – gone are the cryptic option boxes of previous versions, with everything now 100% GEM controlled using a clear and attractive design. While the manual has a good "quickstart" guide, the program is so friendly you won't need it after your first few tries. We can't stress how much nicer to use this makes *DB3*. If you've seen the older version, just look at the screenshots for comparison!

Backups can be made to standard 720K floppies, and high density drives are supported too. If you're lucky enough to own a second HD, a removable SyQuest drive, a Floptical Drive or a SCSI tape streamer, *DB3* recognises all of these as valid backup devices. Backups to SyQuest mechanisms can be split across as many cartridges as you need, and the whole process is way faster than copying files from the Desktop.



DB3 working happily under Gribnif's *Geneva* multi-tasking system. We tested *DB3* with MultiTOS and *Mag!X* too, and it behaved impeccably.



The biggest improvement is the File Selection screen. Now you can navigate your hard drive with the mouse, telling *DB3* exactly which files you want it to store. We've applied a mask, so files with the extension .BAK or .TMP are ignored.

Multiple choice

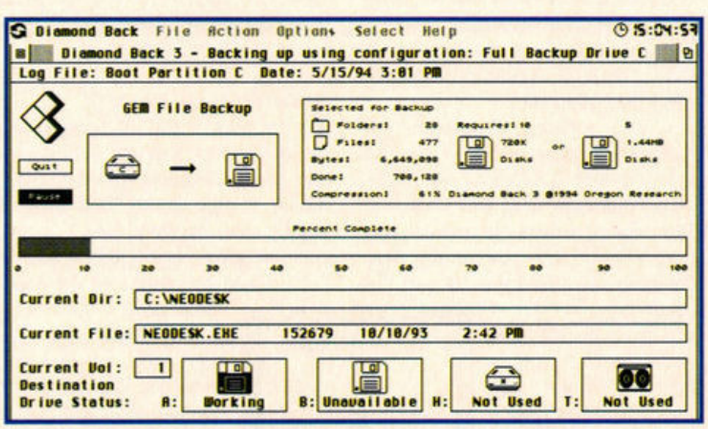
DB3 lets you configure your backups as much as you like, with separate logfiles kept for each backup you do. You can choose to split files across disks, or use an intelligent system to fit files onto a disk to save space. Files can be compressed, and a vast improvement in *v3* lets you tell *DB3* not to squeeze files with certain extensions. All common archived formats like ZIP and LZH are supported, and compression is so fast you won't notice it happening.

As well as standard file backups, *DB3* supports GEM Image backups and a raw data format for foreign formats such as Spectre GCR. Image backups use an intelligent system which only stores sectors containing data.

Restoring backups is brilliantly simple. Any or all backed up files can be selected, and choosing a single file to restore is as easy as clicking on the name in the Restore screen.

Diamond Back 3 is lightning fast, very stable and an absolute joy to use. No other backup tool comes even close to the speed and power provided here. The support for non-floppy devices alone makes it a winner. If you're using another backup program, take a good look at this. If you're not backing up, do it now before the unthinkable happens.

FRANK CHARLTON



A full backup of Partition C to floppies is underway. The disk icon at the bottom fills up like a fuel gauge to indicate how much space is left on each disk. We're also using compression, and the status box tells us that the backups are 61% of their original size.

Diamond Back 3.01

£49.95 HiSoft
☎ 0525-718181
Upgrades from Version 2 £24.95
ST,TT and Falcon, 512K. 1MByte recommended for multiple partition backups.

HIghs
- A doddle to use.
- Full multi-tasking compatibility.

Lows
- None!

What else?
- *Diamond Back 2.51*, HiSoft £29.95.

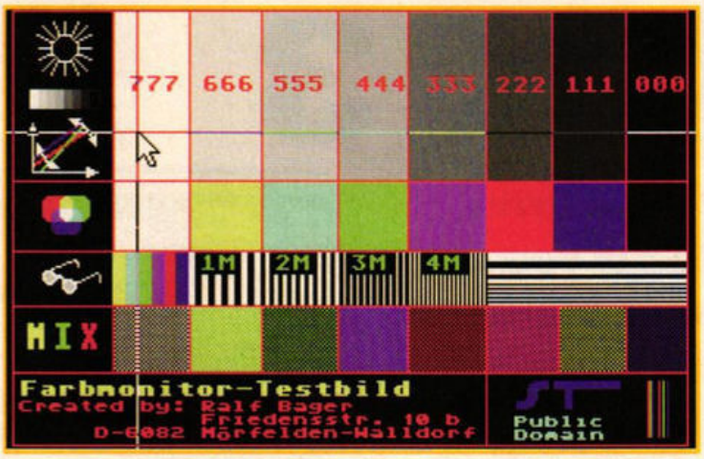
95%

www.stformat.com

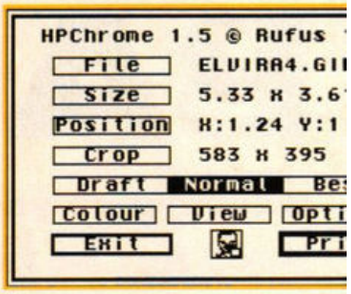
HPCHROME 2.5

If you own one of Hewlett Packard's powerful Deskjet printers, especially one of the colour models, *HPChrome* is the utility you need to produce dazzling technicolour printouts of almost any picture you can find. *HPChrome* supports all Deskjet models; mono and colour, although to print in colour with the mono models you need separate cyan, yellow and magenta ink cartridges.

The new version supports a wider range of image formats, with the usual NEOChrome and Degas types as well as higher-end GIF, TIF, IMG, Spectrum 512, RAW and TNY images. Loading a picture with more colours than your current resolution creates a rough dithered version so you can view or crop it.

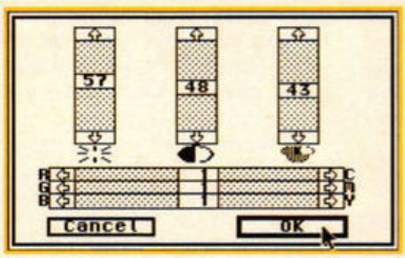


You can crop an image with the mouse to choose the part you want to print. A lot of GIF pictures have large, wasteful borders, so you can remove them to save precious paper and ink.



HPChrome's features spring from this main dialog box. Configuration is simple to do and you can save your colour settings and options for repeated use. Selecting Autoprint means pictures are printed right away - useful for dragging pics onto the Desktop icon for instant output.

HPChrome cleverly hooks into the GEM View utility for better quality viewing and links with Bill Aycock's *WhatIs Accessory* to properly identify unknown files - both of these are available from PD libraries. Printouts can be produced in draft, normal or best quality at any size, anywhere on the page, and in either portrait or landscape. Quality is stunning, taking full advantage of the Deskjet's features. With TOS2 or a replacement Desktop, *HPChrome* also accepts picture files dropped onto its icon for printing.



A new feature is this TV-like control panel where colour, contrast and brightness can be adjusted, as well as the green, red and blue colour saturation. You can use these to correct deficiencies in the image or just to create weird effects.

HPChrome is Shareware, and at a fiver is amazing value. When you register you get a printed manual, updates and technical support. If you have a Deskjet, this is the one thing you shouldn't miss this year.

FRANK CHARLTON

HPChrome 2.5

£5.00 Rufus Developments, 21 Rowlands Hill, Wimborne, Dorset BH21 2QQ. Unregistered version available from PD libraries. ST/TT/Falcon. Needs 512K.

Highs
- GEMView support for viewing.
- Can be automated for batch printing of pics.

Lows
- No multi-tasking ability

88

MULTIMEDIA SPEAKERS

If you really want to get down and boogie with your ST or Falcon then you need to get a set of desktop speakers. Powered speakers are becoming all the rage now in multimedia setups on desktops across the world. You don't just listen to the tinny sound of the speakers built into your monitor, your ears are now assaulted with a constant wave of amplified sound - and there's no need to miss out on the audio assault just because you have an ST.

Sounds fine

Powered speakers make your system sound so much better than the normal output from your ST, especially if your using mono or stereo samplers, tracker programs, *Quartet* or games with funky soundtracks. These speakers certainly beef up the sound of any audio related software you may own, until you try it for yourself you won't realise what a significant improvement they can make.

The speakers themselves are compact and easy on the eye and the sound output is excellent, with little or no distortion until you reach the very highest volume settings. If you have a Falcon then you can just plug the connecting lead directly into the headphone socket. If you have an STE then you'll have to get a 3.5mm stereo jack socket to stereo phono plug adaptor to link up to the phono sockets on the back of the machine. If you have an STFM they're not going to be much use unless you have a Replay cartridge of some kind attached to your machine, this is because the STFM doesn't have any native sound outputs.

If you're going to play it, then play it loud! We do.

Sounds even better

A good point is that the speakers are shielded so the magnetic field generated doesn't interfere with the screen display or wipe unwary hard drives, a slightly less pleasing aspect is the external power supply unit - built-in PSUs should be considered the norm these days.

That said, we thoroughly enjoyed the enhanced capabilities of our MegaSTE with *Crazy Sounds* running, although the staff in *PC Answers* were less happy with our amplified samples echoing around the office. Get these speakers even if you don't have a serious use for them - they're fun!

CLIVE PARKER

Multimedia speakers

£29.95 Gasteiner Technologies
☎ 081 345 6000

Highs
- Affordable.
- Good quality sound output.

Lows
- External power supply.
- Needs phono adaptors for STE.
- Difficult to connect to STFM.

What else?
- Zi-Fi speakers, £36.99 First Computer Centre ☎ 0532 319444

72

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STE-44 The Corporation Megademo
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FNT-26 Pagestream Font Editor
FNT-28 25 Signum font-faces

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GAM-168 Three Realms of Suspicion
GAM-170 Soccer Management Sim.
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GAM-180 Magic Tomb
GAM-181 Combat: *Blatant but good Operation Wolf clone*
GAM-208 3D Soccer

Dunces Cap Software

GAM-216 Super Match
GAM-218 Fistful of Programs
GAM-219 GreyMatter & Splat
GAM-220 Quest for Knowledge
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GAM-222 Rebound
GAM-223 The Wiz
GAM-224 Frame of Mind
GAM-133 Outrageous Fortune

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GRA-03 Big Print: produce a 16"x11" or 32"x 22" poster from NEO/Degas pics (Dot Matrix)
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GRA-15 Paintpot: professional art prog.
GRA-22 Master Doodle: Excellent first time art package.
GRA-17 PAD: superb Hi-res art prog. ENGLISH version 1Meg
GRA-29 Art Utilities: 18 utils, packers converters, viewers & editors
GRA-30 JIL 2D: quality drafting prog.
GRA-35 Neo Tutor: as a Neochrome user you will greatly benefit from this tutorial.
GRA-37 Art Utilities 2: another batch of those useful little files.
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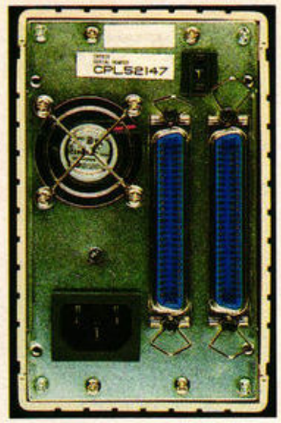
GASTEINER SCSI DRIVE



The back of the drive is a minor miracle of engineering, twin SCSI ports, a fan, power supply socket and a SCSI ID switch all crammed into a tiny area.

Now you can get a fast hard drive with huge storage capacity in a small box that sits neatly next to your ST or Falcon. Hard drives continue to increase in storage capacity while becoming smaller in physical size at the same time. It's incredible how tiny and how affordable these things are becoming.

Smarten up

All new hard drives seem to come in the new compact – smart looking cases that stand on their side – and the new Gasteiner range is no exception to this '90s rule. The days of large slab-like steel boxes, big enough to use as a monitor stand, are long gone. The drive we tested is a 170MByte unit although Gasteiner supply drives to order – all you have to do is call and ask for a quote for the size of drive you want.

The drive is supplied ready formatted with the ICD driver installed so you can use it straightaway on a Falcon or a TT, if you have an ST then you'll need the Top Link SCSI host adaptor as well. In all cases you simply set the drive ID as required, plug in the drive to your ST or Falcon and power up your machine.

Small, powerful and stylish, the new range of Gasteiner hard drives certainly look the part and are extremely affordable.

The drive is well constructed – everything neatly packed into the compact case. The rear of the drive has dual SCSI ports (so you can easily daisy-chain drives) a power socket and SCSI ID switch, while the front of the drive boasts a power switch and combined power and drive activity LED. A clean and elegant design.

The drive comes supplied with GE Soft formatting software if you want to reconfigure the drive yourself or you can fork out an extra £30 for the ICD Professional Hard Drive Utilities – and they're well worth the price. The drive inside the case is a Quantum unit with an average access time of 19ms with caching disabled, there are faster units but unless you are using the drive for something like D2D recording any access time up to 28ms should be fast enough for anyone. The test may also have been affected by the Atari host adaptor in our MegaSTE which has always tended to slow drive access.

If you want a well constructed and practical drive then you won't go far wrong with the new Gasteiner range – they're fast, efficient and quiet and you won't need a bank loan to afford a decent sized unit. It's good to see big drives at a small price.

CLIVE PARKER

Gasteiner SCSI drive

£259 for TT or Falcon, £299 including the Top Link Host Adaptor for all STs.
☎ 081 345 600.

Highs
- Easy to set up.
- Inexpensive for large capacity.
- Ready to run.
- Leads included.

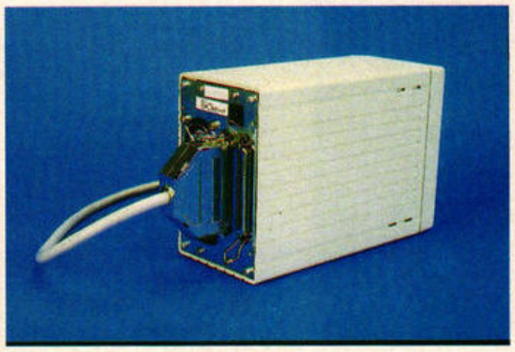
Lows
- GE Soft formatting software could be better.
- CD Pro utilities not included.

What else?
- System Solutions MiniS drives, call ☎ 0753 832212 for current prices.

91%

TOP LINK HOST ADAPTOR

It's all very well buying a SCSI hard drive but you've got to connect the thing to your ST. The easy answer is the Top Link Host adaptor from Gasteiner, if you buy any of their drives they throw in the interface for a mere £40 – and you don't even have to install the thing. You just plug one end of the adaptor lead into the DMA port of your ST and the other end into one of the SCSI sockets of the hard drive – or other SCSI devices such as magneto-optical, floptical or CD-ROM drives.



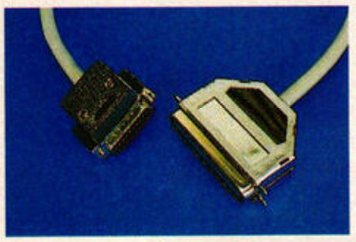
The Top Link Host Adaptor just plugs into the SCSI port of your hard drive. What could be simpler?

Clever stuff

All of the clever electronic stuff is concealed in the large SCSI plug at the hard drive end of the lead, there's no need for any kind of power supply because the Top Link gets its power from the SCSI device it's connected to – a solution previously used by the Link. The Top Link is invisible in use, there's nothing to configure, nothing to set up and very little to worry about – it's just about the perfect plug-in solution to using a hard drive with your ST.

The only minor flaws with the Top Link are that the cable itself is quite short and the GE Soft formatting and booting software isn't all that good – if you want to format your drive then you really need to get the ICD Pro Utilities for an extra £30. Apart from that, it's almost – but not quite – perfect.

CLIVE PARKER



It's hard to believe there's a complete SCSI host adaptor concealed in the large plug on the right.

Top Link Host Adaptor

£59 Gasteiner including GE Soft software
☎ 081 345 6000

Highs
- Small, neat and petite.
- Just plug it in.
- Works with all STs.

Lows
- The software isn't that good.

What else?
- The Link 2 including ICD Pro £85 First Computer Centre ☎ 0532 319444.

74%

www.stformat.com

KOBOLD

Is *Kobold* the best file management tool ever written for your ST?

Prepare to be amazed. The first time you use *Kobold* your concept of file management will be changed forever. Desktop copy functions will be banished as bad memories, together with the inordinate amount of time they took. *Kobold* is, quite simply, the fastest and most reliable file copier there is for your ST. Priced at £59.95 it is definitely not cheap, but what it has to offer is definitely exceptional.

The large manual explains every function of the program in detail, but if you are an old hand at working with your ST then you'll find many of the functions completely self-explanatory. It may, however, be a good idea to practice using *Kobold* on some old or unimportant files that don't really matter to start with.

"*Kobold* is, quite simply, the fastest and most reliable file copier there is for your ST"

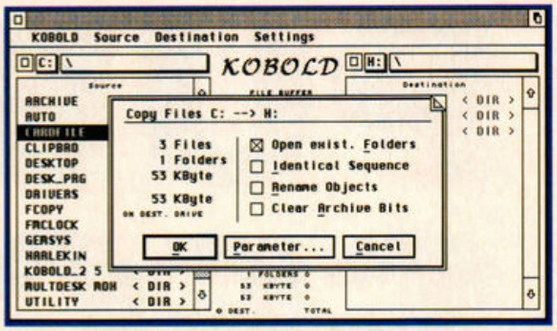
Versatility

Kobold runs as a program or as an accessory by simply renaming its extension to .PRG or .ACC. While it does not run in ST low resolution, it runs in almost every other Atari resolution on the ST, TT and Falcon. When in accessory mode, *Kobold* protects its own memory base from those greedy programs which like to grab all the memory that's available.

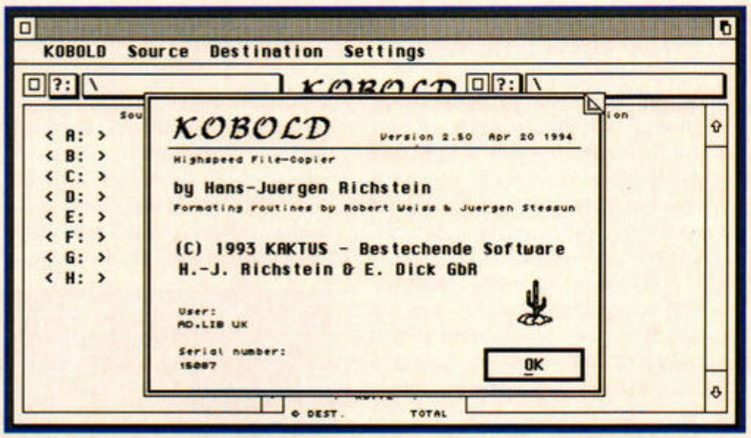
Once loaded, *Kobold* presents two columns, one for the source path and one for the destination path. Simply select as many files as you want, even from a selection of different folders, and click on copy or move to put them in the destination path. We advise you to keep a close watch on your jaw at this point as it will develop a tendency to drop when you see how fast the files copy.

Another great feature of *Kobold* is its ability to record and run "Jobs." A Job is simply a set of instructions in *Kobold's* own script language. A Job can be created by entering the commands in an ASCII text file or by recording your actions within *Kobold* itself. You may, for example, wish to write a Job that copies your data files to a floppy disk at the end of a work session or you could delete all the files in a folder which are older than 30 days, the possibilities are endless.

Kobold runs elegantly under multi-tasking systems such as *Mag!X* – reviewed in issue 60, see page 90 if you missed your copy, Multi-TOS and *Geneva*. *Kobold* can also integrate with other Desktop packages and replace the TOS copy functions by means of supplied environment patching software. In English, this means that when you drag files to another disk to copy them, *Kobold* intercepts the copy function and runs itself. The forthcoming *Ease* Desktop also integrates perfectly with *Kobold*.



Before you engage a Copy or Move operation this informative dialog box pops up enabling you to see exactly what you're letting yourself in for. *Kobold* still checks to make sure there is enough disk space for the chosen operation.

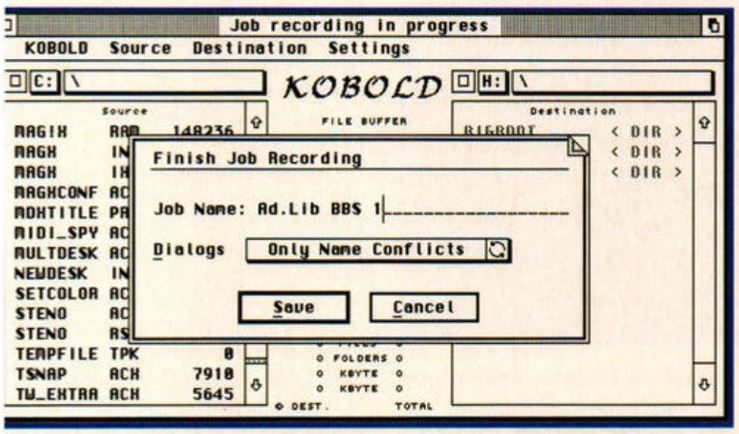


***Kobold* is certainly a remarkable program. Although it is primarily a file copier, its real benefit is in the way it can take the hassle out of most Desktop operations. Lightening fast copying and moving of files, coupled with incredible ease of use. Bliss.**

It's exceptional

We have to say that *Kobold* is one of those really exceptional programs available for use on your ST. It exploits Atari's complete range of TOS-based computers to the full and serves up the results in an efficient and pleasing manner. *Kobold* enhances almost any Atari setup and it will change the way you view, and the time you spend on, your file management problems, forever.

ANDY CURTIS

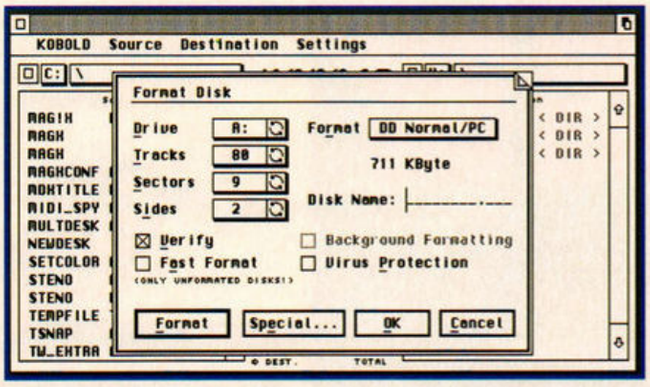


When you have recorded an operation within *Kobold* you are prompted to assign a name to it. You can then call this operation whenever you need it.

Now that's fast...

Copying 263 files in 15 folders totalling 687K from floppy to hard drive on a 4MByte ST with TOS 1.04 takes *Kobold* 40 seconds. The same operation takes three minutes and 25 seconds using the Desktop copy function.

Copying the same files from hard drive to floppy with write verify on takes Kobold just one minute and 45 seconds, but the Desktop has you twiddling your thumbs for a full 13 minutes.



Included in the *Kolbold* package is a comprehensive array of format options. A virus protection system is also provided for extra security.

Kobold

£59.95 System Solutions
☎ 0753 832212

Highs
- Easy to use.
- Unbelievable speed.
- Multi-tasking compatibility.

Lows
- A little too expensive.

What else?
- Absolutely nothing at all.

90%

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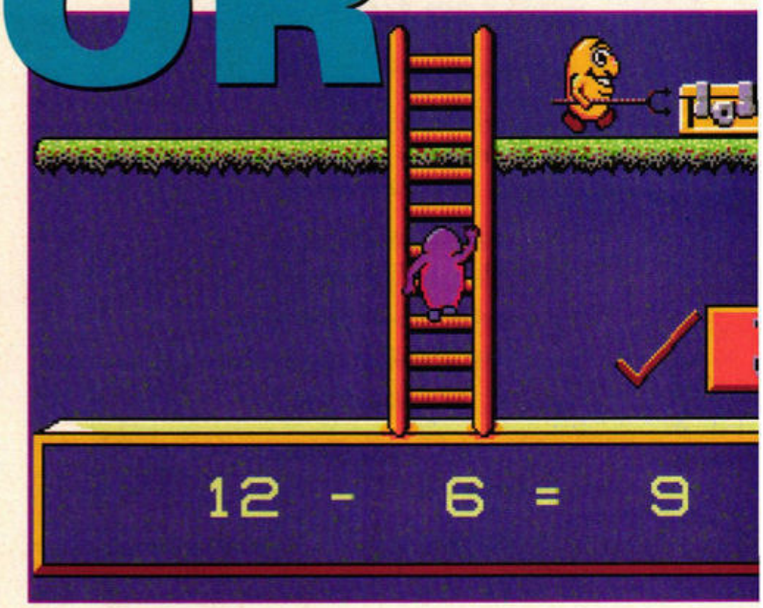
EDUCATION

KEYMATHS 1
FLOPPYSHOP – DISK FWG01C

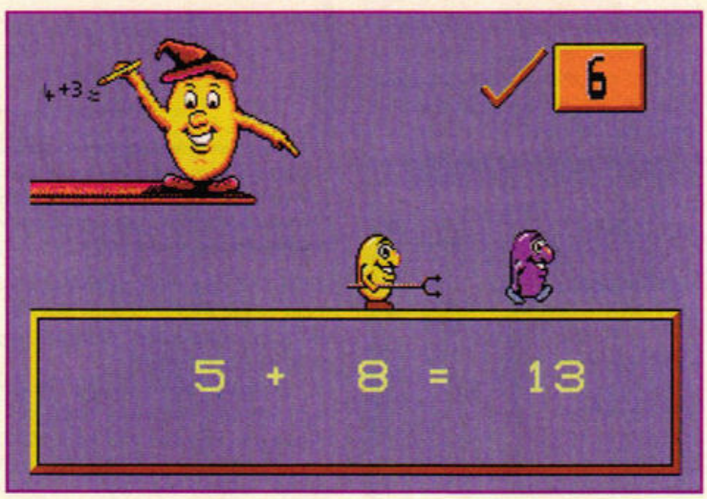


How's that purple bean meant to climb with disfigured shoulders? And he can't subtract.

If only it weren't so unremittingly cheerful. *Keymaths* tramples all over *ETC 1*, treating maths as a game and being all the better for it. The disk is aimed at primary school children, and so is very bright, and chirpy, and, yes, unremittingly cheerful.

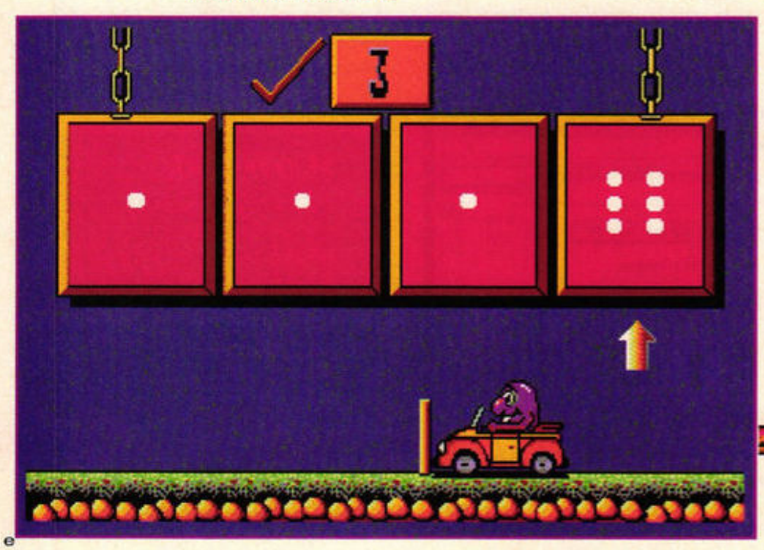
There are six topics: matching, addition, subtraction, odd one out and fill in the missing number. And counting. The obligatory confused character is a large, grinning purple bean who rewards correct answers by driving a car, descending from a platform or grinning. This being an early-learning game, nothing happens if you get an answer wrong. (Actually, there is one part where our hero bean gets chased by an evil bean with a pitchfork. Who grins.) After ten correct answers, you get a report card which is hopelessly friendly. (Deliberately giving 20 wrong answers still netted us, "Excellent. Well done.") But, hey, young children need constant encouragement, right? And all that sort of thing. It's a bit unfortunate that you can't quit a game, but you have to stick at it until you give ten correct answers, though.

The constant smiling is slightly frightening. Especially when one of the things that's constantly smiling is carrying a pitchfork.



Keymaths is everything an educational program should be. Educational, programmed and everything.

STF RATING 85%



It's not the real bean driving the car, of course. It's a highly-trained stunt bean. Wearing make-up.

ETC 1
FAST CLUB – DISK EDU4584C

It's a measure of the scrappy nature of this disk that it doesn't actually have a title. A compendium of Useful Mathematical Formulae from ETC Software, hence the cleverly awarded name on our part, it all but sinks itself with the heavy lead weight of Dreadful Presentation.

Right. Booting-up reveals a disk directory, with no clue as to what you should run. Trial and error (the main program is MENULINK.PRG, eager to bypass minutes of pointless nonsense fans) launches *ETC 1* proper and reveals a menu bar topping a bare screen. Selecting an option results in lots of disk accessing and a different menu bar topping another bare screen. Selecting one of these options brings up an unbroken page of text explaining the maths, peppered with examples and riddled with grammatical errors.

The whole thing has been put together with such ineptness, it boggles the mind. You couldn't use this as an educational aid; the facts are there, but the terrible presentation drowns them. The few diagrams are cramped and confused and the sections end up with a quiz which prints the answers in the next paragraph. There's not even a "Press key to see answer" option. Ridiculously amateurish and a fine argument in favour of textbooks.

STF RATING 24%

www.stformat.com

FALCON GAMES

ST SEXTET

FLOPPYSHOP – DISK F4455

Bit of an odd fish, this one. It's a disk of six ST games that run on the Falcon without having to jigger about with software patches and the like. So it is, in fact, a collection of ST games. Running on the Falcon. Yes. Floppyshop reckon the games are six of their best and they do tend to while away an hour or two.

First impressions are extremely poor. A glaringly obviously generic text file explains that you have to change the screen resolution to run a game but doesn't tell you which program needs which display. This results in many a happy moment booting a game to have it crash out, noting which resolution it likes and scribbling this on the disk label. The games won't run under a multi-tasking OS either, which probably makes some difference to somebody.

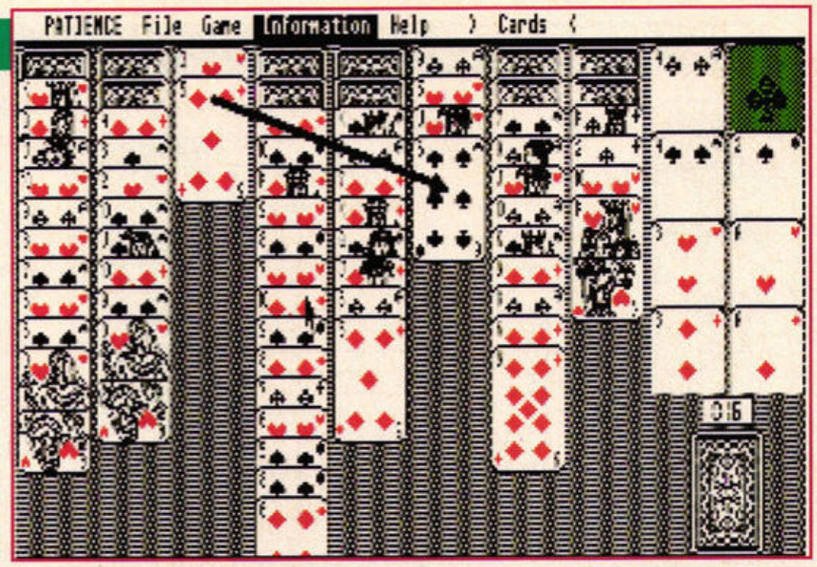
The games themselves. First up is *Wing Lord*, a shockingly dull *Joust* game that scraped 26% in *STF*59. The *Tetris* collection, *Magic Stones*, includes versions of *Columns* and *Bitris* (two-player co-operative *Tetris*). They look awful because of their GEM-compatible character graphics and are more an exercise in Pascal programming than in top conversion action.

Patience is smartly presented and slopping over with options, including a version of every one-player card game ever. But it's still *Patience*. *Mariant* is *Patience* again, but only one variation thereof.

Thurg and Murg is a platform game in the *Bubble Bobble* mode (single screens, lots of short platforms and objects, monsters dashing about semi-randomly) but with guns (so not much like *Bubble Bobble* at all then). It's tolerably playable, but no great shakes.

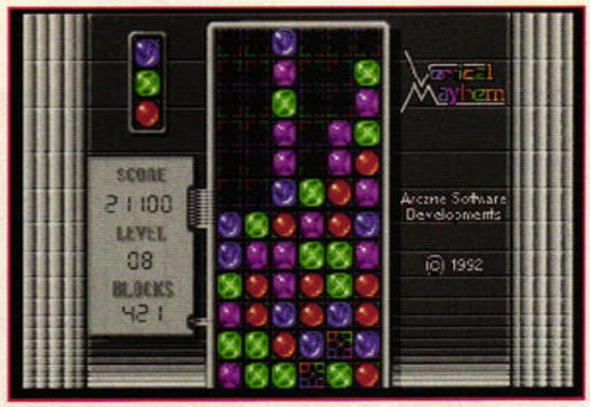
Vertical Mayhem is... hang on, it's a Falcon-specific game. That's a bit sneaky. Especially when it's such a sleeper hit. This is slickly programmed, classily implemented stuff, with great music. The only fly in the eye of this horribly playable *Columns* clone is the next piece feature. There's ever such a slight pause before the pieces appear at the top of the playfield, but the next piece window changes instantly. This means that during that tiny pause, you don't know which piece is going to drop. And that's a bit silly.

STF RATING 74%



Patience improves no end on the original. For that, you needed one player. This one has a demo mode that plays by itself, leaving you free to go away and read a book, or play some tennis or grow a moustache.

Thurg and Murg dash Bubble Bobble-like around the platforms, blasting away at every monster they stumble across. All very pleasant and relaxing in a bloodthirsty way. Switch to numb mode.



Columns, Puyo Puyo and the like are under investigation by the medical community because they lead to colour-blindness and respiratory collapse. This is true, unless you're a stupid reader, in which case it's not.

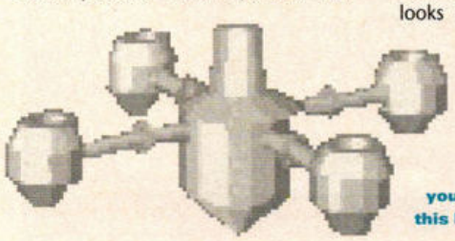
ANIMATION

FUTURETIME 8

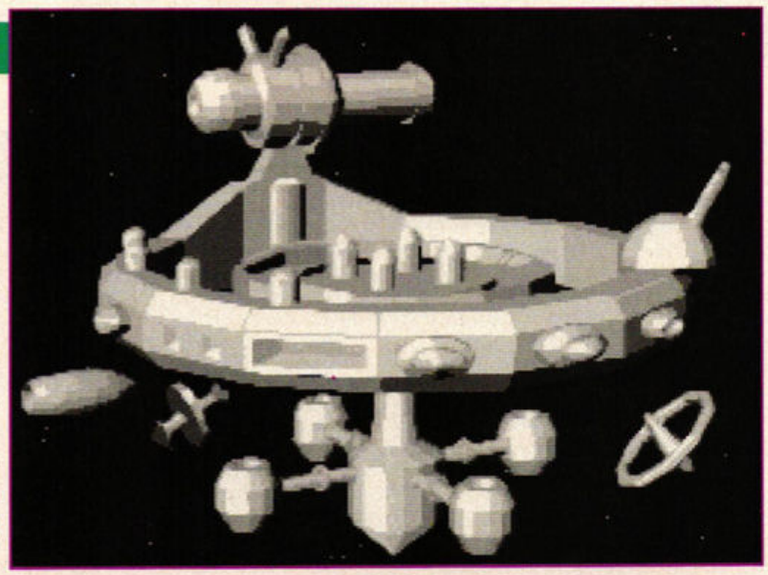
ST CLUB – DISK GR626

Suspicions are aroused by the accompanying text file. Bemoaning the inefficient file formats of *Cyberpaint*, the 3D program used for these pictures, the animator explains you can really only move small portions of the picture, and those but a limited amount, before the disk collapses panting. Cue the four animations themselves which, er, have small portions of the picture moving a limited amount. They're supposed to be terribly impressive because everything's raytraced, but the sequences are black and white, and the shading looks washed out. Hardly the best showcase for 3D graphics, and hardly worth a second look.

STF RATING 37%

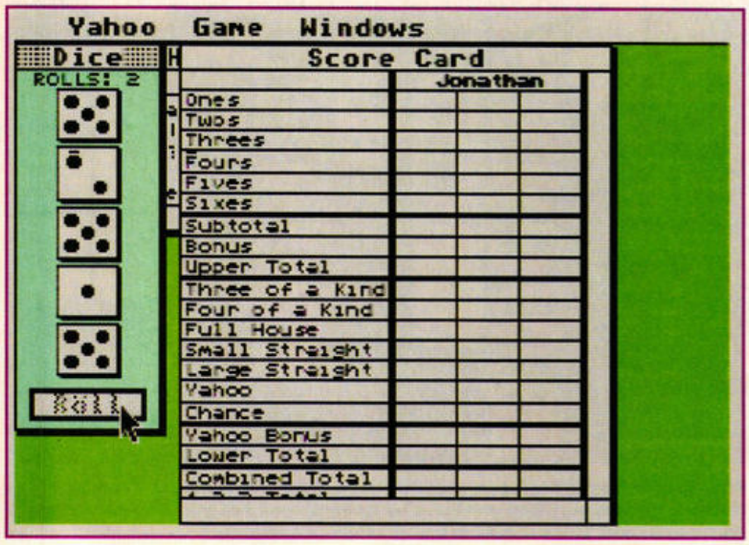


In space, no one can hear you say, "Hang on, you did knot the other end of this lifeline, didn't you?" A-ha.



www.stformat.com

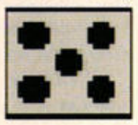
ST GAMES

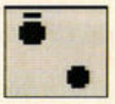


TRIYAHOO

GOODMAN – DISK GA2253

It's *Yahtzee*, of course. But that's a trademark, so there you go. The "tri" bit comes from the fact there are three scoring columns, including double and triple rewards, instead of the usual one. *Yahtzee* basically involves rolling five dice a few times, then entering the results in the score table, cunningly deploying the results in such a way that you earn an enormous number of points. The trick, you see, is that the same dice roll will score differently depending on where you store it.





Crisply presented, and running on all ST and Falcon models, *Triyahoo* does what it's supposed to faultlessly, even though what it does can be reproduced with the aid of some dice, some paper, and some other people – there's no computer player option. And there's a dreadfully upsetting warning in the instructions: apparently, if you twiddle the program, or don't keep it with all the recommended files, it, and we quote, "lashes back." The possibility of permanent damage to your computer is mentioned, so stay away if you're fond of your hard drive.

Why *Yahtzee*, anyway? This is a silly thing to shout. It should be called, *Hurrah, I've Got Some Points*, more accurately reflecting the game.

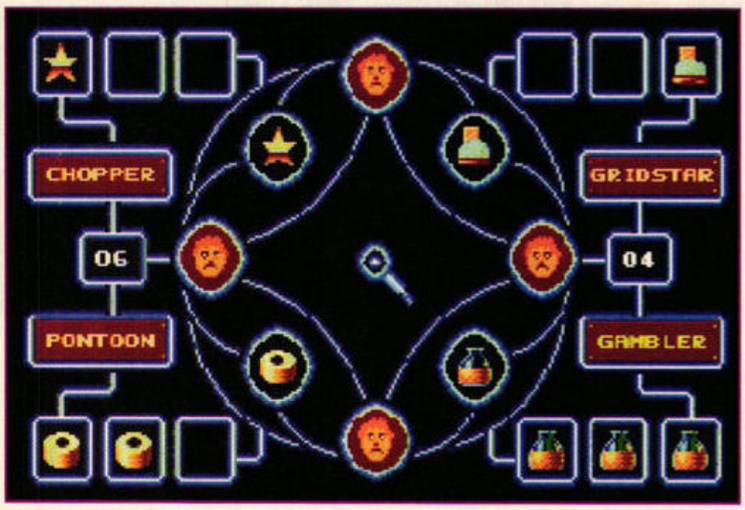
***STF* RATING 61%**

FRAME OF MIND

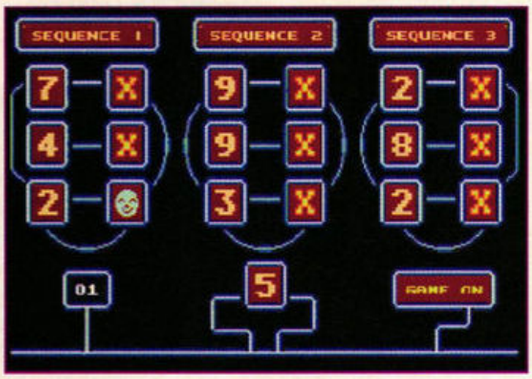
DUNCE'S CAP SOFTWARE

A text file accompanying this game reveals that one of the programmer's pet hates is "PD reviewers in the glossy mags. They haven't a clue how to give a logical and objective appraisal of a piece of software and what it has to offer Joe Soap." What a scamp, eh readers?

It's hard to see to whom *Frame of Mind* is going to appeal. A gambling game, it's largely random and very, very dull. To start with, you bet on which game you'll play. A pointer spins, you press a key, the pointer points, and you win a counter. Three of the same counter, and you play that game. There is no way to foresee where the pointer will stop, and you can play this section with your eyes closed.



The games are a very basic version of *Pontoon*, a very basic version of *Hangman*, a thing where you enter nine numbers and see if you've guessed correctly (no, really), and a peculiar memory game where you fill in the missing tokens. Apparently the idea is to get very excited by the gambling aspects of the games in an Everyone Loves a Flutter sort of way, but you don't. Numbers not being money aside (the author explains you need to get in the right frame of mind, hence the title) three out of five programs that involve no skill whatever render this game extremely pointless. Ironically, it's all terribly well-presented, with large and chunky graphics, and buckets of crackly samples. Still. Do you know that one of our pet hates is a game that fails to be at all entertaining? It's true.



Pipes and numbers. Who could ask for anything more? People who dislike pipes and numbers apart.

Rick Random, Astral Investigator. Now there was a comic strip. The shape of the boot gave the killer away, you see. That, and the uselessly transparent plot.

***STF* RATING 18%**

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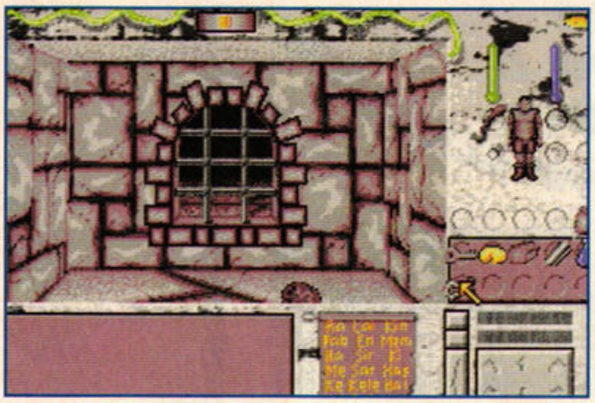
INDIES CORNER

All good things come to those who wait. That, Simon Forrester says, is why independent softies always come later

TOWERS

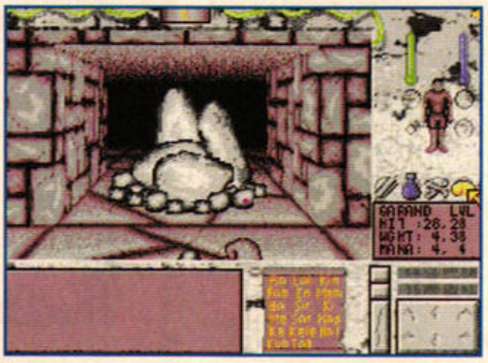
When *Dungeon Master* was first released, it won incredibly high marks from just about everyone who reviewed it, as it was a game in which you were actually there, moving about, cutting people into little pieces and finding objects, all with a first person viewpoint. Obviously, since the success of the original, there have been many other games in the same style. *Towers* is one of them, and damned good it is too.

For plot freaks, the *Towers* is set in medieval times and charts the adventures of a group of travellers sailing to distant shores. After all kinds of disaster hits the ship – storms, plagues and sea-shanties – the crew decide to make for the nearest shore, with only one wizard to their credit to keep the ship together. The wizard dies. Nice one. On reaching the shore of a mysterious island, the team witness all manner of strange and terrible scenes (including folk dancing), and manage to get themselves walled into a dungeon by a cave-in. This is where you come in, in an attempt to get out with your life.



"I dunno, a few curtains, a nice carpet and I could call this home." Derek was missing the point of this excursion.

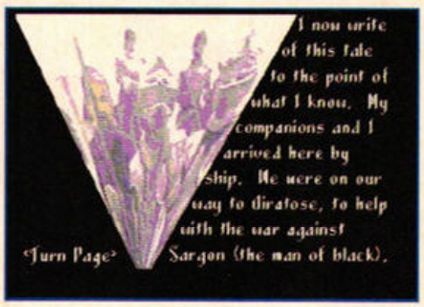
Before you start wandering around getting lost, you'll need to pick a starring character from the four provided. There's a warrior, a cleric, a young boy and a gymnast to chose from, each having their own qualities and abilities that could come in handy during the adventure to come. And so you land in the dungeon, right next to the small pile of pebbles that strangely blocks your exit, and set off.



We're utterly trapped by that stone foot! Better go off and get killed then.

Getting around is simple, as you can use either the keyboard or icons to move forward, back, left, right, or rotate. The normal text adventure-style object controls are there as well, as objects can be picked up by clicking on them and kept by dragging them to your blokey's pocket.

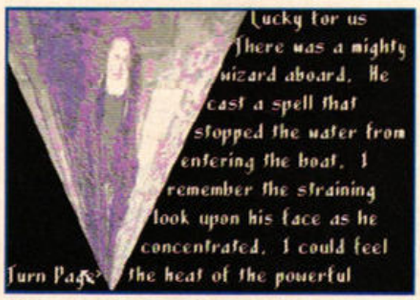
Towers is deep, partly because it's big. Bleedin' huge. If you did have to flick through irritating stats screens every now and again, the total time you'd have lost throughout the whole thing would be easily long enough to raise a small family. If you haven't got several days spare (or the ability to put a disk in the drive and save your position) you're not going to see the whole thing – these games have always been fairly hefty, as exploration is their strong point. This is demonstrated by suspiciously discarded keys that open doors elsewhere in the dungeon, revealing yet more keys, doors and bad guys.



The story board section before the adventure begins. An army, yes.

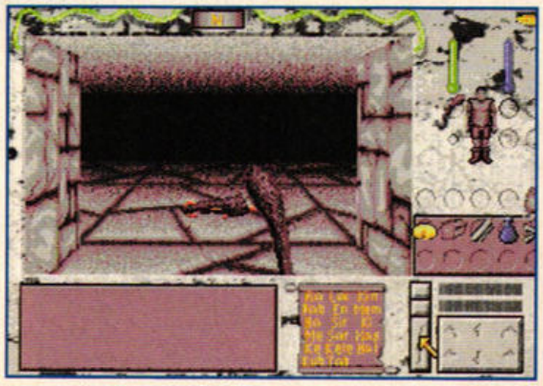
You tend to get a better class of ghouly in *Towers* as well – *Dungeon Master* featured groups of retarded zombie warriors who'd walk up to you and start attacking, stopping only when they fell over. This was damned annoying, but thankfully *Towers* features people that hit you then run like hell, as well as a few demonic hellspawn biker types just waiting to be dropped. I'm not sure whether we're supposed to be nice to them or not, but giving someone a club, a battleaxe and a sword is a pretty clear message if you ask me.

Towers is a game with only a few problems, such as movement – these games don't let you move as freely as you could in say, *Wolfenstein*, instead keeping you on a track that you can only vary when you decide to turn a corner. You can't walk right up to a wall or cut a corner, as you move by whole squares or not at all. This isn't really seen as a major hassle though, as *Towers* is an RPG game – it's for people who wear long coats, silly haircuts and printed T-shirts as opposed to those of you who'd be happy with a gun and some red graphics. Damn.

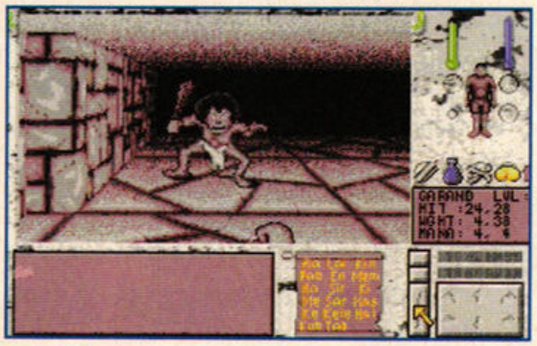


"Do you like it? I call it 'old bloke being sucked through vortex'."

All in all, *Towers* is an excellent *Dungeon Master* clone. It's beautifully drawn (unlike *DM*, which didn't seem to have been drawn at all) and cleverly mapped. It may lack a little in character interaction or the lack of a party (*DM* featured four characters in a group), but if you're that intent on having extra people you can link two STs together and play with two people, halving the work but doubling the fun. Not that the fun needs doubling, of course.



They may be big, green and scary, but one hit with the rubber cosh and they'll drop like anyone else.



So that's what happened to Sid Vicious, is it?

Towers
$15 from JV Enterprises, PO Box 97455, Las Vegas, NV 89193-7455

Highs
- Huge playing area.
- Beautiful graphics.

Lows
- Not much character interaction.

80%

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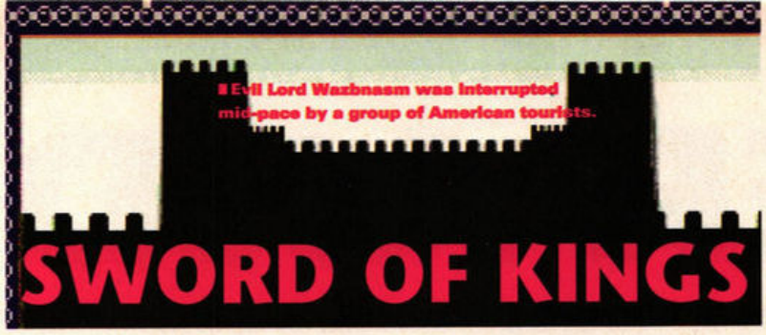


Evil Lord Wazbnasm was interrupted mid-pace by a group of American tourists.

SWORD OF KINGS

I suppose it's cheating slightly to only review *Sword Of Kings*, leaving out *Master Art*, the art tutorial it was meant to accompany, but *SOK* is sold as a separate game, so we'll review it as one.

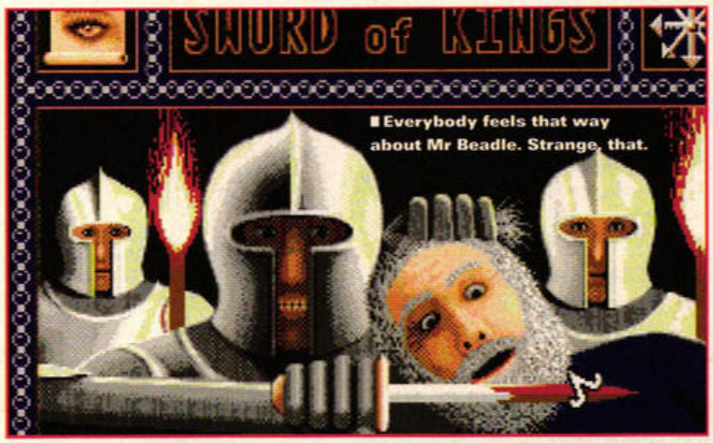
We've all seen text adventure games, and we've all experienced the handicap of a text adventure game with a bad parser. The normal way around this problem is to do away with a text parser altogether and use icons, but *SOK* seems to have gone further, reducing everything down to two icons and a picture. This could be interesting...

The two icons enable you to either look around or move in a direction, everything else being contained in the main screen pictures that you can interact with by clicking the various objects or people you see. That's it. People quite happily talk to you if you click on them, the same action you'd use to pick something up, open a door, or do anything else – there's no need for a keyboard, hundreds of little icons, or even any restrictions, as options become available as they're needed. If you want to answer yes to someone, you click on their speech bubble. If you want to answer no, you click outside the bubble. It's all that simple.

Unfortunately, this simplicity can be a problem at times. Having each location stored as a massive picture does mean that you have to sit for ten seconds in between every location, while your disk drive sits and chunters. The second problem is that this game relies on you knowing exactly what you're supposed to interact with and when. If you happen to be anyone other than the person who wrote it, you'll have to spend your time clicking around a picture that refuses to give anything away.

The main problem is the speed though – by the time you've moved a few locations in any direction you'll have completely forgotten what you went there for in the first place, and you'll probably have walked off and started doing something else. The idea of full graphic adventures in this style should only be explored with either a very fast storage system or a very good compression system. Until then, I think we can hold off on development, folks.

Despite this, *Sword Of Kings* is well drawn and reasonably well written. It would be a smart title if it wasn't for the access time.



Everybody feels that way about Mr Beadle. Strange, that.

Don't think of it as a game - it's Prime Minister's question time.

Sword Of Kings

£10 from Coxsoft, on ☎ 081 550 9241.

Highs
- Well-drawn pictures.
- Good humour.

Lows
- It's slooooooooo
- ooooooooooow.

55%

THE BBS DIRECTORY

One of the biggest problems comms users face (apart from 'phone bills, on-line charges, handshaking, data transfer and interfaces) is actually finding the right board. There are still a lot of bulletin boards in Britain, though there's no easy way of finding any near to you – directory enquiries certainly won't be able to help. Mark Westguard has the answer in the form of a BBS directory (yes, another one) for your ST.

The program is based on a map of Britain, accompanied by a set of search options, letting you either search for details on any bulletin board on the database, or perform geographical searches. For instance, you could search for any BBS within a 20 mile radius, or only those board with the same area code as you.

When the search has finished, you can access a list of eligible boards and work through them, reading (in some cases) extra information about specifically that bulletin board.

Is it any use? Well if you're new to comms or you've just moved to a new area, this is a program you'll definitely benefit from – you'll never spend any serious man-hours using a BBS database, but this is a package that definitely falls into the "indispensable sidekick" category.

The presentation, though far from essential, is excellent. The search routines and list functions are incredibly easy to use (instructions aren't needed), everything being controlled by mouse clicks. What artwork there is within the program is excellently drawn as well. Having a complete list of every board in the country would be difficult of course, but The *BBS Directory* contains details of over 500 boards, with further information on a lot of them.

One slight downside is that the Extra Information windows on the individual boards are few and far between – there's very little specific information on each board apart from its name and number. This isn't really a problem, as you'll be finding most of that out for yourself when you log on, won't you?

Darn clever program, this. It does everything. It's even got an option to dig its fingernails into your buttocks.

A lot of entries. I was only joking about the buttock thing, by the way.

It's got Ireland on there. Does anyone out there want to hear a Jerry Adams joke?

The BBS Directory

£5 Shareware from Mark Westguard, 4 Woodcroft, Burgess Hill, West Sussex, RH15 8QT.

Highs
- A nice big list of boards.
- A helpful map system.

Lows
- Not much board-specific information.

85%

www.stformat.com

BIGGER AND

Clive Parker takes a look at over 1,000 MBytes of software, text and graphics available for your ST on four CD-ROM discs

ATARI PD AND SHAREWARE VOLUMES ONE AND TWO

Hot on the heels of the Gemini Atari CD-ROM comes a new series of CD-ROM discs from Germany containing the best PD and Shareware available in Europe, at the moment they are appearing at the astonishing rate of one disc a month! One of the problems we found with the Gemini CD-ROM was that much of the software on the disc was quite old and most items have had an upgrade in the last eighteen months or so. There's no such problem with these two German disks, they're bang up to date with the very latest versions of software. Volume one is dated March 1994 and contains software created as recently as February 1994 while volume two (April '94) contains new software that was written in March.

Volume one

Volume one contains an excellent mix of software and utilities in both compressed and uncompressed formats including large quantities of Falcon PD and Shareware, comms software, programs, utilities, hundreds of Desk Accessories and a huge selection of games. Unlike the Gemini disc, the contents of the compressed and uncompressed areas of the disc are not the same, although there are a lot of duplicated items there are enough differences to make exploration worthwhile. Probably the best area of note on this volume is the huge variety of compression software which includes ZOO, ARJ, ARC, ZIP, LH5 and LZH utilities.

■ Map your hard drive using the *Backermayer* disk mapping software on volume two.

Volume two

The second disc in the series is just as packed as the first disc but there are some subtle differences, there's a huge selection of clip-art in various file formats – over 40MBytes of pictures for you to use with your word processor or DTP package. There's also a lot of sound related files ranging from a folder of MOD files to MIDI and SNG files, there's also several MBytes worth of sound samples

SPACE AND ASTRONOMY CD-ROM

One of the most visually pleasing subjects is space and the universe, can you imagine a more beautiful image than the earth floating in the heavens? Well, if you like space and its associated imagery then you're just simply going to love this disc.

Walnut Creek CD-ROM have crammed 1,080 images in black and white, 256 colour and 16.7 million colour images relating to space, the universe and everything to do with the US space program. This ranges from photo files on each of the planets in the solar system to folders full of NASA images from the present Space Shuttle program. There really are some brilliant space images here.

The images aren't just confined to glorious colour photographs, there are plans of many space vehicles – including the Shuttle – included as black-and-white GIF picture files.

■ Just looking at the Space and Astronomy CD-ROM gives you a pretty good idea of what the disc contains, and you wouldn't be wrong. But aren't you sick of seeing this image in every feature on 256 colour graphics or CD-ROMs?

And there's more

It's not just a disc of a thousand pictures, there are over 5,000 text files in ASCII format on the disc crammed with all kinds of space related information. As with the Project Gutenberg CD-ROM, you can read these files directly by double-clicking on them or you can load them into a text editor or word processor to create hard copy. These text files range from information on asteroids, astronauts, almost every NASA press release since 1962 and also NASA news bulletins.

There are even sound samples on the disc – in PC WAV format – of actual transmissions relating to famous moments in US space history. There's something for every space nut on this disc, and even if you're not into the space program you can still get a lot of pleasure by looking at the brilliant images on this CD-ROM disc.

■ Once more the shuttle blasts into orbit from Cape Canaveral. Remember to find a good observation point to get your pictures and wear the latest asbestos suit, although standing under the launch gantry is not recommended.

Space and Astronomy CD-ROM

£26.65 inc postage
Unica ☎ 061 429 0241

Highs
- Over 1,000 brilliant images.
- Over 5,000 informative ASCII files.
- Complete with ST image viewers.

Lows
- You need at least 256 colour system to view the images to their full potential.

What else?
- Nothing available has this range of space images or fact.

76%

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BEST

They're the best two CD-ROM discs so far for the ST, if you've got a CD-ROM drive then you've just got to get these two excellent discs in your caddy.

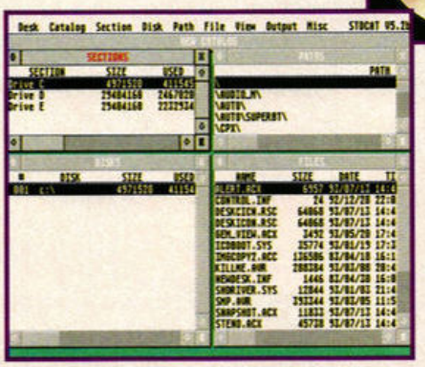
for you to play with. The rest of the disk comprises the excellent mix found on volume one with little or no duplication of software between the two volumes.

Serendipity

If you get either of these discs you're getting a good deal, and the fact that most of the software is unique to each disc is a great incentive to get both discs.

The only fault we can find with these two discs is that many of the document files are in German, not really surprising as they originate from Germany. Despite this we've got to give these discs a hearty thumbs up and recommend them both because they are the best CD titles available for the ST.

If you want to catalogue your CD-ROM discs then you could try using *STDCAT 5.2* on volume one, but there's a limit to the number of directories you can read.



CD-ROMS

You'd never believe how much information you can stuff on a CD-ROM disc until you see the stuff for yourself. In effect, you get a complete PD library on a disk when you buy one of the Atari specific CD-ROMs, just take a look at the capacities of the disks we looked at

Project Gutenberg CD-ROM
65MBytes of text files.

Space and Astronomy CD-ROM
288MBytes of GIF images, 139MBytes of text files, 52MBytes of zipped text files and 23MBytes of software on this packed disc – including six powerful ST picture viewers and some ST games – making a grand total of 502MBytes of CD software.

Atari PD and Shareware volume one
81MBytes of packed files and 166MBytes of unpacked programs ready to use making a total of 247MBytes.

Atari PD and Shareware volume two
87MBytes of packed files, 132MBytes of unpacked files, 40MBytes of clip-art and 6MBytes of sound software and data. Total 256MBytes.

Atari PD and Shareware volumes one and two

£29.95 each
System Solutions
☎ 081 693 3355

Highs
- Lots of variety.
- Little duplication of software.
- All software is very current.

Lows
- A lot of the text files are in German.

What else?
- Gemini Atari CD-ROM, £26.65 from Unica ☎ 061 429 0241, lots of choice but many programs are older versions.

81%

PROJECT GUTENBERG CD-ROM

The Project Gutenberg CD-ROM disc comes in a plain CD box without an inlay, but all relevant details are on the disc itself as ASCII files. You can even read this disc from the Desktop by clicking on it and using the Show or Print options.

Project Gutenberg is an ambitious atempt to make available over 10,000 English language books as text files in "plain vanilla ASCII" format by the year 2,001.

The basic idea behind the project is to convert books and documents into simple etext (electronic text) format that can be read by almost any computer system with access to a CD-ROM drive, this includes PC clones, Apple Macs, Atari and mainframe computers. The text files on this CD-ROM disc take up around 66MBytes, not exactly the full capacity of the medium but this represents the complete output of Project Gutenberg for 1991, 1992 and the first half of 1993. You try typing the complete *St James Bible* into a text editor and see how far you get! So far, all of the copyright-free texts have been typed in by individuals.

What's on it?

The disk contains all kinds of texts split into several catagories; light literature, heavy literature and reference books such as *Roget's Thesaurus* and the *CIA World Factbook*. Because the etexts are in ASCII format you can load them into any word processor or text editor – memory permitting – and read them on-screen or print them out. Be warned though, we printed HG Wells' *The Time Machine* and it took over 60 pages of A4 paper to print the complete novel.

The variety of text on the disc is quite astounding, ranging from *Aesop's Fables* in the ETEXT91 folder to Library of Congress texts, the *Book of Mormon*, the *Koran*, the *Magna Carta*, the *Communist Manifesto* by Marx and Engels and the German and Japanese Surrender documents from WW2. There's even a text file bizarrely called "Amateur radio in the UK and Greece."

The Project Gutenberg CD-ROM disc has a lot of data in plain ASCII and compressed ZIP formats that represents great value for money. Some of the texts are only available as library references and are not normally available for sale, for these files alone the disc is well worth the money.

We've been unable to find the *World CIA Factbook* in any branch of WH Smith to date, there's something for everyone on this disc as long as you don't mind reading it on-screen. Unfortunately there's no ST software supplied on the disc to enable you to actually look at the text files, you have to load the text into a word processor or text editor. *Protext* is probably the best way to view large text files because it loads the file in 32K chunks, it doesn't try to cram the whole lot into memory at once.

The lack of ST software on this disc is the only minor drawback to what is generally a great CD-ROM.

Project Gutenberg CD-ROM

£21.65 inc postage
Unica ☎ 061 429 0241

Highs
- Lots of data crammed on the disc.
- ASCII text files can be read by any ST.
- Over 100 text files.

Lows
- Only 66MBytes is used on the disc.
- Some files need 4MBytes of memory before they load into your ST.

What else?
- Er, it's the first ASCII text file disc available so far. versions.

64%

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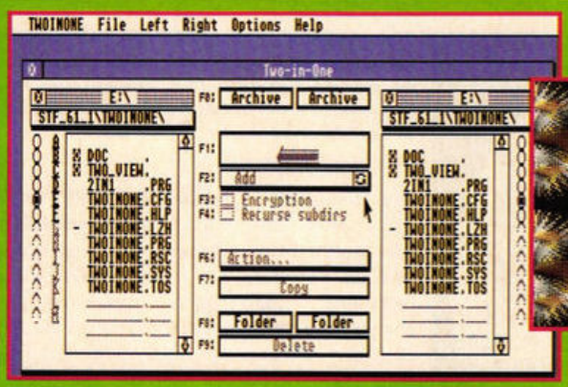

■ *2 in 1* is the ideal solution to those ZIP and LZH blues - so it's on the Wonderdisk.

■ Graphic silliness with *Psycho Script*. A lightshow from script files of all things.

■ **Wyrd Ways – Can you collect the six objects your character needs to beat this mazey four-player puzzler?**

■ Discover just how nasty you can be in *Wyrd Ways*, a smart four-player grudge match!

■ **2 in 1 – Shell program to run ZIP and LZH archive programs.**

■ **Psycho Script – Wonderfully weird lightshow program that's run by script files!**

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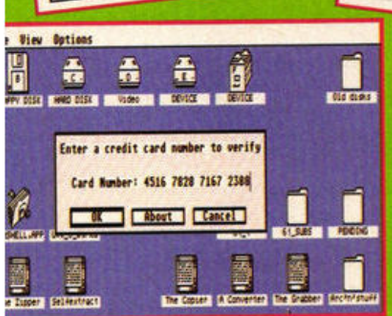

■ Fun, if distinctly odd, *Vericard* lets you check those credit card numbers.

■ **DC Floppy Config – Set the step rate of your floppy disks.**

■ **LED Panel 2.5 – The latest version of *the* disk drive monitor.**

■ ***Civilisation* Editor – A cheat program to help you conquer the classic *Civilisation*.**

■ **Speedo – Check your Multitasking speeds.**

■ **Vericard – Check that credit card numbers are valid.**

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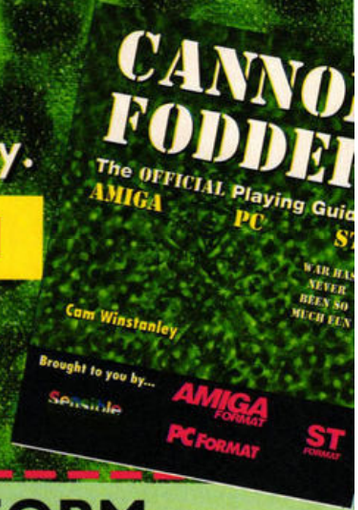

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SCREENPLAY

We're back, and we've got a skip full of games. Unfortunately, the best place for some of them is indeed a skip. No. Sorry. Positive thinking, and all that.

ZERO 5

Jonathan Nash nips along to see what we'll all be oohing and aahing at in the months to come.

NEW BLOKE AT *STF* SHOCK!

Hi – I'm the new bloke at *STF* (shock), brought in specifically to deal with the gamey side of things (and make the tea). This month sees a mixed bag of goodies, from tennis to nuclear war, so if you can't find anything to meet your personal tastes, you're quite obviously dead. Have fun.

SIMON FORRESTER

FINAL CONFLICT

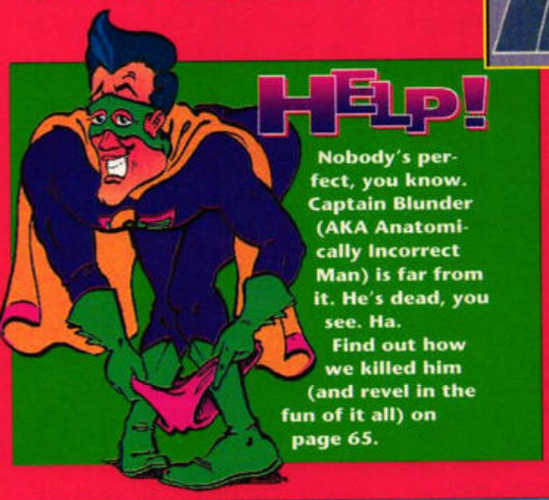
Scorpions, apparently, are the only creatures that'll survive a nuclear war in a big way. The total lack of excitement you're feeling right now should prepare you for page 58...

GREAT COURTS

Tennis - what a sport. After inspiring the poetical musings of Betjeman and the gruntings of tennis players through history (just why do they do that?), one of Britain's favourite sports has inspired both an ST game and a Deborah Cook review on page 60.

MERCHANT COLONY

It's time for fun with merchants and colonies. I think we can tell how page 61's going to turn out.



HELP!

Nobody's perfect, you know. Captain Blunder (AKA Anatomically Incorrect Man) is far from it. He's dead, you see. Ha.

Find out how we killed him (and revel in the fun of it all) on page 65.

FIRST SAMURAI

Bloke. Sword. Knives. Spirits. Demons. Death. Destruction. Power-ups. Review. Page 62.

SENSIBLE SOCCER

We're not calling ourselves *STF* anymore. Ever since *Sensible Soccer* came in, the office has been full of football fans taking up our machines. We can't work. Damn. Steve McGill adores it on page 64.

This month	Last Month	Game	Publisher	Price	*STF* Rating
1	NE	International Sensible Soccer	Renegade	£19.99	91%
2	2	Frontier: Elite 2	Gametek	£29.99	91%
3	1	Cannon Fodder	Virgin	£29.99	93%
4	5	The Lotus Trilogy	Gremlin Graphics	£29.99	91%
5	RE	Reach For The Sky	Virgin	£30.99	88%
6	RE	War In The Gulf	Empire	£29.99	92%
7	RE	Dogfight	Microprose	£34.99	NR
8	4	The Greatest	Beau Jolly	£32.99	91%
9	RE	Formula 1 Grand Prix	Microprose	£34.99	81%
10	RE	B17 Flying Fortress	Microprose	£34.99	87%

NE = New Entry RE = Re-entry NR = Not reviewed

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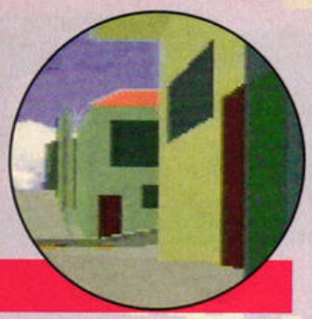
CLUB DRIVE



The golf associations end with the title. Hurrah

PREVIEW

PUBLISHER: ATARI
PRICE: £45
EXPECTED: AUTUMN

Divine the cinematic tastes of your friends with the San Francisco level of this driving game. Claimed to reproduce, well, San Francisco, it's just the thing to get someone's measure.

"Ah," squeak cineasts. "Just like being Steve McQueen in *Bullitt*, what with zooming down that stepped hill and all that crashing into things."

"O-ho," confide the fools perfectly content with unchanging sequels and thus responsible for the desperately crushing banality of modern popular film. "Just like being Clint Eastwood in *The Dead Pool*, what with your driving a tiny, electrically-powered car and zooming down that stepped hill and all that crashing into things."

"Yahoo," bellow other people, heads turned easily by an attractively bulbous nose. "Just like being Karl Malden in *The Streets Of San Francisco*, except not really, and that was a television series anyway."

Indeed.

Carquake

At an early stage it may be, but *Club Drive* is already endearingly silly and fun. Touted as a cross between *Hard Drivin'* and *Micro Machines*, because nobody dares express an original idea for fear of failing to sell to fans of *The Dead Pool*, it features tiny cars zooming around and crashing into things. The low-level perspective works very well, adding a new flavour to driving around as you whizz underneath gates, swerve between the legs of a table and blast off ramps to spin horribly in mid-air and crash spectacularly with no idea of which way is up. You can even pull off that stunt where your car goes up on two wheels and gets through a really narrow gap. Probably quite badly.

The demo version we saw has three of the levels up and running – San Francisco, Suburban House and Old Western Town – and three modes of play. You can either race around the level trying to find the finish line before your time limit is reached, have two players racing around, or play tag. Every collision between the players transfers the It icon, and whoever's It after 90 seconds loses.

Things are a bit academic at the moment – the gravity and inertia have yet to be implemented properly, so one crash and you fly across the entire map. It's also incredibly confusing in two-player mode, because of the split screen. But, as we say, it's all at a very early stage, so there's plenty of time to get everything right.

Tentative verdict

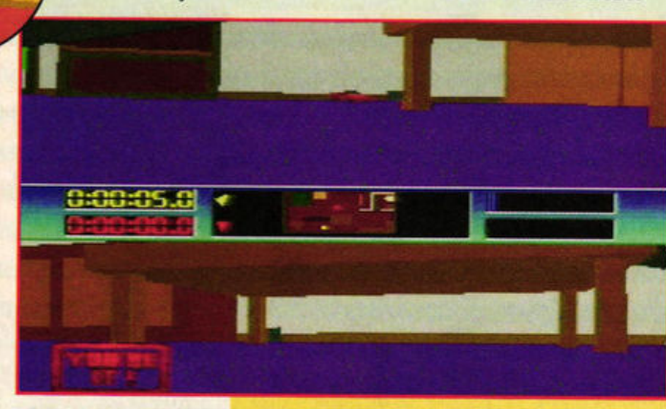
Being able to drive anywhere at all within a level touches the hearts of anyone who's ever wanted to leave the prescribed track and go across country. We love it. Pity there are no guns, really.

JONATHAN NASH

Finish the level before the amusing relative comes in and steps on one of the cars and does a back-flip through the coffee table. Hurry, hurry.

Lurking under a hitching post in the Old West. The town drunk probably gets thrown out through the saloon doors any moment. Aaany moment. Probably.

Relive your favourite car chase from your favourite film. Provided it has a car chase, of course. And it takes place in San Francisco. With miniature cars. That play tag.



A bold screenshot that once more proves how terrible 3D games look as still frames. It's all a cruel trick of fate, or something.

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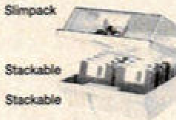

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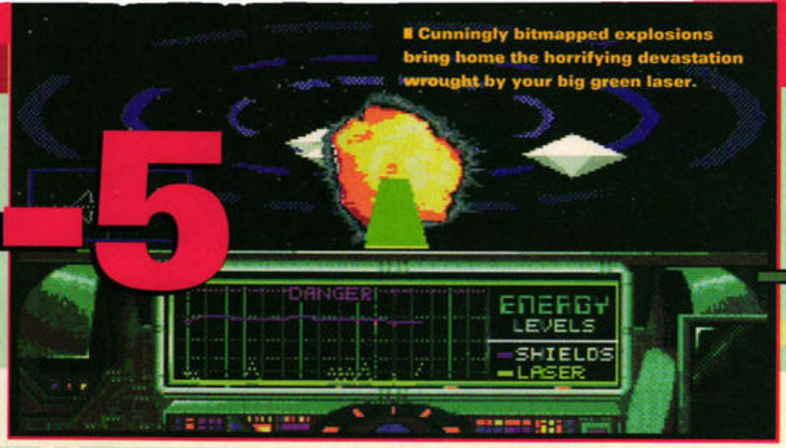
ZERO-5



Cunningly bitmapped explosions bring home the horrifying devastation wrought by your big green laser.

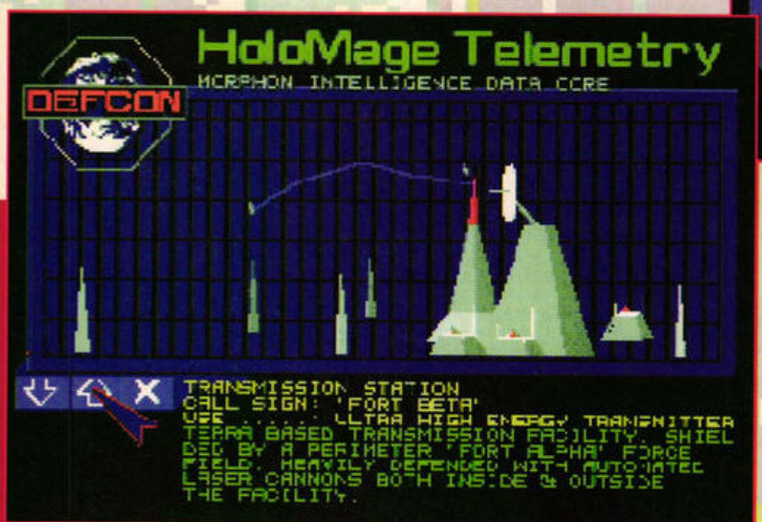
Sort of like *Wing Commander* (but not quite), sort of like *Elite* (but not really), Caspian's space opera *Zero-5* is due in TV's famous September. But *STF* went along early to see exactly how things are progressing

PREVIEW

PUBLISHER: CASPIAN SOFTWARE
PRICE: £20
EXPECTED: SEPTEMBER

Caspian hide at the wrong end of a ludicrously complicated one-way street beyond some of the worst traffic jams in London, and then when you get there a cat climbs all over you. But *Zero-5* made our recent trip there jolly worthwhile. A game that's only five months old, but already wise beyond its years, this 3D space game impressed the pants off us in an obviously figurative sense. We reckon that unless something goes cataclysmically wrong (unlikely) or an entirely new and infinitely better game makes an untelegraphed appearance (very unlikely indeed), *Zero-5* is going to be the best shoot-'em-up of the year. And what prompts us to make such a bold (and, in the face of opposition like Bloodhouse's *Stardust*, frankly barmy) statement? We shall, of course, now tell you.

The option screen. Look, we took a shot of this out of politeness. And it's ended up being printed due to an internal misunderstanding. Lawks.



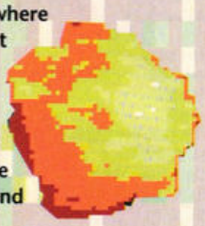
Shoot this if you see it. Continue shooting until you can see it no more. An ingenious strategy that serves well everywhere else in the game.

Tell us, o you mite

Okay. Basically it's a bit like the supremely delicious and wrinkly BBC game *Starship Command* (itself a rip-off of the original *Star Trek*) but in first-person 3D. As an ace pilot and Earth's last hope etc etc, you're dispatched around the galaxy to destroy invading flotillas before getting a crack at the enemy flagship and saving everything you can possibly think of. Caspian claim their 3D generator is the best ever, using as it does the scandalously underexploited blitter chip present but shyly hiding in all STEs and Falcons. Or, at least, it will be the best ever when it's finished. At the moment there's no texture-mapping nor planet scenery, but there are a fearsomely large number of polygons zipping around at tremendous speed.

Texture mapping? Planet scenery?

Indeed. The finished game is split between space battles and planet exploration, where you have to flit through valleys and skip across mountains in order to find the enemy base, and then bomb it.



Apparently this is a digitised picture of a local Government installation, so it's probably covered by the Official Secrets Act and you're all criminals.

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No apparent reason

When you receive a call to action, you don't just fly to the sector indicated. Oh no. Instead you're treated to a gratuitous hyperspace sequence, where your ship blasts through the fifth dimension, makes all the stars go streaky, and jinks smugly across the galaxy as the camera swoops around and about and around. Because it can. Hurrah.

Our plucky hero prepares to shift to sub-light speed. "Prepare to shift to sub-light speed." (You see?) G-forces crush down on him. "En... gage."

Stupendous powers unleashed by engines beyond the comprehension of ordinary mortals catapult the gallant captain beyond the twelfth dimension.

At the moment though, the programmer's concentrating on the space battles. These quite naturally see you battling futilely against overwhelming odds armed with superior weaponry, and hugely impressive they are too. (The best bit comes right at the beginning of the fight – you're zooming through the void when your battle computer registers a blip and logs it on the screen. Then another. Then some more, and plenty of others until there are about 30 ships rocketing towards you in disciplined formation, blasting away as they come. As they say; lummocks.) The problem is, and this is something that's being looked at, both you and the ships have a fixed velocity. This means you end up flying pointlessly around each other, occasionally crossing paths and firing. But *STF* in its infinite gaming wisdom has suggested putting in engines so you can perform skilful feats of flying and dodging, so that's all right then.

By the way

Mission disks aside (which is cruelly dismissive of a fabulous policy of software support, but there you go) Caspian plan to let you customise *Zero-5* by appearing in the game as a pilot. Send the company a photograph, and they'll digitise it so you can develop an even more tenuous grip on reality. ("It's me. But... but I'm here. Or am I?" etc.) This is exactly the kind of silly thing we love to see at *STF*.

Back to the game

Remember *Epic?* The diplomatically "reasonable" space opera that was supposed to change the way you washed in the mornings, or something? The ST version was the best of a poor bunch, but still left a lot to be desired. *Zero-5* feels a lot like the game *Epic* didn't end up being: the exhilaration as you dodge the canny wingmen and pop an enemy transport in the command centre, causing explosions to rip through the whole ship and blow it apart is ever so sweet. Yes indeed, this really is going to be a top-class shoot-'em-up. Very, very probably in fact.

Stay tuned for the next part of our work-in-progress feature, when hopefully we'll get to see the planet surface and maybe (just maybe) get to chat with the programmer and hit him until he comes up with a playable demo for the Cover Disk. Ooo, eh?

JONATHAN NASH

The hygienically-limited and linguistically-challenged programmer. What a silly person, eh readers? Not an authentic space veteran, we'll wager.

Scatter panic-stricken before the accurate frying phaser rain of justice, you old enemy ships (Spiker class), you.

Tech specs

Zero-5 requires a 1MByte STE or 4MByte Falcon, wrings the blitter chip until it shrieks, and uses extra hardware in a competitor-embarrassing fashion. STEs with more memory will get in-game speech, accelerator boards up the level of texture-mapping detail, and the game works with VGA monitors. It's hard drive-installable, too. And you can control it with a power pad. (If you really feel the need.)

Five things that also use numbers

1. Hawaii Five-O.
2. Sesame Street.
3. The foundations of TV's famous Sydney Opera House. (Unscrupulous and greedy Mob accountant joke, investigative journalism fans.)
4. A mathematically-gifted capybara.
5. Professor Stephen Hawking (on a bad day).

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THE FINAL CONFLICT

World War 3 has arrived, but no-one realised it could be this dull

Those of you who've ever been involved with international arms and diplomacy will already know it can be a tricky business (find that target reader, Simon). Successfully keeping a planet together is now a job that you too can experience, with Impression's *The Final Conflict*.

Conflict is a strategy game following the vein of many domination board-games, played on a map of the world that can be annihilated by one of two sides. It's up to you to select which scenario and countries you want to include in the game, but that's more of a trivial point – everyone's got missiles, spies and the like, so there isn't really much to choose between one power-crazed dictator madman and another.

"As a premier of a country of your choice, you must use diplomacy, armed forces, espionage and decision-making skills to try to win the war..." What country uses all of those four, then?

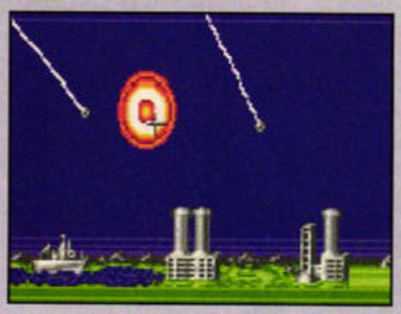
On loading *Conflict* (after a preference screen to set up how complex you want your game to be) you're presented with a world map – this is the main game screen and it doesn't have labels. If you don't happen to be all that hot at geography, you might find this a problem. When Kazakhstan steps out of line, it's pretty difficult to know who to attack without keeping an atlas to hand.

If you're looking for a game with a kick, *Conflict* just doesn't come up with the goods. The only thing you can tell from the map is who controls a particular country, not where missiles are, where cities are, or what each country is capable of. This information seems to be relayed via a small text window, which happily sits around telling you about countries being conquered, cities being levelled and every other eventuality of war with the cool but dull hand of a computer. This is a text game that just happens to have a map tacked onto the back.

You communicate your actions using a set of icons on each side of the screen. These actions range from deploying spies and diplomats through to launching missiles and activating your defence network. Occasionally you get the chance to flick to slightly different screens to activate your defence networks, but they're only different version of the same map with added dots (wow).

Conflict is a game with only one real problem – other strategy games. If you are totally new to the genre and want to get into some pure strategic thinking you'll definitely find what you want in *Conflict*, but it's not exactly the most sophisticated Armageddon simulator. Staring at a map and reading text messages just isn't helpful enough when you're trying to keep track of what's going on with the planet – you have no way of knowing what's going on with any particular country until you click on it and read the text messages, and even then you'll be left asking questions.

Derek started to grin, pointing at Britain...



The *Missile Command* section. At least this bit's quite fun.

Launching a missile is a perfect example of this problem, as there's no way of knowing what's going on with it, only that it's been launched and should hit sometime soon. You'll get the same problem with spies, troops, tanks, and everything else you do – you make the decision to do it, and then forget about it until the messaging system decides to let you know what's going on.

Launching missiles

When playing *The Final Conflict*, you really can't help getting bored. Sitting around launching missiles and guessing just how successful they are can get more than a little dull at times. If someone fires at you, you can flick to a missile defence screen, and play a version of the classic *Missile Command*, moving your targets around the screen, attempting to gun down the missiles before they trash the target. This is quite an enjoyable departure from the normal map-watching and message-reading, but it really shows *Conflict* up for what it is – a dull game in need of action. Failing that, it could benefit from better graphical representation, a different control system, or even a few status screens. While we're on the subject, some requirement of strategic thought would be nice.

The map screen, where most of the "excitement" takes place. Thrills.

Discreet uniform, don't you think?

Overall, *Conflict* is a possible buy but only if you're heavily into strategy games. If you're looking for a gentle introduction into the genre and you quite fancy a bit of Armageddon you're in for a boring time, and you'll probably wish you were playing *Risk* instead. If you're into *Missile Command* you'll like the sub-game, but the pointless wadding that others call The *Final Conflict* will get on your nerves.

SIMON FORRESTER

The Final Conflict

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Highs
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- Reasonable chrome graphics.

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- A total lack of information.
- Limited range of actions.

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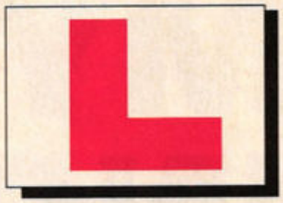

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SuperMon comes with all the features of the 'Ultimate Ripper' and more. Some of the features included with SuperMon are: Program switcher- allows to programs to be in the memory simultaneously and switched between at the touch of a key, Printer spooler- allows files to be printed at the same time as other tasks, Comprehensive debugger- disassemble programs and step through them, intercept OS calls, search memory or find where a routine is called from automatically, Diagnostics function- check the internal functioning of your ST disk analyser, custom format disks, read/write sectors, hide files, Utilities- the SuperMon also has many utility functions available, including reset proof RAM disk, mouse trap function, time display, screen snapshot and 50/60Hz toggle.

Ultimate Ripper £25
Including SuperMon £35

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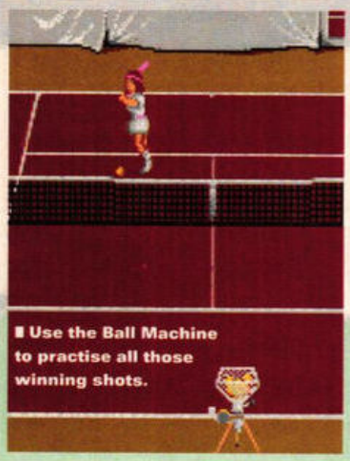
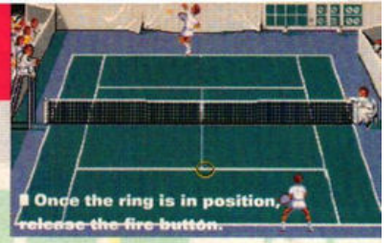
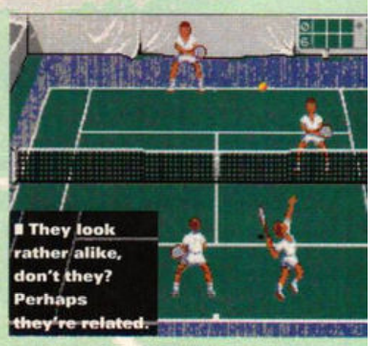

Use the Ball Machine to practise all those winning shots.


Once the ring is in position, release the fire button.

JIMMY CONNORS TENNIS

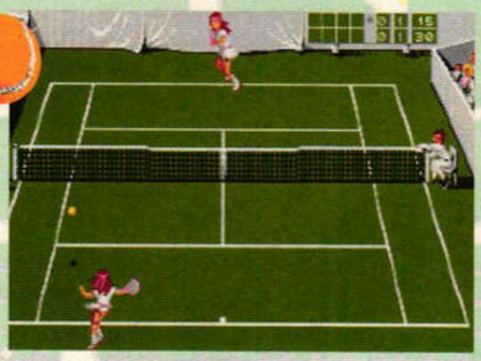

They look rather alike, don't they? Perhaps they're related.

Avoid all those blisters and strained, aching muscles by playing tennis on your ST. Time to warm up for some on-court action

Tennis is definitely upon us, what with Wimbledon just having finished and the footie season over. So why not hunt out your raquet and trainers and and get yourself down to the nearest tennis court? Well it all sounds a little too much like hard work, doesn't it? Alternatively, if the nearest to exercise you get is lifting a pint to your mouth then *Jimmy Connors Great Courts 2* could be your glass of Robinsons.

It's probably best to ease yourself in gently with a bit of practise with the Ball Machine. This is essential to familiarise yourself with the controls and get to grips with the different strokes. It's not too complicated at this stage – your ST controls your players movements and you control the shots. You can program the machine to vary the speed and frequency of the balls and you can also move the machine in front of or behind the net.

Once you've become a little more confident you can progress to a friendly match. Here you are in complete control of your player. You can choose to play against an ST-controlled opponent or rope in a friend which is a lot more fun.


Mmm, nice skirt animation.

Serving is achieved by holding down the fire button, aiming your ball in a ring in the opponents court and releasing the fire button when you've positioned the ring. Your player's movements correspond exactly to the movements of your joystick. To return the ball, get in position, hold down the fire button and release it when the ball comes towards you. When you press the fire button your player's movement is interrupted. You need good co-ordination and joystick skills to get your player in position quickly to return the ball. It takes a while to get the hang of it as the pace of the games is pretty fast.

After you've mastered the movements and strokes it's time to reap the rewards and earn some mega bucks in the tournament. You have to set up the tournament fixtures by selecting the competitions that you want to play in. You can also choose whether you want to play doubles or singles. Each tournament shows how much prize money is available which indicates the difficulty level of the match.

The Preference Menu consists of two sub-menus: The Court and The Player. The Court Menu enables you to choose which court you want to play on, whether to play singles, doubles or play in "dirty mode"– a three-player game described as "a new challenge for champions." The Player Menu enables you to modify your player's characteristics.

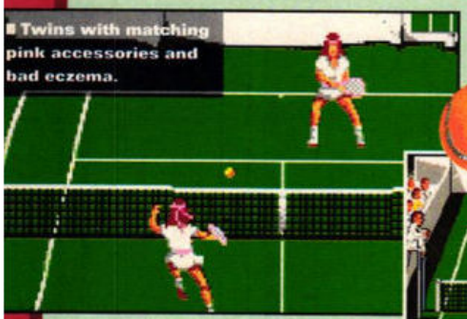
Chalk dust

Each player can be controlled by four modes: Computer, Junior, Average and Character. In Computer Mode your player is completely controlled by your ST. In the Junior Mode your ST controls your player's movements and you control the strokes. In Average and Character Modes, you have complete control over you player's movements and shots. The sprites are reasonably well animated, though they're not very detailed. Sadly, there isn't a Jimmy Connors sprite, nor are there any other big tennis names for that matter. But you can play Lother Schmitt or Thomas Hertzler. So that's alright then. There is a little sampled speech – the umpire speaks in a bad French accent and the crowd produce a small burst of applause when a set is finished. The ball makes a squelchy wellies-stuck-in-mud sound, not terribly realistic. Perhaps this is the place for you to insert your own sounds here; a few of Connors grunts, the odd expletive or maybe a McEnroe-style argument with the umpire.

Verdict

If you enjoy sport sims, you'll love *Jimmy Connors Tennis*. If you don't then you'll probably find its appeal a little limited. It's fun for a while providing you play a game with a friend but it soon gets boring. It's certainly not to be played on your own unless, of course, you haven't got any friends then you'll have to play against the computer. Tennis is a fine traditional English game so keep up the fine English tradition that it is and play a "proper" game instead. It's a lot more fun and it's really rather good for you.

DEBORAH COOK


Twins with matching pink accessories and bad eczema.

Right - A three-player mode, in tennis? It's called "the dirty-mode." Tennis has never been so interesting.

Jimmy Connors Tennis

Ubi Soft £9.99
☎ 081 343 9055

Highs
- Mildly entertaining, provided you play with a friend.
- It's something to do on a rainy day.

Lows
- The controls don't capture the real" feel of the game.
- It's really rather dull.

60%

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MERCHANT COLONY

STF get a little taste of life on the open waves (tra-latitty latitty la)

Getting your ship to do anything other than bob aimlessly about means struggling to get the icon window on screen.

Picture the scene; writer walks into office for first time and finds desk. Glancing at all the strange people, he loads up the game he's been left to review. It's a strategy game. He wonders about life as a sandwich man.

We start in the 18th century, a pioneer on a mission to become the most powerful man on the planet by colonizing as many lands as possible. This is achieved by floating around the world at one nautical mile per fortnight in a ship laden down with people and cargo.

The game begins by showing you a picture of your desk. Here you can buy a ship, stock it, and send it off anywhere in the world (as long as there's already a port or settlement there). Sailing around involves simply placing a cross on a map, though if you really want to take a more active role in your sailing you can plot a more complicated or detailed route by placing more than one cross on the map at the time.

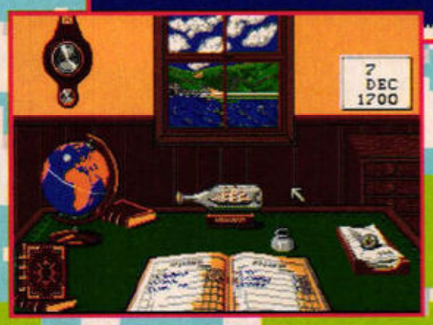
Once you've come to a port, the game really, erm, "starts." After spending about ten minutes trying to coax the ship to dock, you can unload your people and set them to work – building houses, producing goods, and doing all sorts of colonizy things. This actually means they wander about the shop doing absolutely nothing – you control them in a *Lemmings* fashion, clicking on each unit and telling it either to move, or build or to start producing.

Ships in the night

From then on, the game revolves around setting up more ships to build a fleet (from the money your colonists make or from a hefty bank loan), moving your cargo ships around to pick up the goods your colonists produce, sending battleships after the pirates and paying off the bank loan.

Before we go any further, is anyone really interested in colonizing the world? Battling against an enemy army on a ridge is fun (several billion strategy games since the dawn of time, *UMS* being just one), as is attempting to conquer a territory (bits of *North and South*). The problem of colonizing is that there's no real meat to it – can you wander around dropping off blokes on islands, trading and occasionally encountering pirates? The last thing a strategy game needs is a scenario with nothing going on.

And then there are strategy nuts. If you look deep enough into any game, you'll find some basic element of strategy. *Merchant Colony* actually has quite a few on paper – you can form little battle fleets to patrol your waters, manage your accounts to build better communities, time voyages and ships, and even hunt down pirates. If you're into that type of strategy, you'll find something here to interest you, but for no longer than a few hours.



Your desk of command, and a rather tasteless choice of executive toys, methinks.

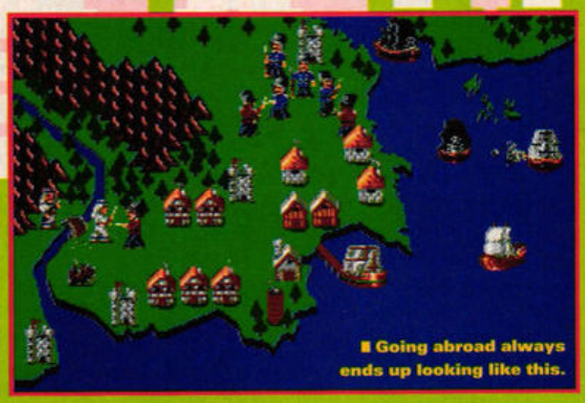
The other major problem *Merchant Colony* faces is the control system. For some reason, we're destined to control everything with an icon system that's about as friendly as the Kray twins at a Neighbourhood Watch meeting – the icons give nothing away as to their functions, and everything's made especially awkward by the fact that you have to be quite precise with your clicking at times.

The big requirement for accuracy is carried though the rest of the game – docking at a port seems to mean guessing which pixel of the sea your ship's supposed to be sitting on when you tell it to dock. This is something that would have taken a few minutes of any programmer's time to fix, but for some reason it's been left like that. Other oversights include the ship's inability to let you know when they arrive at port (you can switch to the ship and look manually so they may as well tell you), automatically navigate small islands or even let colonists get back on board. That seems to be the underlying theme of *Merchant Colony* – a little thought, but not enough to do the job.

Verdict

The graphics are adequate but nothing at all impressive or even pleasing, as are the sound effects. As we've already seen the scenario needs serious help and so does the control system, and the gameplay is limiting. If you liked *Pirates* from MicroProse, play that instead. If you didn't like it, you won't like *Merchant Colony* either. If you're really interested in all things colonial, buy a text adventure or a trashy novel.

SIMON FORRESTER



Going abroad always ends up looking like this.

Pretty hefty sailing ships, huh? I don't much like the look of that spiky island, either. X marks the course.

Merchant Colony

£7.99 Impressions
☎ 071 351 2133

Highs
- The strategy involved in colonizing.

Lows
- Unfortunately, colonizing has no pace.
- Slow, repetitive and unfriendly.

40%

FIRST SAMURAI

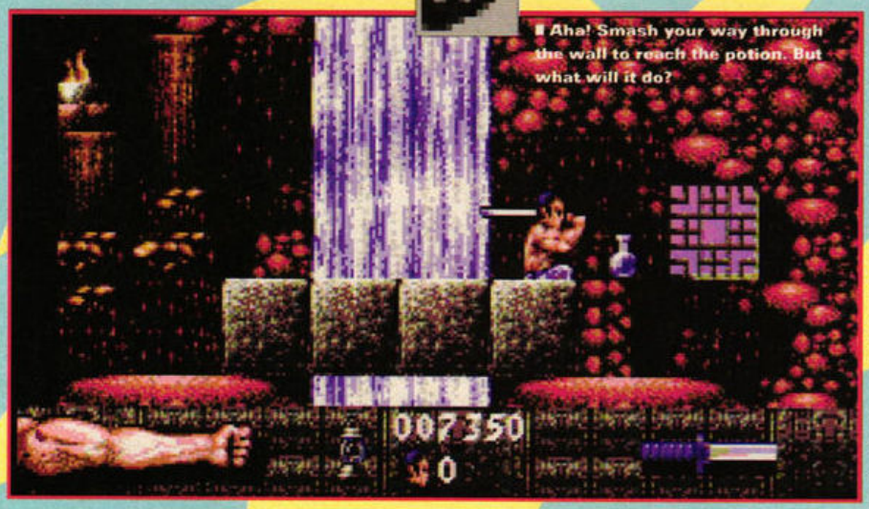
Crouch down at a Reincarnation Pot to activate it. This one's glowing and activated.

Do not despise the snake for having no horns – for who is to say it will not become a dragon?

Bell bottoms, a funny topknot hairdo and a big sword. What could possibly go wrong for the guy who has everything? Hell's bells. What's this? Some tricky blighter known only as The Demon King disembowels his master (Lord Akira, animé apocalypse fans) before his tear-filled eyes! First Samurai is understandably upset. Time for the chap with the dodgy hair to wield his weapon.

Prepare to enter the world of First Samurai. A world of magic. A world of revenge. A world of passion. A world of multi-directional scrolling. Guide the 16th century Samurai through oriental gardens, forbidden dungeons and across a hazardous cityscape to mortal confrontation with The Demon King.

Hack 'n' slash your way through a multitude of baddies (you know when you've hit 'em – they flash white, and the same goes for your Samurai bloke) with a blade crafted and fashioned in finest steel and tempered in the burning heart of a young warrior whose master has just been chopped up by a bad bloke. The weapon's magical properties are revealed when it flashes from the sky and manifests itself at your feet early in the first level (oh, sorry, it appears when you collect enough Mystical Energy – well that sounds magic enough to me).



Aha! Smash your way through the wall to reach the potion. But what will it do?

Schwarzenegger forearms

Special semi-concealed areas tempt the impressionable Samurai from his mission. Douse fires or break down walls for access. These may well be dead-ends in terms of finishing levels but they're invaluable stockpiles of power-ups and food.

Zool-esque climbing plays its part. An ambitious high jumping kick results in a drop down a cavern or an apparently insurmountable object blocks the Samurai's path. Other lesser games heroes might, by dictate from their design, resort to jumping thrice their own height, but First Samurai climbs like a real bloke. A real bloke with Schwarzenegger forearms, maybe, but a real bloke nonetheless.

In platform power-up tradition the sword disappears when you lose a life. Okay then, kick (there's a rather attractive flying kick, and a natty judo-esque leg sweep), punch and multiple-knife-throw your way through said multitude. Who needs a magic sword anyway?

The second to tenth levels include some rather delicious maze sections – it's not the usual recipe of "generally head up and right." Each section is an innovative dish lovingly blended from staple ingredients – wholesome adversaries for roughage, power-ups to ensure your protein intake's healthy, the merest soupçon of finely chopped puzzle to spice things up, and a different colour sky to keep the nouvelle cuisine department happy. Tasty.

Hang on just one goddam minute. Hack 'n' slash across platforms? Ferret out a demonic boss to avenge a loved-one's demise? Hmm, this hardly sounds new and exciting! Okay, we'll come clean. The game's not exactly new, and the format certainly isn't. But, while

Wait 'till the dragon stops breathing fire at you, then quickly run in and chin 'im one, grab the Swiss roll (it's actually a log) and get out of there.

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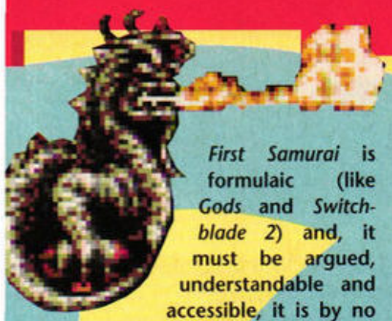


First Samurai is formulaic (like *Gods* and *Switchblade 2*) and, it must be argued, understandable and accessible, it is by no means average. *First Samurai's* first release was a breath of fresh scrolling-platform air, and now on budget, while hardly innovative, it still merits a place in the higher echelons of ST combative adventures. Why? Because the whole game works .

Take me to another dimension

Another pleasing dimension to *First Samurai* is the time travel element. It all stems from that tricky blighter at the offset, The Demon King. Having offed the Samurai's master, the aforementioned Mr Akira, (while yer lily-livered pony-tailed Samurai geezer was doubtless either too gobsmacked or too yellow-bellied to join in the fight) The Demon King disappears to guess where? The future, damn his eyes! First Samurai then takes a crash course in magic from the Wizard Mage and, amongst other things he learns the rudiments of transportation. In return for his not inconsiderable troubles, Mage requires the young Samurai to collect certain "special items" and doubtless deliver them to him in a plain manila envelope.

The transportation isn't as simple as sci-fi would have us believe. None of this "Beam me up, Scotty" nonsense. No, no. You must find the appropriate potion (typically hidden behind walls that need a good kicking or guarded by scary-looking bosses. Find the little bottles, crouch down to pick them up, and you'll be magically whisked away. But where?

Here comes the bad guy hatching his evil plot. Boo! Hiss! Please note the arty *Ran* subtitles.

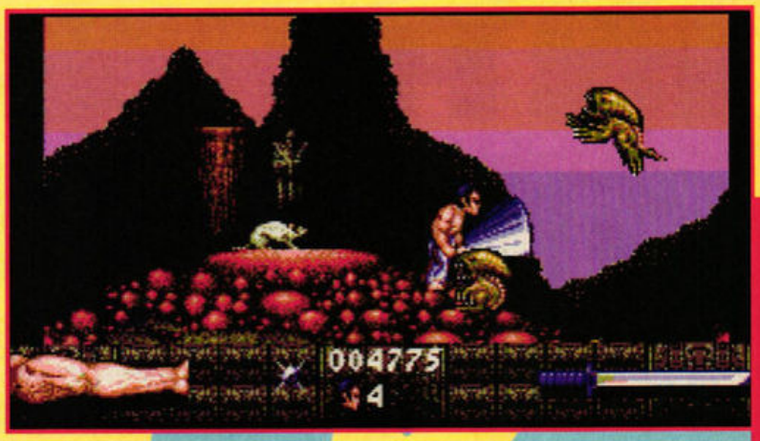
To the Reincarnation Points

Ah, yes, Reincarnation Pots. They'll be those little earthenware receptacles that glow with static charge. They're dotted around the landscape and spaced well enough to be useful.

The Reincarnation Pots serve as standard restart points, for example, lose a life, and Sammy the Samurai reappears at the pot (with a pleasing, but somehow familiar sound effect). They also serve as a base for transportation. Each pot must be charged up by the mystical energy that Sammy generates during play. As that energy is limited, only one can be active at any one time, which adds a strategic element to planing your transportation antics. See? It's a cut above standard.

How does it look?

Erm, take a look at the screenshots. Good aren't they? Oh, what you mean is: "How does it look in motion?" Well for goodness sake, dig a tenner out of your wallet, or raid the five pence jar or whatever and load up your own disks, don't just leer at our screenshots. Bugger off. Get your own! At this price you're a fool to yourself if you don't yourself bag a copy.



An innocent white rodent looks on bemused at a scene of slaughter. The escapees from *Alien* make short work of Sammy - or should that be Firsty?

The background graphics are top class, the scrolling works without a hitch or a glitch and the animation's very good, if a little jerky. Then again it doesn't move incredibly quickly so overall it feels as playable as you'd want it to be. For a tenner, anyway.

Armed and unarmed combat are both a thrill, and when your energy's low enough to rob you of your sword and throwing-daggers (there are plenty lying around – simply help yourself to them) Sammy's karate skills are a treat. The reverse kick feels really good. It's a special move reminiscent of Matthew Le Tissier's edge-of-the-box flick that set him up for his goal-of-the-season contender. That goal came third in the goal-of-the season competition, by the way, but then did you see Rod Wallace's winner? Stunna! Sammy the Samurai would do for the J-League what Eric Cantona's done for the English Premiership. But anyway...

Suitable

The music's suitable for the game. It's quite alright for a while but gets a little repetitious. The sound samples are crisp and clear, and once again fitting to the feel of *First Samurai,* especially the return-to-Reincarnation-Pot effect.

Use the Personalised Access Code on disk two to store your game at any completed level. The clever little thing remembers how many of your five lives you've got left, along with health status and number of bonuses earned. Now run along and put the kettle on. Oh, you're not that clever are you? *First Samurai* is a big game, and, unless you've got very little to do with your life, don't expect to finish the whole thing in one sitting. Use the save game facility, and come back to the levels, the baddies, the swashbucklingly romantic top-knot, and the special pants at your leisure.

First Samurai doesn't do anything incredibly out of the ordinary, but what it does, it does very well, and is a joy to play. Healthy double-helpings of gameplay, a bread-and-butter tear-jerker storyline, a neatly garnished side-salad of graphics and one of the most special pairs of pants ever to grace the ST add up to a thoroughly digestible game. Buy it. Now!

JOSSE BILSON

The forearm is energy. The apple is food. The terracotta pot in the middle is pure magic. The 000000 is the score - look this was the first grab, okay?

First Samurai

£9.99 Ubi-Soft Collectors
☎ 081 343 9055

Highs
- Classic arcadey gameplay.
- Easy graphics and workable animation.
- Charm.
- Special pants.

Lows
- Another slash 'n' hack platformer?

85%

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INTERNATIONAL SENSIBLE SOCCER

Some team - patently not England - win the World Cup. They probably cheated.

And remember if the score stays the same and no more goals are scored then the result will stand as it is

Although it only seems like yesterday, it's almost two years since we first reviewed *Sensible Soccer*. Andy Lowe delivered the match commentary then and the lad was so impressed that he awarded it a net bulging 91 per cent; "The most fun you can have indoors without taking your team scarf off" he cheered scampishly.

This leads to a quandary however, as *Sensible Soccer* was so good, that the lads at Sensible have found it almost impossible to tweak the gameplay to any great degree for this new version. That's not to say that there aren't any changes, there are, but most of them are cosmetic in nature, merely adding icing to an already sumptuous cake.

So where does that leave *International Sensible Soccer World Champions*? Obviously, it's been timed to coincide with the World Cup to coax those few unfortunate individuals who haven't yet experienced the divine revelation that is *Sensible Soccer* into buying the game. But it begs the question: "If I've already got the original, is this new version worth buying?" The answer, unfortunately, has got to be "no, not really". But it's a "no" with some major reservations.

The Brazilian's were in fine form until the semi's - as per usual.

There's an option to upgrade your old disks to the new version for a mere eight quid, which is more enticing than the stand alone version which costs £19.99.

Before you decide though, let's investigate further just what these changes are:

1) The Back Pass Rule; just as with the real thing, the goalie can no longer pick up the ball if the last person to touch it was one of his own players - other than from a shy or a header or if it came off of one of his own players who had committed himself to a tackle. This lead to the hilarious situation in one of the review games, where the goalkeeper was passed back to by a member of his own team, ran up the pitch and scored an excellent 25 yarder. The phrase "Beat that Brucie" springs to mind for some reason.

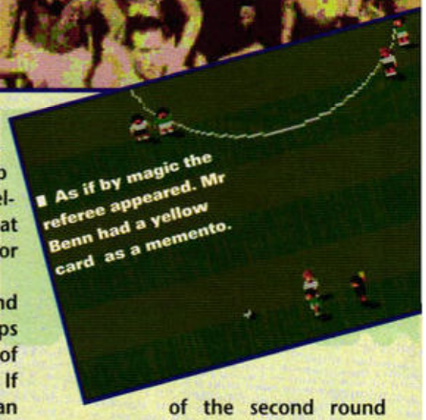
2) Red cards, yellow cards and suspensions. In all Leagues, Cups and Specials, this handing out of cards has special significance. If a player earns himself more than one yellow card, it results in him being suspended for one match. Three yellow cards or one red card witnesses the player picking up a two match ban. And if the player is a really naughty boy (or is found to be French in a Manchester zone) and earns a red card and a yellow card, he can look forward to a three match ban.

3) The *Sensible* "Specials" represent what is probably the biggest change to the original version. The World Cup Championship, well is an exact replica of the current USA tourny. A win earns the victor three points, one point for a draw and no points for a loss.

There are two more changes to the Specials. Beginners can now get to grips with the game through a Turkey Tournament and a Booby League. The Turkey Tournament is a 16 team competition comprising a two-leg first round knockout from which the winners go into two groups of four teams who all play each other once.

The Booby League is a straight league of eight teams who play each other once. Both of these specials offer the easiest teams to beat; a sort of beginners introduction or option for folk who really like to gloat.

The final change to the Specials Options lies in the structuring of the European Cup Tournament. Teams now line up into two groups of four teams after the completion of the second round matches. The winners of both groups then play each other in a legged final.



As if by magic the referee appeared. Mr Benn had a yellow card as a memento.

That's just about it. The only other difference is the inclusion of an animated referee for handing out cards. He appears in much the same fashion as the shopkeeper from the Mr Benn.

Verdict

So, now in possession of all the facts we'll ask that all important question again: "Is International *Sensible Soccer* worth purchasing?" If you don't already have *Sensi*, what are you doing reading this review, go out and buy the *International Edition* now. If you already own the original it's a more marginal decision; can you live without the changes and is eight pounds too much to pay for them? You're on your own with that one. We've got a copy, so we're happy.

STEVE MCGILL

Thanks to the backpass rule, your keeper can now go walkies.

Now why isn't Matthaus a star player? He's really rather good!

Sensible Soccer

£8.99/£19.99
☎ 071 4819214

Highs
- It's Sensible Soccer, only more so.
- World Cup Tourny.

Lows
- No Scotland or England in the finals.

91%

www.stformat.com

GAMEBUSTERS

Gamebusters at your service. No job too small, no cheat too loathsomely unsporting

ISHAR
DAZE

Following on from last month's advice on running Frontier from hard drive, here's Ashley Taylor of Grimsby in South Humberside with a similar tip for Ishar

Copy all the files to a directory called Ishar on your hard drive. Now copy the program called START as well. That's the START program from the Auto folder on the boot disk, and not the one already in the Ishar folder. When loading, leave disk A in the drive. This tip also works for *Transarctica* (and probably for all the other Silmarils games).

The problem is, and I've not been able to solve it, you can't save to the hard drive. Can anyone help? And what is the SID program for, anyway?

Never stand under a tree during a storm. You might get hit by a cow, or something.

FRONTIER GAMETEK

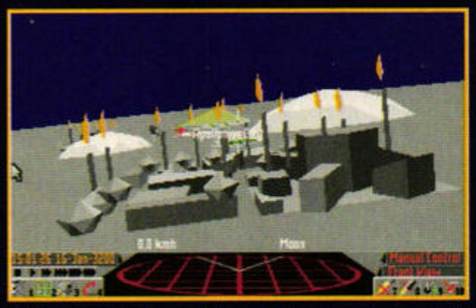
The amount of post about Frontier is frankly silly, and is roughly divided into pleas for routes to easy money, and descriptions of routes to easy money. Does nobody play fairly any more?

Mark Blunden of **Queens Park** in **Bournemouth** suggests this: Go to the Barnard's Star system, dock at a space station and sell all of your equipment bar the Automatic Pilot and the Hyperdrive. Use the money to buy as many tons of robots as possible, plus one ton of hydrogen fuel. Go to the Sol system and head for the nearest space station. Dock, and check the bulletin board for a "Wanted: Robots" ad that offers at least C1,700 per unit. Sell your cargo, buy hydrogen fuel and two smart missiles for insurance. Buy luxury goods and return to Barnard's Star, dock and sell the luxuries on the stock market. After three or four runs, you have tenfold your original investment.

Swapping insurance details must be fun. ("The liability is obviously glurk. Choke." Etc.)

Ben Waine of **Occlestone** in **Cheshire** suggests this: Start on Ross 154. Buy four tons of hydrogen fuel and hyperspace to CD-44*11909 Sector (-1,-1), then to Luton 205-128 (-1,-1) and finally to Cemiess (-1,-2). Find Emerald on the system map, and then find Mackenzie Relay. Dock here and sell all of your equipment and cargo. Find Patrick's Exchange on the bulletin board; he pays you 3,100 credits to take away precious metals, because they're illegal. Take as much as you can, then go to the shipyard and buy the biggest ship you can afford. Your old cargo is lost, and you can then return for more illegal metals. Don't use the time control when buying a ship, because after a while the Exchange gets busted, and undercover police move in. This should net around C1.6 million.

Andrew Johnson of **Winchester** offers an out-and-out cheat for, er, Frountear, in the process sweeping aside the usual uninterestingly ill-educated submissions to win our coveted Illiterate Of The Month award. His unexpurgated cheat: Start on Lave. Sell everything on your Ship Misilles even the engene. Bye seven passanger cabins get a wanted a fast ship to somewear it doesent matter ware go Back to shipyard By an interplanetery shuttle it says you can't Bye this because you have pasangrs on Board. Keep on pressing By and get loads of creadits.



Five years in the making, and so buggy you could pop the *Banana Splits* in it for a location shoot.

A face so obviously made up from Identikit components, it's embarrassing.

CAPTAIN BLUNDER

Hello readers. As you can see, I've made a full recovery from last month's near-fatal beating. I've just enough time to answer a few of your admirably succinct questions before being double-locked into a steel box welded to the floor of the cockpit of a rocket and shot into space for some reason that temporarily escapes me. Ah, what a madcap life one leads

Cheat

Have you a cheat for *Ikari Warriors*? Infinite lives would be jolly.

Jean Farrel, Northants

CB: *Very certainly indeed. Play reasonably competently enough to warrant a high score, and then type "freeride" for those jolly infinite lives. And another thing: hold down <F1> on the "game over" screen to make the tanks invincible.*

Cheats

Have you got any cheats for *Operation Thunderbolt*? I really need one. Or two.

Peter Bjarnason, Iceland

CB: *Get on the high score table and type your name as "wigan ninja" for infinite lives. Alternatively, have a go at the Speccy version with, unsurprisingly, "speccy mode."*

If you find the laser sights useful and want them set permanently on, press <F8>, <F7>, <F6>, <F5>, <F4>, <F3> and <F8> on the title screen, in sequence. Now press <F1> or <F2> three times for either a one- or two-player game.

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AMBERSTAR THALION

Famous as the game whose advertising campaign entertainingly forgot to mention both game name and publisher, Amberstar is here tipped extensively by Alan Randall and Darren Coull in a really smartly presented manner. Makes a change from all the illegibly scrawled cheats written on pages torn from exercise books, anyway

The best characters to start with are Satine the Grey Wizard, Trasric the Black Wizard, Drobanir the Warrior and Boldin the Thief. Make Thalion the starting character a White Wizard and Gryban a Paladin or Ranger.

For the first adventure, get one or two of the first four characters to do your fighting for you, and concentrate on and around Twinlake so you can use the magic water found in the graveyard instead of having to pay for lodgings. Wait in the graveyard at night, and say "Gwemdolyn" to the ghost to get the key to the temple.

The spirit of Nutts lives on within this remarkably lifelike gnome.

Riddlemouth Answers

Situation	Answer
Lord Drebin's House	
Blue Pearl	Leonore
Weeping	Fenora
Proud Old Man	Calwell
Pirate	Maltor
Wizard Founders	
White Wizard	Kasimir
Grey Wizard	Landonis
Black Wizard	Nicademus
Cottage NE of Twinlake	
Answer	Jonathan
Egyptian Tomb	
Answer	Relanukh
Hall of Peace	
Beloved Flower	Jasmin
Sansri Temple	
All but final	Sign
Final	Serpents
Dwarf Mine	
Answer	Sarod
Swamp/Sewer	
Answer	Water
Riddle Master Tower	
First Riddle	Ear
Second Riddle 1	Sun
Second Riddle 2	Snow
Third Riddle	Shadow
Fourth Riddle	Thought
Fifth Riddle	Cherry
Sixth Riddle	Rainbow
Riddle Masters	Life
Old Herb Woman's Cottage	
Entrance	Mera
Labyrinth	Sprites
Dragon Castle	
Entrance	Gelinda
Second Riddle	Lugthir

Wind Gates

Windgate Island is set out like a clock, and the twelve gates go to the following locations:

1. East of Twinlake, South of Elven Village
2. Castle of Manyeye
3. Island off NE coast
4. Forest north of Crystal
5. Forest west of Frogpond
6. West side of Lyramion along mountain range
7. Island of Snakesign
8. Island to NW with shipyard
9. Near Black Wizard Tower
10. East side of Lyranion, at coast
11. Island south of White Wizard Tower
12. East of Old Herb Woman's House

A woman standing on a giant eagle flying towards an antagonistic dragon circling a tower hamlet in the valley of a forbidding castle being watched over by a spirit of the sky manifested as an old man. Yesterday.

Swamp/Sewers

You have to place certain gems in the holes in the walls, and then use the wheels to create gushing water that pushes the fallen rocks out of the way.

Circle	Gem
Yellow	Amber
Blue	Topaz
Brown	Earth Stone
Multi	Rainbow
Red	Ruby
White	Diamond
Green	Emerald
Bright Blue	Quartz
Final	Mountain Crystal

Amberstar Pieces

1. **In hut on Lost Island.** Go via Old Villa Teleporter.
2. **Chest in Crystal.** Get key from Orlando.

ELITE TELECOMSOFT

Everyone loves Frontier. So much so, in fact, that interest in the original Elite has been rekindled. Witness Matthew C Bailey of America's famous Virginia and his tips

Don't bother with side and rear lasers. Use missiles only if necessary; four disappear alarmingly fast. The following enemy ships have ECM systems: Wolves, Asps, Geckos and Thargoids. If you are fighting a Thargoid and it releases Thargons, destroy the Thargoid and collect as many Thargons as you can in your fuel scoop. They count as alien items and are worth a bit.

When you are jumping towards a planet and see pirates, immediately stop your ship. Turn towards them and destroy as many as possible at a distance. If a pirate gets close, go to full speed and dodge around until they're in your sights again. Don't pick up the cargo, as it's usually illegal.

If you play for long enough, you have a hyperdrive malfunction and break out of warp to a dark area. There are one or more Thargoids nearby, and killing one makes another appear. Don't panic – you just have to survive for long enough to make repairs (about five minutes) so you can escape.

No tips, but a cheat

I've been playing *Voodoo Nightmare* from GBH for several months, and I'm stuck on the third temple, the Temple of the Eagle. I think that I've collected most of the diamonds but I seem to be missing a final door, or something. Tips?

Cyril Beaumont, Suffolk

CB: *No tips, but a cheat. You see, when night falls, the monsters disappear until morning. (They go to sleep, or something equally inappropriately twee.) So, while playing, if day dawns, pause the game. Night falls, and you can wander about without fear of being attacked.*

Cheat for Escape From the Planet of the Robot Monsters

Have you got a cheat for *Escape From the Planet of the Robot Monsters*?

Gareth Williams, Dyfed

CB: *Yes. At the end of a level, go to the end barriers and, while firing bombs, push yourself forwards and to the left, middle or right, and you find yourself transported to the portomatic. Simple, eh?*

***EFTPOTRM*, as it's affectionately if impractically known. ("Hey, it's EFTPOTRrraaghh." "Medic." Etc.)**

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3. **Firlas in Crystal.** Give him Spike Bone.
4. **Chest in Sansris Temple.** Illusionary wall behind her.
5. **Drebin's Chest.** In his house in Crystal.
6. **Pirate's Chest.** In Manyeyes Realm.
7. **Tomb of the Pharaoh.**
8. **Manyeyes Piece.** In chest near him.
9. **From Kelvin the Bard.** Give him the harp.
10. **Under a stone on the Frog-pond Isle.**
11. **In the treasure of the Dragon.**
12. **In the dwarf mine.** Give crown to Donner.
13. **In the old Ranger Guild.** On the five sisters. Go via new Ranger Guild and say, "Amberstar," to Annorel to get staff of opening.

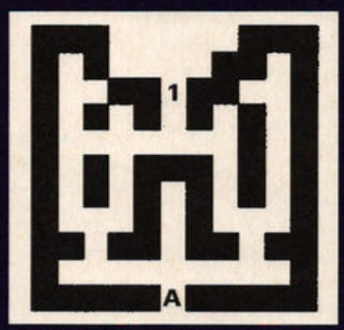
Assembling the Amberstar

You have to answer some questions

Question	Answer
Knowledge	Mork
Ally	Bralkur
Master of the Sea	Sobek
Mother of Life	Gala
Falsehood	Sansri
Friend of the Eagles	Nut
Evil	Lord Tarbos
Power of the Earth	Geb
Mother of Death	Bala
Fire	Harachte
Traitor	Marmion
What is coming	Talmit

Dragon Deep Entrance

A. Water entrance/exit
1. Riddlemouth. The question is, "What is the name of the second guardian?"
You can find Boldir here. Recruit him, but beware of his profession.



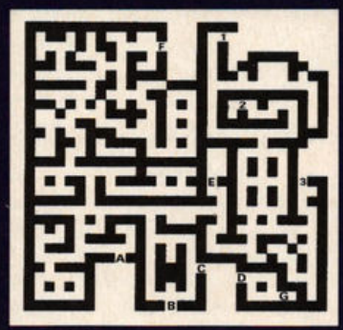
To find Dragon Deep, go north from Twinlake until you reach the forest. Follow the forest round to the west until you reach the end. Go north until you reach water and then east.

Cross the first bridge and head north to the dock. Board the raft and follow the calm water to the north-west until you reach Dragon Deep, which is in a cluster of islands.

Crystal

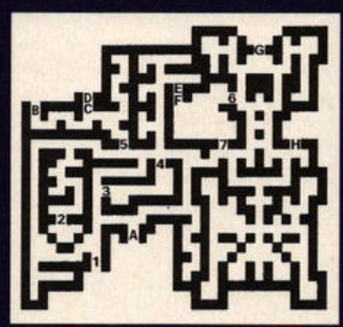
Merchants
1. Captain Carlos Ships (9-20 hours).
2. Temple of Bala.
3. Ewer Foodstore (7-17 hours).

Doors and exits
A. House of Lord Drebin.
B. Main entrance/exit.
C. The Jewel Tavern (front).
D. The Jewel Tavern (rear).
E. Crystal Merchant.
F. Guild of Paladins.



Twinlake

Merchants
1. Horse Stables (6-22 hours).
2. Healer (all hours).
3. "Knowledge" (12-16 hours).
4. Merchandise (9-17 hours).
5. Idla Food (8-18 hours).
6. Rafts (10-18 hours).
7. Guild of Warriors (all hours).



Doors and Exits
A. Dancing Dragon Inn.
B. Garden/Graveyard.
C. Sewer Door.
D. Sewer.
E. House Door.
F. House of Family.
G. Main entrance/exit.
H. House of Shandra.

Gemstore

Merchants
1. Drollnur's Jewels (10-16 hours).
2. Thelloc's Store (8-18 hours).
3. Draonon's Food Store (8-18 hours).
4. Torbus Tools (10-17 hours).

Exits
A. Gemstone's Inn (all hours).
B. Main entrance/exit.
C. Obviously missing exit.

Equipment

The military laser is by far the best. Buy an energy bomb, but it's not really necessary. Only the Thargoids really give you any trouble, and they're immune to them. Also, if you explode such a bomb and there are traders in the area, you become a criminal.

An energy unit and cargo bay extension are musts, as is a docking computer. Turn off the docking sequence from the options screen, because the sequence slows down the game and occasionally crashes your ship. A fuel scoop is a luxury; by all means pick up cargo and Thargons, but don't try to snaffle fuel from the sun. If you're in a hurry to get to a certain planet, buy an escape pod and use it as soon as you come out of hyperspace. Don't forget you lose your cargo though.

Trading

Always try to fly from industrial planets to agricultural and vice versa. At industrial planets, buy as many tons of computers and machinery as possible; at agricultural planets, buy liquor and furs.

Don't be tempted by smuggling, as legal profits are large enough. Besides, the police eventually catch up you every time. Curses, etc.

I see by the launch clock that time has beaten us once again. In but a few moments I shall be blasted into the void of space, to float helplessly for some greater purpose. No doubt the lack of oxygen, or, indeed, cabin pressurisation, is to be explained to me over the radiophone once I am airborne. Or in orbit. Or, as someone has just comically suggested, when crashing in flaming pieces back to the surface of the planet. See you next month, though I can't imagine how.

LOOSE ENDS

With the Captain condemned to a frighteningly brief exile in space, this seems an ideal opportunity to turn some of the more tricky questions over to you. If any of the following queries ring bells in your head, write in with the solution for a gratuitous mention from everybody's favourite tipster, or a reasonable facsimile thereof should his lack of life-support prove too much for the plucky rascal. Write with your answers, or even more questions, to Gamebusters, *ST FORMAT*, 30 Monmouth Street, Bath BA1 2BW.

Talisman

In *Dragon's Breath* by Palace, I can only find the first piece of the talisman – the one in the town of Olorn. Where are the other two?
Simon Fuge, Dyfed

Monks

I'm stuck in the monastery scene in *Future Wars* from Kixx. I've found the Bio Challenge card, but as I try to escape, the monks pounce and kill me.
Ben Bowen, Rhondda

Safe

We can't find the safe in *Maniac Mansion*, nor the combination we expect we shall need.
Chris, Mark and Paul, Wisbech

Combination

We've found the safe above the nurse's room, but, as we anticipated, need the combination.
Chris, Mark and Paul, Wisbech

CHAOS STRIKES BACK

PSYGNOSIS

It's the second and final part of Matthew Dixon's positively gargantuan Chaos Strikes Back solution. Refer to STF60 for the first part and a useful table of keys, and STF59 for a general overview of the levels. Well, you should have subscribed then

Ros Section

Food and water are scarce in this section, so come well-equipped. The section starts at the Onyx Door, and there are two ways to reach it, depending upon which altar you start from. One passage leads you straight to the door, but the other winds through false walls and past pits. Beware, as the directions point you straight into these. There's also a sneak thief around here. Eventually you come to a pressure pad, which opens the portcullis.

Onyx Door

Pull the lever to open the first pit. Throw items into the teleport behind you so they land on the pressure pad and close the second pit. Heading away from the Onyx Door leads to an illusionary wall opening on the Worm Level.

To get the Onyx Key, go up the stairs and follow the passage to the door. Open this and lure the Death Knights away, then pull the lever at the head of the stairs to drop them through both that pit and the one below. Go back to the door, kill the Rock Monsters and find the "Give up, pull the lever," inscription. Get the key from the altar and pull the lever. Throw items into the teleports until you can get the Cloak of Night from the alcove; you can recover the items later. Go back, down, and use the stairs to get to the Worm Level.

Worm Level

Worms breed here, so there's plenty of food. Loot the bodies of the Knights you dropped into the pits to find a Gold Key, and the Onyx Key. The exit is near the grate on the wall.

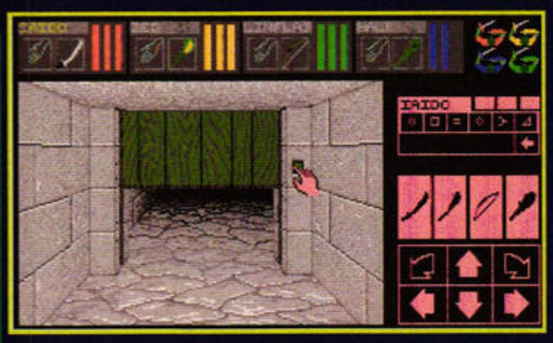
Behind the Onyx Door

Mummies are here. Stand on the pressure pad to open a passage which ends in a false wall. Behind it is a helmet. Return to the portcullis where you killed the skeleton and carry on along the passage with false walls. Eventually you reach a room with a torch in a holder. Remove the torch to open a pit behind you and a room full of Mummies to your right. Kill the Mummies. The room has a false wall which leads to some treasure. Beyond the pit are a door and some stairs. The stairs lead up to Death Row Level; the door leads to the Cistern.

Death Row Level

Find the holes in the wall. They shoot fireballs at you if you step on the pad nearby, or take the Green Gem. So take the Iron Key from the pad and wait for the fireball to pass before leaving the alcove. Three Scorpions have been activated, so prepare your spells and destroy them. Trip the switch in the room beyond and kill the Scorpion in the room behind the teleports.

In the far room is a Gem in the wall, but taking it launches fireballs along the length of the passage. To avoid getting killed, get the Gem and move to one side. After the first fireball passes, close the door and move in front of it. The second fireball destroys the door, but you escape injury. Repeat the process until you reach the room and can duck in. The door opens automatically. Go up the stairs. Pick the lock here to emerge near the staircase.



Where's that door going, then? It can't roll up into the walls, and there's another level above. Hurdy ho.

Surprise Attack

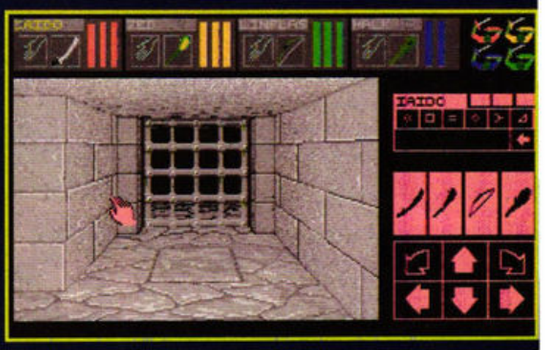
You're surrounded by illusionary walls and Dragons. The Dragons can attack even when you can't see them, but a few fireballs see them off. Eventually you reach a room full of pits and Dragons. Send in a full-strength poison gas cloud and wait. A passage off from this level leads to the Coin-in-Slot Level on Ku with one addition – a Gold Key slot revealing some armour. Use up the Gor Coins again and you receive armour and weapons.

Do not leave the illusionary wall maze without the Emerald Key.

Neta Section

The first room here contains a few Oitu and Shriekers that are easily disposed of. One door leads to an altar; the other weaves through a section filled with invisible pits and Munchers. Don't fall into the Muncher Pit or you die. Going up you come to a room with alcoves and pressure pads. Ignore the switch in the corner, as there's a pit in front of it. Use the Horn of Fear to force the Mummies into the alcoves and seal them in. Once all have been trapped, the door opens. Don't go through yet – return to the switch which opens the alcove and collect the Golden Cross.

Go up again. Stand in front of the moving Turquoise Key and scroll in the next room to stop them. The room beyond this contains a Green Blob and an invisible teleport. Go up, but have a Cure Poison flask ready, because you are disorientated by a switcher and poisoned by a gas trap as you enter the room. Do not fall into the pit, as it leads to a room full of Green Blobs. Find the false wall and hit the switch. The stairs up lead to the Coin-in-the-Slot section.



Proper cowboy job, my friend. Not a spot of mortar in the place. It's all going to have to come out, of course.

Dain Section

From the altar, put the stone in the Ghoul's mouth. A wall vanishes and Munchers attack. Use low-power fireballs to kill them. Enter their room to find an invisible pit, a passage leading to an altar, and a switch on the wall.

Return to a teleport to go to Spider Crossroads.

Spider Crossroads

There are four sections behind the portcullis. Stepping on the first pressure pad creates a Spider in the section you are entering or leaving. Stepping on the middle pad opens all portcullises. These lead to an altar (Start two), stairs going up to a wall, stairs going up to an empty room, and a teleport and stairs respectively. The latter set of stairs lead down to a wall. If you fall into a pit, hit the wall switch to open the stairs. Face the first teleport and go forwards, right, forwards, forwards, right, forwards, right, right, forwards, forwards, left, forwards, forwards, left, forwards, right, forwards, forwards, right, forwards, left, forwards, and up.

Laughing Pit Level

The Laughing Pit stays open for a random amount of time. Once crossed it opens up the room behind you. Take the new passage, leading to a staircase, which goes up three flights to Coin-in-Slot, and a door and a teleport. Shoot a fireball into the teleport and it swings around to kill the Antmen and open the door. Stand where the Antmen are and cast Open Door into the teleport. Move in front of the door and kill the Antmen once they have closed the invisible pit for you. One Antman carries a Gold Key. Go through the room to find a Gem.

Watery Death

Return to the Laughing Pit and go down the other passage to the Gold Key door. Fireball the other doors – a cheap trick to use up your mana. Stepping on the pressure pad blocks the room at the end and releases Rives and Water Elementals. Keep advancing until you're in the room proper. If you are grievously injured, press the button to teleport back to the Laughing Pit; otherwise, carry one and pull the lever which raises the portcullis in front of the stairs. Go up to find the altar (Start three) and a passage leading to a room filled with flying fireballs.

Fireballs Everywhere

Kill the Rives and ignore the wall buttons. Zig-zag across the room and raid the altar. Destroy the portcullis with a fireball.

Prove You are a Wizard

The next room features a lot of pits. Use Open Lock spells to release the Couatls and destroy them all. Stand in front of the eye and cast the Rock spell to teleport to The Bridge. Hit the switch in front of you, step back three squares and you teleport back to The Spiral.

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The Spiral

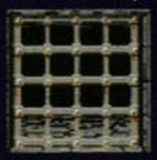
Find the alcove with the map and press button A as indicated. Facing the alcove, but not stepping in it, move two squares left and forwards into another illusionary wall. Follow it round and press the buttons until the pit in front of the key disappears. Get the key and open the lock in the wall. In the next room is a chest containing the Ra Key. Return to The Spiral and hit the other button in the alcove near the key. Go down.

Cistern

Step through the illusionary wall and hack down the door. The water Elementals are here. If you teleport, you reach another teleport. I've not reached the door. The pit near the illusionary wall drops you to the Junction.

From Ku Door (Solid Key)

Kill the Golem. Open the door with the Solid Key you looted from Mongor. Head along the passage to find the "Dead End" sign. Walk right up to it, then retrace your steps until you meet the Death Knights who have appeared. Run to the wall and defend your position until it opens, then run through. Near the second dead end, which really is a dead end, is a switch which opens a staircase leading to the Dragon's Den. There are Dragons here, each in a cell. Stand in front of each portcullis to make the Dragons destroy them; you can now fight the Dragons individually. The cells contain a chest and a Square Key, but don't go through the illusionary wall as this leads to more Dragons.



One room has an eye on the wall. Hold the Power-Tower's Leg-Plate in front of this and another wall opens, giving access to a passage with stairs at either end.

Corbum Level

One staircase leads up to a room with a Golem and Devil Dogs in it. Just run past, as the monsters regenerate whenever you return to the room. Go through the door to the room of pits. Here is the Corbum. Stand on the pressure pad and the pit vanishes, but only for a moment. Rush across to get the Corbum, dropping heavy items and using Temporary Dexterity spells if you have problems. A fall drops you to another room of pits – falling in one of these returns you to the Worm Room.

Take the corridor to your left and go up. Once you have the Corbum, the door and Golden Portcullis open, but you may not want to go up yet.

From Neta Door (Turquoise Key)

Take the stairs up from there to reach a pit. Close the pit by putting an item on the pressure pad. This leads to Fireball Passage. Use all your fire shields and dodge into alcoves to recuperate. After Fireball Passage comes a room with a Blue Gem. Place this in a slot to open the altar. The left corner wall is illusionary, but the stairs going down take you to a one-way teleport only accessible from the other side. In front of the invisible pit, wait for the passage on your right to open. Hit the switch and dash past the pit. If you fall, move immediately to your left as another pit opens up beneath you. If you meet the Gigglers, kill them well away from the pit, otherwise they escape down it with your belongings. One of the alcoves beyond the pit contains a Mummy. Run past, because the fireballs are continuously shot at you. When you come to the Corbum Pillar, time your rush forwards with the flashing pit – when that one is open, the one in front of you is closed. There is a switch on the right behind an illusionary wall.

And through acts of great courage and with exemplary burgling skills, our heroes freed the oppressed fruit.

From Dain Door (Ruby Key)

Open the Dain Door with the Ruby Key and go up. Ignore the items in the alcove, as taking the last one opens a pit. Go along the passage and press the button on the wall to open the door. Beyond is the third Corbum. Hit the switch behind the illusionary door and step on the two illusionary pits while dodging over the real one.

Going to the Ful Ya Pit Level from here, you find locks for the Ra Key and a room full of Gor Coins that teleports you back and forth. Watch out for the pit that opens beneath you.

From Ros Door (Emerald Key)

Just beyond the door is the Zoomer. There are two ways to get off it – either towards the Demon, or towards the pair of Demons. The pair guard a Gold Key door which opens onto a chest full of food. The single Demon is guarding the way forward.

There is a switch on one wall. A rope is behind a portcullis. Get the rope if you haven't already got one. An illusionary wall leads to a staircase going up to the top level. The teleport up here takes you to a place where you need two Keys of B to get Boots of Speed. There is also an alcove containing four Slayer arrows.

Pit Puzzle

This puzzle is probably the toughest in the dungeon. The chamber is segmented by pits; to travel between segments you have to go upstairs and climb down the correct pit. If you have problems telling which pit leads where, go upstairs and throw expendable items into them to see where they land. Eventually you reach the Corbum Pillar.

Hit the switch on the illusionary wall and cross the flashing pit to the second such wall. Time crossing the second pit so the one before the Pillar closes. Now go up, find the illusionary wall in the maze marked with the Ghoul's head, and go to the Ful Ya Pit to complete the game. ***stf***

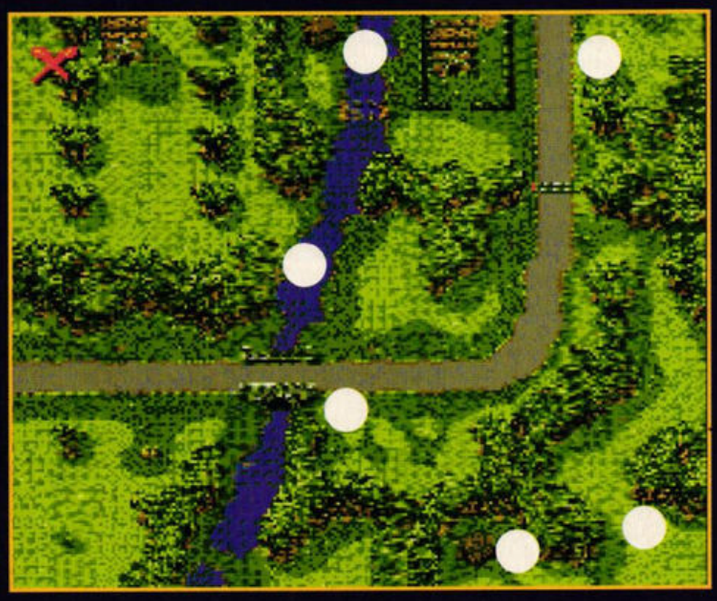
CANNON FODDER VIRGIN

One of the best games ever in the history of all things, Cannon Fodder is well-known for the evil trickiness of its later levels. Level 17, for example, is particularly unfriendly. So raise your arms and wave them enthusiastically for Cameron Winstanley of Wigan and his solution for this very mission

Blow the door of the house next to you, and then cross the river (1). Head along the road, then charge the sniper (2) before grabbing the tank and destroying the hut (3). Blast the barricade across the road, shoot the launcher (4), the house and then the hut (5). Once everyone's dead, the hostage wanders over to your tank, so head down to the bridge (6) and get everyone out but one soldier. (Just a precaution so that if the tank gets blown up as you take out the turret, you don't all die.)

Cross over the land bridge to the Red Cross tent and shoot the final, hard-to-spot sniper to complete another mission. Then place an order for my *Official Cannon Fodder Playing Guide*, priced £9.95 and available from all good and, indeed, reasonably okayish computer shops, or directly from Future Publishing, Freepost BS4900, Somerton TA11 6BR. For you see, I'm actually Cam from *Amiga Power*, and it was all a ploy to get a free plug. O-ho.

The witty scamp, eh readers?



Cam loves this game so much he failed to express it lucidly over the phone when asked and so left us to invent something on his behalf.

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STF'S DIY SS

Or, how to set up the USA '94 Tournament with 'classic' *Sensible Soccer!*

This bit of the magazine is time sensitive, so read it NOW – the World Cup final is on July 17th.

So there you are a Serious *Sensi'* fan who's glued to the TV while the world's finest sort it out on the field of dreams. Did the ball cross the line? Should he have been sent off? Were they offside? In the real world it's all conjecture the moment the whistle blows but as you've got an ST and *Sensible Soccer* – you can check.

Now if you grab yourself a copy of *International Sensible Soccer World Champions* (see the review p. 64) then you can set up a tournament without even trying – because it's already been done for you (access the tournament through 'Specials' on the options screen). But if you opt (or have) to stay with the original, read on to see how you can set up your own World Cup tournament. You can then either tackle your mates to see which team really is tops, or even let the ST play all the games to see who Sensible favour – algorithmically speaking of course.

Setting up your own world cup

Load in the National Teams Data from the playing Options Screen. Find out which of the teams are missing from the line up and edit them.

To help you sort out this, check the following list to see exactly which teams are in which group.

The groups

Group A: Colombia, USA, Romania, and Switzerland.
Group B: Sweden, Russia, Cameroon, and Brazil.
Group C: South Korea, Germany, Spain and Bolivia.
Group D: Greece, Argentina, Bulgaria and Nigeria.
Group E: Italy, Norway, Republic of Ireland and Mexico.
Group F: Belgium, Holland, Morocco and Saudi Arabia.

The first round

Set up a league, with groups of four teams. Play out the fixtures. Record the results and the group the team belongs to. This is vital. It ensures that you get the second round fixtures in the correct order.

The second round

After the six mini-leagues are over, work out who the best four third placed teams were - it may be that goal difference decides who goes through. These teams qualify along with the top two teams from each group. The next bit would be easy if it wasn't for *Sensi's* cup draw method. To avoid an incorrect draw, use the following procedure.

Play a cup match of two teams over a single leg. Play each match in the following team and fixture order - for the sake of quarterfinal reference we'll name the location of the game as well:

Dallas:
Runner-up F vs Runner-up B
Los Angeles:
Winner A vs 3rd C,D or E
Orlando:
Winner F vs Runner-up E
San Francisco:
Winner B vs 3rd A, C or D

GROUP B

		P	W	D	L	F	A	PTS
1	RUSSIA	3	2	0	1	6	1	6
2	BRAZIL	3	1	1	1	2	2	4
3	SWEDEN	3	1	1	1	1	3	4
4	CAMEROON	3	0	2	1	1	4	2

Are Russia really that good? Have the peeps at Sensible really got it right? Will Brazil really lose to one of these sad sides? Watch TV and weep.

RUSSIA	1 - 3 (AET)	BULGARIA
U.S.A.	1 - 4	SPAIN
GERMANY	4 - 1	SWEDEN
ARGENTINA	4 - 0	MEXICO

Look just how did these second rate teams get to the finals? Erm, apart from beating England that is.

IT'S NOT JUST ABOUT WINNING...

Well, okay it is, but on your way to victory here are a few challenges that should help add that extra air of authenticity to the whole event. If you think you know *Sensible Soccer* then try beating these:

Score The Fastest Goal: The fastest goal scored in any World Cup Tournament occurred after only fifteen seconds. This record was achieved in the 1962 Mexico Finals by Vaclav Masek of Czechoslovakia. Their hapless opponents were Chile. You'll have to time this one on replay – and no cheating.

Score A Non-Touch Goal: In the 1974 World Cup Final, Holland scored before any West German player touched the ball. From the kick off, Johann Cruyff was brought down in the penalty area and then Johan Neeskens converted the spot kick. For an extra challenge double up with the fastest goal – is it really possible?

Earn The Fastest Dismissal: Be careful with this one, it can get really nasty. The fastest recorded sending-off took place in the 1986 Finals in Mexico when Uruguay's Jose Batista was dismissed after just 55 seconds. The victim was Gordon Strachan and the game ended in a dull 0-0 draw. The Scots were out of the finals. Again!

Score Most Goals 1): The most goals scored in any one game in the World Cup was in the Switzerland Vs Austria match played in 1954 in Switzerland. Austria won 7-5. Can you beat this? It's the easiest of them all – just have a good attack and poor defence.

Inflict The Largest Defeat: The biggest win of the tournament was witnessed in the 1982 finals held in Spain. Hungary trounced El Salvador 10-1 – the half time score was only 3-0. This one's best against a friend who's having an 'off' day.

The keeper was surprised when Russia score during the anthems.

Spain are going for the most goals record. Can they deprive the Austrians of their 30 year record?

WC'94

WORLD CHAMPS. QUARTER-FINALS

A

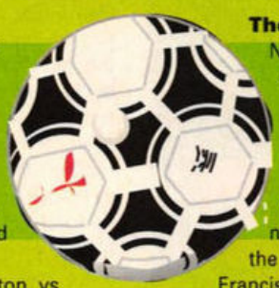
BULGARIA	0	-	3	SPAIN
GERMANY	1	-	1	ARGENTINA
(GERMANY WIN 5 - 3 ON PENS. AET)				
HOLLAND	2	-	0	COLOMBIA
REP. OF IRELAND	2	-	1	BELGIUM
(AET)				

Y

ROUND OVER.

In a *World Champions Edition* tournament justice is seen to be done. Namely the Argentines get beaten once more by the Germans. That'll teach them for their River Plate and Graf Spee antics! *(That was Uruguay! - Debs)*

Boston:
Winner D vs 3rd B, E or F
New York:
Winner E vs Runner up D.



Quarter finals
These consist of the following games and locations:
Boston: Winner Boston vs winner Washington
Dallas: Winner Orlando vs winner San Francisco
New York: Winner New York vs winner Chicago
San Francsico: Winner Los Angeles vs winner Dallas.

The finals
Note down the winners and location of each of the above matches. The semifinals consist of the winner from New York against the winner from Boston, and the winner's of San Francisco against the winner's of Orlando. Natrually, the two winners play off against each other and the two losers battle it out to see who came third.

The Brazilian dream once again ends in tears at the Quarterfinal stage. Still that Pele was good. Once. Many years ago.

I CANNOT BELIEVE IT

Using the tournament system describe here, we wanted to see who *Sensi'* said would win the World Cup. We set up the league, put all the teams under computer control and let the ST go for it. The results were a little surprising. As the finals are now unfolding, check to see if life imimitates our (or even better your) results:

Round One

Group A: The USA thump Colombia 3-0 but are beaten by Romania. The Yanks qualify!

Group B: Brazil prove to be the powerhouse beating Cameroon 6-1 and Sweden 3-0. Curiously they also lose to Russia by 1-2.

Group C: Germany beat two sides but are far from convincing. They whup Bolivia 4-1, scrape past South Korea 2-1 and can only manage a goaless draw with Spain.

Group D: Dull, dull, dull. The highest scoring game is Greece Vs Nigeria (2-1) and the biggest margin is seen between Argentina and Bulgaria (2-0).

Group E: Italy live up to their reputation by beating Norway 4-0 and Mexico 2-1. Their opener against Eire is a tedious 0-0 draw. The Irish go though despite scoring only a single goal (1-0 against Mexico).

Group F: The liveliest group, this featured 19 goals. The Saudi's are the group whipping boy being beaten 4-1 by Holland, 3-1 by Morocco and 3-0 by Belgium.

Round Two

Brazil anhiliate Switzerland 4-1. Russia edge out Germany 1-0. Argentina turn it on to beat Romania 3-2. Spain, Holland, Morocco, Italy and Eire all go through on penalties.

Quarterfinals

After extra time Brazil suffer a shock 3-1 defeat by the in-form Spaniards. Russia eliminate the Dutch 1-0. The Argentinian's just get stronger beating Morocco 2-0, while Italy prove to be the real stars, devastating the Republic Of Ireland 5-1!

Semifinals

Russia squeak past Spain with a 2-1 victory. Bobby Baggio has a bad day and Argentina defeat the italians by exactly the same score, 2-1.

Final

In an unglamourous but high scoring final the Argentine side take the trophy with a convincing 3-0 romp.

Is that how it's going to be? There are only two ways to find out; watch it or play it!

HOLLAND	1	-	0	BRAZIL
COLOMBIA	3	-	0	BOLIVIA
REP. OF IRELAND	2	-	1	GREECE
BELGIUM	2	-	1	NORWAY

Suffer The Largest Defeat: (See previous challenge) This one's best against the comptuer. It's an interesting inversion of normal play to pass the ball to the opposition, to give away free kicks, trying to open up your own defence...

Score Most Goals 2): The "Mighty Magyars" also hold the record for the most goals scored in any single tournament. The magic figure is 27 goals scored. They set up this record in the 1954 finals held in Switzerland. You have the luxury of a longer tournament, but it's still quite a task.

Score Most Goals 3): Gerd Muller holds the record for the most goals scored by any single player in the World Cup finals. His titanic total of 14, scored in the 1970 and 1974 tournaments stands to this day. Can you beat this in a single *Sensible* tournament?

Not really a prime fixture, but one that's sure to see plenty of goals, yellow cards, red cards, invading North Korean armies...

Score Most Goals 4): Only one player has scored more than two goals in a World Cup Final. That man was the mighty Geoff Hearst and he scored a hat-trick in the 1966 World Cup Final for England in their 4-2 victory against Germany at Wembley. Beat this one and you have to organise a street party.

Most Sendings-off: The 1990 tournament witnessed the first sendings off in the actual Final. Monzon of Argentina was dismissed after 65 mins and his team mate Dezotti joined him five minutes from time. Their German opponents could only look on in relief as they picked up the trophy with a less than deserved 1-0 victory over the mean spirited Argentinians. It shouldn't be too tough – but it is fun.

Win On Home Territory: Only one team has won the World Cup outside of their own continent. That team was Brazil and they earned this honour by beating Sweden 5-2 in Stockholm in 1958. The challenge here is to win as the current continental hosts, USA – which has to be all but impossible.

Longest Time Without Conceeding A Goal: The best shut out record in the finals is held by Italian goalkeeper, Walter Zenga. In the 1990 finals he kept a clean sheet for 517 minutes of World Cup football. Cannigia of Argentina blotted this pristine record by heading in a goal in the 67th minute of the 1990 semifinal held in Naples. Can your keeper keep a clean sheet for as long?

NOW WE ARE FIVE

From here to eternity. Or, just how the ST and *ST FORMAT* got from where it was then, to where it is now and where it's going in the Future in the somewhat dubious company of somebody called Trenton Webb.

Do you remember when Atari launched the Falcon030? Cast your mind back to when the Jaguar was but a twinkle in Mr Tramiel's eye. Do you have fond recollections of when the *Lemm's* took on *Street Fighter 2* in a battle for the Christmas top-spot? Then read on and feel those memories come flooding back as we recall the *STF* story, picking up from *ST FORMAT* as it was way back in the halcyon days of issue 36.

July 1992

■ Britain's PD libraries get all nervous because a clamp-down on digitised graphics and music is launched. Is this the end of the ST demo as we know it? Erm, probably not.

■ TOS compatibility problems are dealt a death-blow as *ST FORMAT* and Atari join forces to encourage everybody to upgrade to TOS 2.06. Go on you know it makes sense!

■ There are no real corking games this month. *Legend* isn't bad (he said begrudgingly) and *F1 GP* proves fun, if not quite as excellent as on other formats. Shame.

August 1992

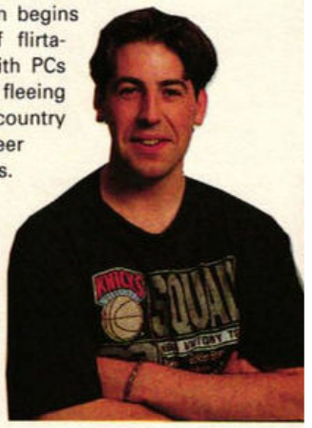
■ The ST's prestige in the music world is massively enhanced as the industry standard sequencer *Notator* gets upgraded. The new program, called *Notator Logic* weighs in instantly as a new industry standard, at the "mere" price of £550!

■ The *ST FORMAT* reader campaign to get some of MircoProse's modern classics pays off with news that Sid Meier's *Civilisation* is to be converted to the ST.

■ The spec of the Falcon is exclusively revealed in the news pages of STF, and it's going to be "more compatible with the ST than the Mega STE!" We shall see, won't we boys and girls?

■ *Epic* is THE talking point of the month. *STF* gives it 91% for its slick 3D engine and gob-smacking space world. Other magazines don't agree and many arguments ensue. Everybody agrees that the completely insane *Wizkid* is brilliant though. So there you have it. 92%.

■ *STF* old boy Andy Hutchinson returns to take the over the Editor's chair. Ex-Ed Mark Higham begins a brief flirtation with PCs before fleeing the country for career reasons.



Andy Hutch' took the STF Ed's chair in Aug 1992.

September 1992

■ "Here's no doubt that this (the Falcon) is the start of a family of machines." Is how Atari UK bossman Bob Gleadow evangelises about their new computer. The first public display of the machine is all set for next month.

■ It's official, there is to be a sequel to the most popular computer game EVER is coming. *Elite 2: Frontier* author, David Braben, announces that the new game should be ready for a November release.

■ Another old firm, Graftgold, come on strong with their latest game *Fire And Ice*. Now 94%, that's what call a score – you can always spot them, they've got those funny little "%" marks after the number.

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October 1992

■ The wraps finally come off of the Falcon. At a Dusseldorf show all Atari's launch plans become clear – a £499 price point and 10,000 machines in the UK before November. "Falcon is not an evolutionary machine, it's a revolutionary machine," Sam Tramiel boasts at the launch before rounding on the competition. "You'll see the best PC games on the Falcon, but with true colour and speed."

■ *Sensible Soccer,* the most talked about game of the year is launched. Games Ed Andy Lowe foams at the mouth for a bit and then gives it 91%, which if anything is a little low. It is a footie game after all.

■ The 1992 Dusseldorf show. The Falcon is unveiled to an eager and receptive German audience. "It's a revolutionary machine" Atari boast.

November 1992

■ You have the chance to meet the *ST FORMAT* team – you poor people – at the Future Entertainment Show. All the latest games and kit are on display, while there are talks and seminars by the people who make the BIG noises in Computing-land. Impressed, huh?

■ The annual Christmas shenanigans go into in full swing with *Lemmings 2* pitching directly against *Street Fighter 2.* Can an original game take on a world beating (up) licence?

■ Good honest gore and the shrinking violet *Elvira* team up to make *Elvira 2 – The Jaws of Cerberus* this month's hottest game. A 91% graphic adventure, it is effectively of *Carry On Screaming: The Director's Cut.*

December 1992

■ "The (ST) market is there and anyone who says it's gone are talking out of their arses," was Tom Watson of Renegade's response to this month's big issue. Was there a conspiracy afoot to get the ST? Well, we're still here, so if there was it can't have been a very good one.

■ Mr and Mrs Falcon030 found out that they were going to have twins, the Falcon040 and CD-Falcon. Both were due in late 1993.

■ *Magic Worlds* take gamedom's top honours with a whopping 91% and a thoroughly deserved *FORMAT* Gold.

January 1993

■ *ST FORMAT* dabbles with Virtual Reality, asking just when home computers will get the power to kick out virtual worlds. Not so much the *Lawnmower Man* as an industrial landscape gardener. I don't know what that means either but in Cyberspace it's probably a hugely effective sight gag.

■ Microdeal's *VideoMaster* peripheral proves just what a good idea and the power of any ST can do. A cheap, but useful, video-editing suite it works with everything from the ST through Falcon and onto TT. Now you can take total control of video images, title and edit them on your computer. Smart.

■ For the first time, the best game is a budget title, the bundled *Dungeon Master* and *Chaos Strikes Back.* A stunning package that while a little old plays like a demon. And we all know how demons play!

February 1993

■ The Falcon starts to make headway in the propaganda war. The machine does the gameshow circuit, battling on *GamesMaster* against an Amiga A1200 and Acorn A3010. The show was initially delayed because there was no specialist A1200 software available!

■ *ST FORMAT* takes the plunge and does the most exhaustive round-up of printers ever seen.

■ *Archer MacClean's Pool* and the Cyberpunk epic *BAT2* are the top-billing games, with 95% and 91%; proving once and for all that sequels CAN be worth the disks they are written on.

March 1993

■ Top class DTV (Desk Top Video) breaks through on to the ST with the launch of the *Editman Super.* Now you too could splice unrelated clips of popular media stars to produce some misleading (and potentially lucrative) news items.

■ A classic ST FORMAT cover. Why is it here? Because I like it. Okay?

■ The talk is all of computer shows, which have finally "come out the closet" and seem to be springing up everywhere. The MIDI show, Ideal Games Show, International Computer Show and the Computer Shopper Spectacular are just this month's additions to the list. At last computers are taken seriously as a leisure pastime.

■ Paula Richards takes the helm of that there *ST FORMAT.*

■ *Street Fighter 2* finally makes it out – so it wasn't even in with a shout of making the Christmas number one slot, as was hoped – it does score a massive 91%. Which isn't too bad for a beat-'em-up.

April 1993

■ The Falcon gets ready to support Photo-CD. This handy utility from Kodak enables you to have your own photo's on CD. Mind you, there was the small matter of getting a Kodak Photo CD machine for £300, but...

■ "Non-destructive real-time editing and mixing on a maximum of five video tracks at broadcast quality" was now achievable for your TT. Which sounds like good news – we think.

■ *Doodlebug* is the pick of a poor batch of games, with its 83% score. Gulp! As the pick of a poorish crop, it seems that none of the publishers have taken notice of ST owners buying habits. Good, high-scoring games selling stacks. Bad, low scorers just sit on the shelves and rot. Odd that, can't think why?

May 1993

■ "It gives consumers the option of a real computer for the same price as a console," Darryl Still crowed as he announces Atari's £90 price cut on the STFM. Now standing at a £159 the computer really looks like a threat to the Mega Drive and the SNES. But do the console-kiddies really want (or even deserve) a real computer?

■ "Plucky little" Gasteiner take on the mighty Sega in a battle over the right to use the words "Mega Drive" on their hard drives. Despite the fact that no sane person could even conceive of beginning to even dabble with the somewhat fanciful idea that the two items were the same, Gasteiner have to back down.

■ Sega got all snotty over the words Mega Drive. Lighten up console folks, this IS NOT a games machine!

■ After a more than a few moans, campaigns and general whinging *Civilisation* gets released on the ST and surprises no-one by being VERY good. 92%.

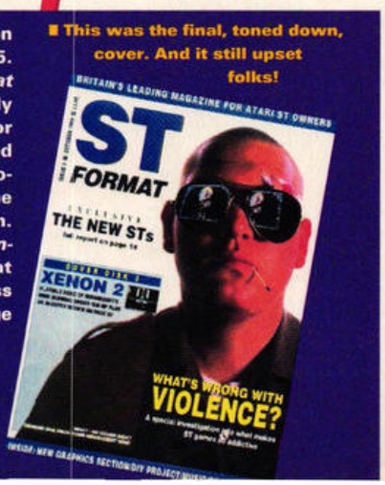
June 1993

■ "It would seem that the launch of the Falcon has revitalised the Atari market and users at all levels." Andy Learning typifies the independent retailers positive response to the launch of Atari's wunder-kind computer. Hardly surprising though, how could a good machine, at a good price and the personal service of a smaller specialist shop be anything but an ideal combination?

■ Atari get all aggressive at the CeBit show with the latest specialist software being shown off for the Falcon030; video walls, demos, the works. Lots of Germans go home feeling smug about having powerful TT's.

■ Ocean's commitment to Comic Relief earns them 92% and an awful lot of brownie points. *Sleepwalker,* it transpires, not only gave to a good cause, but gave brilliant entertainment too. It kind of gives you a "warm" feeling, doesn't it?

Stuart Anderton (Production Editor *STF* 1-3, Publisher 39-45. Now Publisher of *MacFormat* and *CD-ROM Today*): "Possibly the cover of either issue one or two, I forget, being pulled because it was too gory and violent. They should have seen the one we wanted to run with. Same picture, same *Eastenderesque* rogue, just with a neat little splatter of blood across the face to hammer the message home. Looked great but..."



■ This was the final, toned down, cover. And it still upset folks!

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Andy Lowe (Games Editor *STF* 38-41. Now Editor of *Sega Power*, Britain's best Sega mag): "There was – ho, ho – there was that highly amusing time when Clive and I were discussing the print quality of certain printers Clive said, "I'm convinced that the RH573GX laserWriter has a more glossy, finished, professional glaze to its output than, say the ZB7749Q model." When I pointed out his mistake, we were, quite literally, helpless with hoarse, raging laughter for seconds! As everyone knows, it's the RH573GY laserWriter, NOT the RH573GX. I think it was a Tuesday. Or possibly Friday... " (yes Andy, maybe it's better you're on a console magazine now, eh?)

July 1993

■ The much anticipated and much talked about (well by us at any means) Multi-TOS finally arrives – a few vital months after the launch of the Falcon. This whizzy little utility enables you to run two different applications simultaneously, which permits you make maximum use of your ST's calculating power. Existing Falcon owners get the program free of charge as it releases the machine's true potential.

■ More Falcon news is that Atari are expecting some 100,000 of the machines to be sold by Christmas, so providing the necessary user base to attract major league software support. A figure that could only be helped by the music industry's eager reception of the machine – at the MIDI music show the "ST family" – which makes it sound like some kind of mafia cell – account for some 70% of the machines on display.

■ The Bitmap Brothers prove they've still got programming clout with their latest title *The Chaos Engine*. An exceptional Victorian blast this steam-punk epic raked in a massive 94%.

August 1993

■ Somehow *Street Fighter 2* is still making headlines. The game has sold a staggering a 22, 000 copies on the ST, which the software trade had been trying to convince themselves is an inactive games format. "High quality games backed up with plenty of advertising are always going to sell well on the ST," it said. Or in other words, if the games companies do their job properly they make money – so maybe the good games, good sales correlation has finally been spotted!

■ The Jaguar is officially launched at the Chicago Consumer Electronics show. Atari come on all strong stating; "The Jaguar will be aggressively priced to grab large volume of sales," and describes their own machine as "revolutionary" and "earth-shattering." Time to get a new script-writer methinks (see October 1992).

■ There was no doubt. It had to happen. It was inevitable. *Lemmings 2* (yup, this one missed the Christmas deadline too) romps through the review test with flying colours – 96% to be precise. The development of the little people has gone further than anyone had hoped. The game is simply superb – even if it is less prompt than your average Godot.

■ Those loveable Lemmings missed Christmas but still sold stacks.

September 1993

■ Atari announce that they are to shun the Far East market for the production of their fledgling Jaguar. IBM it transpires, will be the people putting the super-console together. This desire to tie-up with an American major follows a series of disastrous flirtations with cheaper production Far East production facilities – where both quality and punctuality suffered.

■ Games publishers flock to support the Jaguar, all excited by the idea of a new and more powerful format – and possibly to ease their reliance on the likes of Nintendo and Sega. Big names like Ocean, US Gold and Audiogenic are among the first 20 UK publishers eager to associate themselves with the new machine.

■ *The Ancient Art of The War In The Skies* could have easily been the game of the month (although it still gets top-score) if it hadn't been such a disk hungry monster. The game really needs a hard drive; but then doesn't everyone?

October 1993

■ Atari lock horns with the much-hyped 3DO Corp for the hearts and minds of the American gamesplaying public as they Jaguar lines up against the 3DO Multiplayer. Can the cart driven 64-bit console beat the 32-bit CD system? A cool press reception for the much-hyped 3DO seems to imply it will. Not that we're biased, of course.

■ A fire in a factory in Japan puts prices up. In some bizarre example of Chaos Theory in action, a blaze at the Matsushita factory destroys half of the worlds supply of SIMM's resin. The result is that chip prices are rising all over.

■ The Jag. Could this 64 bit console be a Nintendo basher? Time will tell.

■ A man and his Yak. Mr Minter in standard silly picture mode. Well it would rude not to, wouldn't it?

■ *Llamazap* from Mr Minter is the game everyone (well, quite a few people at least) are talking about. This 91% Falcon blaster brings quality, arcade style shooting to the Falcon. Cool babe and so on.

November 1993

■ Seriously good news for both Atari owners and share-holders. The corporation has turned the financial corner towards profit. And a healthy Atari means; more machines, more support and more besides.

■ Of course to keep in profit the company needs the Jaguar to succeed. This month they launch the Jaguar to the British press. They needn't have worried. It is actually really rather good.

■ *Ishar 2* proves to be very unsurprising to the reviewing team. It was just as much fun as *Ishar 1* and so deserved at least 91%. Which is odd as it got 90%.

December 1993

■ Atari continue to raise the stakes in the battle with 3DO, Nintendo, Sega and friends. Top PR hitman Terry Valeski is hired to ensure that Jag is seen everywhere, doing everything it's capable of.

■ The London Atari show pulls big crowds at Alexandra Palace. Most of the attendee's appear to already own a Falcon or are about to get one. More proof of the machine's grass roots success among people who want a powerful, but competitively priced, computer.

■ The curse of *Street Fighter 2* is on us again. US Gold's chart-topping conversion comes out of retirement for bout of budget beating – and this time scores 90%.

January 1994

■ The Jaguar console gains some real bite as plans are announced by Sam Tramiel that a computer based on the existing Jaguar technology is in development. Release dates are a little sketchy, but the plan is to launch the computer off of the back of the Jaguar's (hoped for) success. "We still believe in the home computer business very much," Tramiel states.

Everyone is still talking about the Jag.

They're still, talking.

Still at it.

■ *Elite 2: Frontier* is unveiled in an exclusive *ST FORMAT* preview. It looks every bit as good as you'd expect. And then some. This game looks like it is going to be huge.

■ It's a month for the old-

■ After many marketing debacles, disasters and plain bad luck, have Atari go it right with the Jaguar?

folks on the game front. *Speedball 2, Xenon 2* and *Parasol Stars* all make a very welcome return to the ST at budget prices. They get about 94%, 90% and 93% worth of a welcome in fact.

February 1994

■ The Christmas Computer Show is declared a disaster. Nobody, well very few turned up. Why? Probably the recession, or Europe, or Sagittarius rising through Capricorn, or something.

■ A minor scare develops among Falcon users as some develop problems with Direct-to-Disk recording. The necessary modification is a minor one, but worrying nonetheless.

■ On the up-side *Chroma Studio 24* really shows what the Falcon can do with graphics. The new package is simply stunning.

■ Could this be the most eagerly awaited sequel of all time? Judging by its chart performance, it looks like it.

■ Predictably *Elite 2: Frontier* is a screaming success. The space-trading and combat sim, romps through the review tests and picks up a mighty 91%.

March 1994

■ Atari have a "surprisingly" good Christmas. STE's disappear from shelves like things that are very good at disappearing; the launch of programs like *Cubase Audio* really push the Falcon hard, and all while games sales continue to rise. It's officially been a good Christmas now that the dust has settled. Did they really expect anything else?

■ Andy Nuttall (Games Ed of *ST FORMAT*) is an angry man. He gives the much hyped *Goal!* a righteous kicking and the score of 48%. *Evolution Dino Dudes* – which few people had ever heard of – though scores 83%. Odd that, I always thought a BIG name meant it was bound to be good!

April 1994

■ Parliament gets all hot under the collar about violence in computer and videogames. In a bid to head off legislation the European Leisure Software Publisher's Association introduce a ratings system and grotesque logo called "Monitor Man." The system seems okay, but that logo has to go.

■ With a sense of ironic timing that's hard to believe, the wild-blood-fest that is *Cannon Fodder* sweeps onto the ST. This high-speed war-game scores a brilliantly nasty 93%. *Another World* and *Wizkid,* don't do so badly for re-releases either, cranking up scores 93% and 91% each.

May 1994

■ "If there is a demand for STE's by way of solid order, we will fulfil that demand." Darryl Still's words sound a little apocalyptic for the long-standing ST star – no more were being shipped the UK direct. But in the past expectations of the machine's demise have been wrong, like Christmas 1993, 1992, 1991, 1804...

■ Monitor Man is killed in a freak "sense-seeing" accident.

■ Oh, and apparently an evil bunch of anarcho-gangsters are flogging off our magazine Cover Disks at car boot sales. Stop it, or we'll get heavy!

■ This month's games star is the *Lotus* trilogy, which bundles all three (well blow me down) of Gremlin's automotive licence's into one box for more racing than a single joystick can stand. Maximum top speed, 91%.

June 1994

■ Atari's prediction about turning the profit corner may have prove a little too rosy. The corporation announces that it is still in the red – at the moment. It was better than last year though, '93 only saw a loss of $48.9 million as compared to $76.3 in 1992. So it's getting better and with the jag on the prowl, things could get very good very quickly.

■ The game of the month, if not the decade, is *Tempest 2000* – or *T2K* as Jonathan Nash insists on calling it. This wonderful Jaguar game scored a quite staggering 97%. From Jonathan Nash, like 97%!

July 1994

■ The Jaguar gets serious with the announcement that a PC card is to be built that enables IBM's staid business machine to become a top-flight console. So if you want to spend £4,000 for a machine that almost perfectly mimics a £250 console you can. A silly way to go about getting some gaming, but if you've already been daft enough to lash out on a PC, then it may just save your blushes!

■ *Mag!x* the amazing new multi-tasking operating system is launched. Andy Curtis goes wobbly and gives the blindingly fast and flexible new system top marks – as the power of your machine is finally unleashed.

■ *Thought!* and *DA's Vector Pro* also join forces to hammer home this month's claim to the quality applications crown.

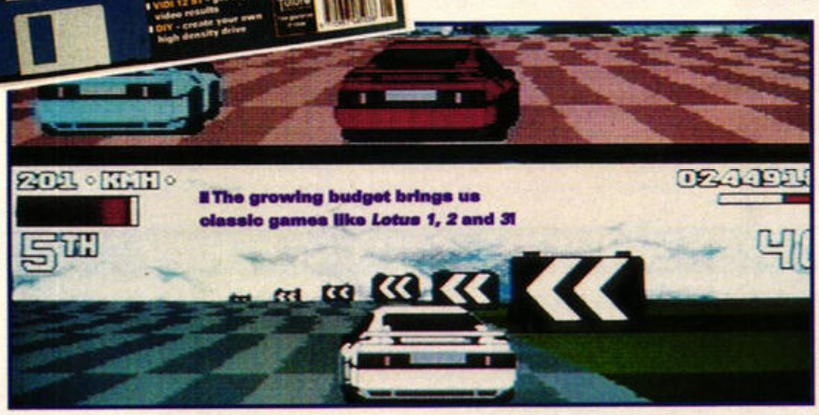
■ We also take a peek at the up-and-coming new independent software houses – like Caspian and Binary Asylum – who have bucked the normal publishing conventions and are getting their games out solo.

■ Caspian Software led the way with their independently published *Rock 'N' Roll Clams.* Cue fluffy toy.

■ Game of the month was the revitalised *Cadaver* (which came complete with the data disk *The Payoff*). So what if the odd little isometric adventure only scored 87%, the whole game is immense.

August 1994 and beyond

You're reading it! And will be for many years to come.



■ The growing budget brings us classic games like *Lotus 1, 2* and *3!*

■ What has this man got planned for us next? Stay tuned to *STF* and as soon as it happens - you'll know!

BEYOND 2000

What happens next has to be the question ST FORMATeer's will want to know. Well on the magazine front we'll be there pushing, shoving, yelling, shouting, annoying, amusing and generally talking about matters ST until the turn of century – at the very least. So you're not going to get peace for quite a while yet.

As for Atari, well they're still here – which is a little more than you can say for some of their historical rivals. Their short-term future is heavily focused on the Jaguar, which with its technological advantage over the current console crop and its lead time over the coming competition – Project Reality, Sega Mars and Sony PSX – looks pretty rosy. After that? Well Atari have expressed their faith repeatedly in the home computing world and promised a machine based on the Jaguar technology. And wouldn't a 64-bit home machine be fun to play with boys and girls? Curiously the phrase "gimme" leaps to mind, can't think why.

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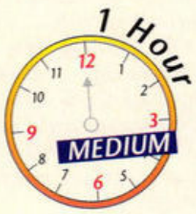
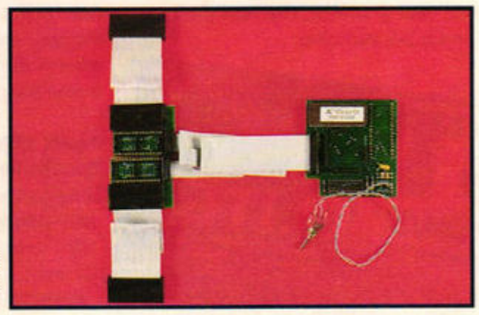
A PERFECT PLUG-IN



With the arrival of the new STFM TOS Switcher from Analogic, anyone can upgrade to TOS 2 without fuss. Clive Parker guides you in...



Analogic's unique solderless TOS Switcher for the STFM is designed to work with any version of the STFM motherboard.

It's now simpler than ever for you to upgrade your old STFM to the latest version of TOS with an easy to fit upgrade board that doesn't need any soldering.

All other TOS 2 boards have required some soldering and this tends to put off anyone who hasn't got a basic electronics background. Soldering to a circuit board isn't the easiest task, so it's nice to see one you can just plug in.

Careful preparation

It's vital that you perform any upgrade to your ST slowly and methodically to ensure that you don't make any mistakes during the installation. It's dead easy to make a simple mistake such as inserting a TOS chip the wrong way round if you are not paying full attention. The STFM TOS Switcher is moderately easy to fit - even if you have no previous experience you should be able to install it in under an hour.

As with all upgrades and modifications, it pays to read the instructions carefully. Take things one stage at a time and check that you haven't missed anything important. If you make just one mistake the board doesn't work.

Some important stuff

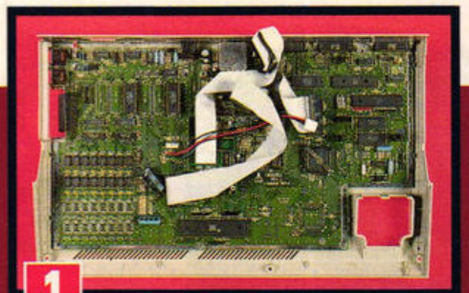
The STFM TOS Switcher is designed to work with all versions of the STFM that use socketed Glue chips and either two or six chip ROM sets. It's a good idea to take a look inside your STFM before you rush out and buy a TOS Switcher in case you have one of the versions

Static electricity in chip zap shocker

Yep, static discharge can wreck computer chips if you touch them, be especially wary of touching the legs of a chip. All you have to do to prevent damaging the delicate components that make up both your STFM and the TOS Switcher is to earth yourself before working on them. Just touch an exposed metal radiator pipe or other metal object with a direct link to earth, this should earth you and dissipate any charge that may have built up.

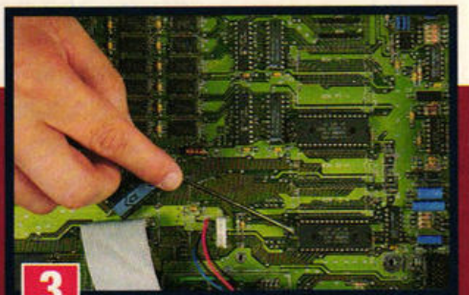
Another sensible precaution is to get yourself an earth strap, this is a small bracelet type affair that wraps around your wrist with a lead that you connect to an earthed object, this prevents any static charge from building up in your body. You can get an anti-static earth strap from any electronics shop for well under five pounds.

INSTALLING THE STFM TOS SWITCHER INSIDE YOUR MACHINE



1 Examine your STFM circuit board and locate the Glue chip, it's a square chip mounted in a PLCC socket. In this case it's the chip just above and to the left of the mouse and joystick access hole in the base of your STFM. If your STFM has two TOS chips you must snip the "6" link on the switcher board, if it has six chips snip the "2" link.

2 Line up the TOS Switcher board over the Glue chip, matching up pin 1 on the chip with pin 1 on the TOS Switcher. A notch cut out in one corner of the board also helps line up the switcher with the leg of the disk drive. Press the board down into place firmly on the chip ensuring that you don't bend the pins, if you're not sure then try again.



3 Locate the TOS chip on the STFM board marked LO and gently lever it out of its socket using a flat blade screwdriver being very careful not to bend the legs of the chip. Plug the chip into the socket marked "Old LO" on one of the small boards making sure it is the correct way round, plug the board in the empty socket.

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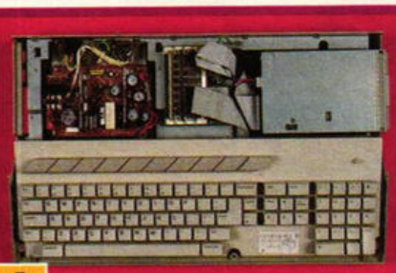
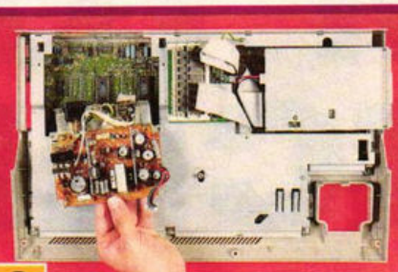
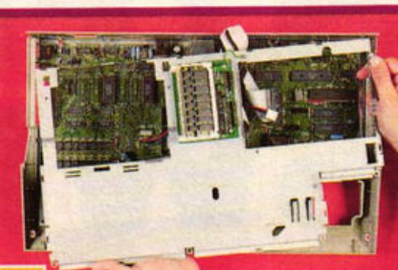
TAKING APART YOUR STFM IN THREE EASY STAGES



1 Disconnect all leads from your STFM. Turn it upside-down and remove the seven short screws in the square holes and the three long screws in round holes. Carefully turn your STFM the right way up and remove the top half of the case by lifting it and easing it to the right.

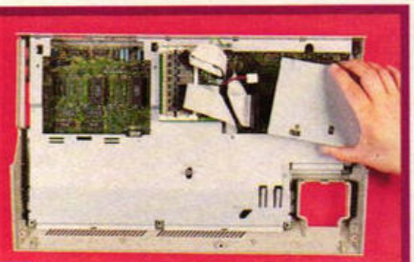


2 Unplug the keyboard and take it out. Remove the shielding covering the power supply unit (PSU) and the disk drive. Remove the screws holding the PSU to the motherboard, unplug the power connection take it out. Unplug the cables connecting the disk drive and remove it.

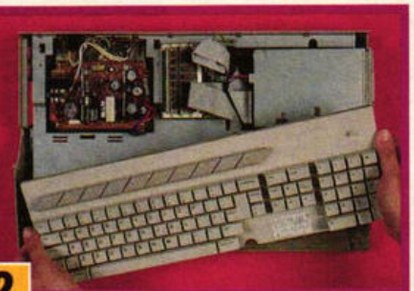


3 Remove the screws holding the RF shielding in place. Now untwist the tabs holding the shielding down with a pair of long nosed pliers, make sure you find them all or you won't be able to remove the shield. Take out the shielding and put it to one side. Now you're ready to upgrade.

NOW WE'RE GETTING IT ALL TOGETHER AGAIN



1 Replace the RF shield on the motherboard, ensuring that none of the components of the TOS Switcher are trapped in any way. Fix the shield down by twisting the tabs and replacing the screws. Now get the disk drive, replace and reconnect it and fix it in place the three long screws.



2 Carefully replace the PSU in position on the motherboard ensuring that it doesn't trap the TOS Switcher. Screw the PSU in place and reconnect the power lead. Replace the PSU shielding in position, twist any tabs and replace the fixing screws. Replace and reconnect the keyboard.

3 Now you can test the TOS Switcher before you fix the lid in place. If it works correctly then disconnect everything and replace the top half of the case, turn it over and replace the fixing screws. If it doesn't work then take a look inside and check that all your connections are correct.

of the STFM with small surface mounted Glue chips – Atari claim that less than 1% of all STFMs have this version of the board, but it always pays to check.

And finally

One more point, there are two links on the main TOS switcher board that determine whether it is in two chip or six chip TOS mode. If your STFM has six chips then you snip the link marked "2". If it has two chips you snip the link marked "6."

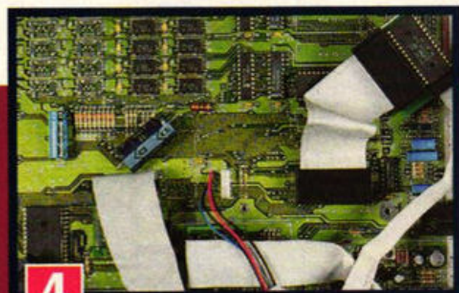
That's all there is to it. With this guide and a TOS Switcher you should be able to upgrade your STFM in under an hour.

GETTING TOOLED UP

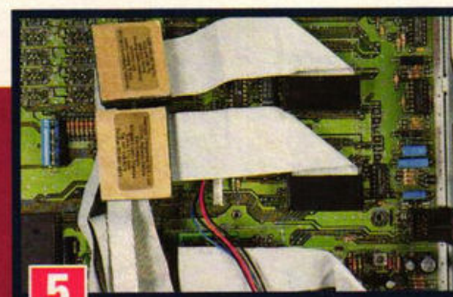
You only need a few basic tools to perform this TOS 2 upgrade, all are standard and available from any tool shop.

- Philips cross-head screwdriver.
- Small flat blade screwdriver.
- Long nosed pliers.
- Small side-cutters (snips).
- Hand drill
- 6mm drill bit.

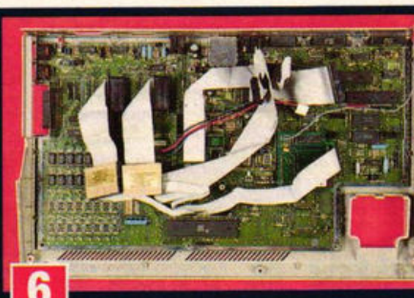
IS A SIMPLE PROCESS THAT TAKES UNDER AN HOUR TO COMPLETE



4 ■ Repeat the procedure for the TOS chip marked HI in your STFM, again making sure that all orientation notches line up correctly. Take a few minutes to make sure that all of the boards are firmly in place, all notches for TOS chips and sockets are the right way around and that no cables are trapped, caught or causing an obstruction.



5 ■ Fold and lay out the ribbon cables inside your STFM so that there is no danger of any part of the TOS upgrade getting trapped when you reassemble your machine. The cables are long enough to reach all parts of the STFM, takes a bit of fiddling to get everything tucked away, especially if you already have a memory upgrade fitted.



6 ■ Drill a 6mm hole in a suitable place in the back of your STFM, a good position is just behind the disk drive at the right of the motherboard. Fix the switch in the hole and tighten it into position. Assemble your STFM and check that you don't trap any cables or upgrade boards when replacing the shield and PSU. Now you're ready for action.

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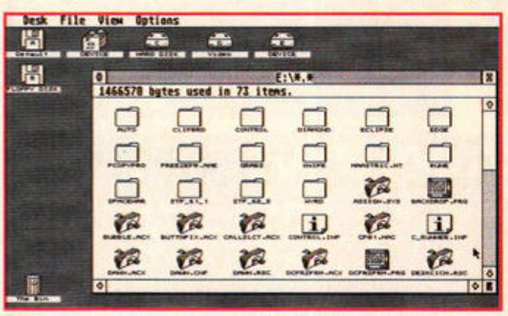
STFM TOS SWITCHER

At last, a solderless upgrade to TOS 2 for the STFM! Now anyone can enjoy the benefits of TOS 2 without any fuss or bother

TOS 2.06 is the best version of the ST operating system you can get and now you can install it inside your STFM in under an hour – without soldering.

How? With the new, easy to fit TOS Switcher from Analogic Computing. For a reasonable price and an hour of spare time you can upgrade your STFM to TOS 2.06 and switch back and forth between the old and new versions of TOS at will.

The board comes neatly packed in an anti-static bag with a small – but very informative – instruction manual telling you everything you need to know about installing the board in just about every STFM. Because there are so many variations of STFM board design, Analogic have designed the Switcher with extra long connections between the various components ensuring that the board can be used in all versions of the machine. This makes it slightly awkward tidying the cables neatly away after installation - especially if you already have a memory board installed - but you can be certain that it fits snugly under the shielding of your STFM.



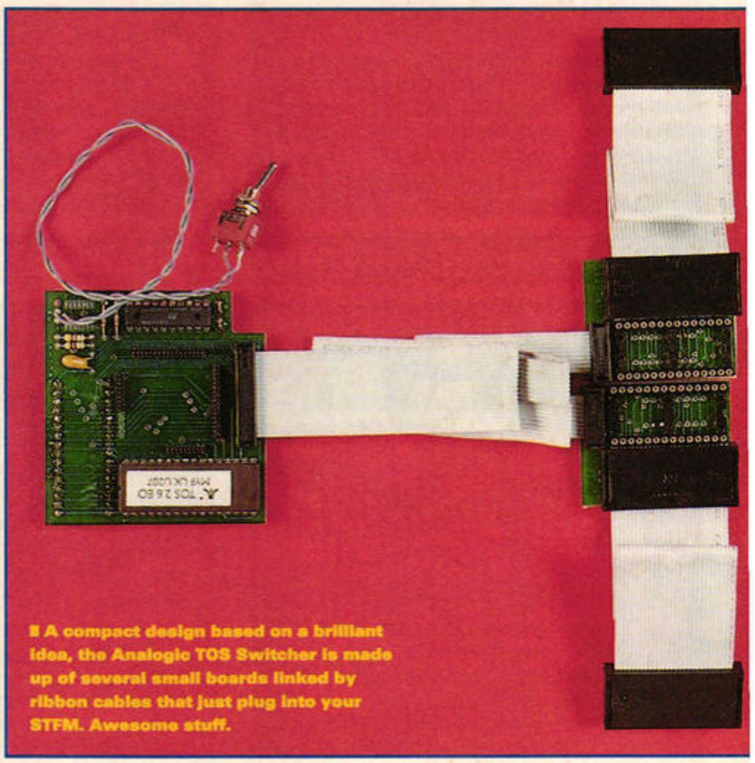
TOS 2.06 running on a standard 1MByte STFM, yesterday. Using TOS 2 you can set up keyboard shortcuts for menu events, place program icons on the Desktop and launch programs from the function keys.

The only minor minus point with the board is the lack of a TOS 2 manual and the Atari Xcontrol Panel and Desktop Icons that normally come with TOS 2. This small lack can be easily remedied by reading our guide to TOS 2 on page 92 and getting a couple of PD disks - see the boxout below for details.

Design award

The design of the TOS Switcher board is simple and elegant. The main part of the board simply slots into place over the Glue chip of your STFM, a large ribbon cable connects to two smaller boards containing sockets for the old TOS chips. Smaller ribbon cables connect to plugs which are inserted in the original TOS sockets inside your STFM. Everything just plugs in, so it couldn't be simpler.

Once it's installed in your STFM using the TOS Switcher couldn't be easier, all you have to do is flip the switch on the back of your STFM and it reboots into TOS 2.06. Once it's up and running all the advantages of the improved operating system are yours to use. If you have any problems or queries Analogic are happy to answer your questions, and if you don't think you can install the upgrade yourself then they are happy to install it a modest fee covering costs and transport just ring them for details.



A compact design based on a brilliant idea, the Analogic TOS Switcher is made up of several small boards linked by ribbon cables that just plug into your STFM. Awesome stuff.

A final word

Analogic Computing have to be congratulated on such a fine piece of engineering, all supported by a comprehensive back up service. This really is an excellent piece of kit that everyone with an STFM should consider installing tomorrow. If not even sooner

CLIVE PARKER

TOS 2 SOFTWARE

Unfortunately Analogic Computing do not have the rights to distribute the TOS 2 manual or software. To find out how to use TOS 2 turn to page 92 for part one of our guide to TOS 2, after reading this you won't need a manual. To get the Xcontrol Panel software and Desktop icons order disks TMP.75 and UT.201 from the FaST Club ☎ 0602 455250, the disks cost £1.75 each.

STFM TOS Switcher

£59.95 Analogic Computing
☎081 546 9575
Call for installation prices

Highs
- Compact design
- Easy to fit
- No soldering

Lows
- No TOS 2 specific software
- Long leads can be awkward to fit

What else?
- T-Board 64 £69.99 Compo Software ☎ 0487 3582, needs some soldering but comes with manual and software.

90%

WIN A TOS SWITCHER

Analogic Computing have given *ST FORMAT* two of these new solderless STFM TOS Switchers for prizes in a great competition. All you have to do is answer the simple question below. Remember, you can only use these TOS Switchers if you have an STFM, they won't fit in an STE. The first two correct answers drawn out of the box win the prizes.

Question:
What does TOS stand for?

Send your entries on a postcard to Switch Me On Compo, *ST FORMAT*, 30 Monmouth Street, Bath, Avon BA1 2BW. Closing date for the competition is Monday 8th August 1994, usual Future Publishing rules apply. The editor's decision is final. Oh and don't forget to put your name, address and type of ST on your entry.

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Ladbroke Computing

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- 2Mb PD Software free
- Free HD Turbo Kit

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- All Data-Pulse Plus Hard Drives are fully Auto booting/Autoparking and are formatted, partitioned and tested before despatch, ready to 'plug in and go'.
- Full metal case measuring 250mm x 290mm x 58mm (wdh), ideal for monitor stand.
- Only brand new, highest quality mechanisms used (we do not use refurbished or second-hand mechanisms).
- All drives come with full 12-months warranty and free expert help and advice over the phone.
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Data-Pulse + 170Mb	**£349.99**
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Data-Pulse + 340Mb	**£499.99**
Data-Pulse + 540Mb	**£699.99**

Free HD Turbo Kit with all drives prices include ICD LINK for the ST.

Falcon 030

- 16MHz 32 bit 68030 Central Processor, 16MHz Blitter, 32MHz 56001 Digital Signal Processor.
- 144Mb 3.5" Floppy, up to 14Mb RAM. Displays 65536 colours from 262144 palette.
- 8 Channel, 16 bit, high quality stereo sound sampling.

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SIMMS Upgrades

- All Aries RAM upgrade boards come packaged with full fitting instructions/test disk.

512K SIMM's STE	**£7.99**
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Zydec Hand Scanner

- 100,200,300,400 Dpi Resolution
- 1 Letter mode, 3 photo modes.
- 105mm scanning head.

Zydec Hand Scanner ST £99.99

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Ladbroke's 3.5" External Floppy drive. Includes own external power supply.

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High quality 300 dpi mouse with microswitched buttons ST/AM.

£11.99

Marpet Upgrades

Marpet upgrades for the ST are 'plug in' and require no soldering. They are compatible with most motherboard layouts and come with full fitting instructions. These boards accept SIMM boards and are upgradeable at a later date. Please check that MMU and Shifter are 'socketed' before ordering.

Unpopulated Marpet board £24.00
See SIMM prices below.

STE Packs

1Mb RAM STE	**£209.99**
2Mb RAM STE	**£264.99**
4Mb RAM STE	**£319.99**

Phone for pack details.

PC Emulators

- Full installation instructions.
- XT or AT Emulation
- Check configuration before ordering.

PC Speed STFM (XT)	**£49.99**
PC Speed STE (XT)	**£49.99**
AT Speed STFM (8MHz)	**£139.00**
Falcon Speed	**£POA**

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Our Atari trained technicians can repair ST's in minimum time at competitive rates. We can arrange for fully insured courier pickup and return delivery of your machine to ensure its safety. We even have a same day service which will ensure your machine is given priority and subject to fault, completed the same day.

We can fit memory upgrades PC Emulators, Security devices, ROM upgrades, hard drives to Mega STE's etc.

We offer a Quotation service for £15 for which we will examine your machine and report back with an exact price for repair, if you do not wish to go ahead with the repairs then just pay the £15. However, if you do go ahead then the charge is included in the minimum charge.

Please note. The minimum charge covers labour, any extra parts are chargeable.

Quotation	£15.00
Minimum repair charge	£35.25
Same day service	£15.00
STFM(E) PSU	£34.99
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A/B Boot switch	£4.99
TOS 2.06 + Switch STFM	£65.00
TOS 2.06 + Switch STE	£65.00
Courier Pickup	£11.00
Courier return	£7.00

Phone for price and availability of ST spares.

Monitors/TV's

Dataview Hi Res Monitor £109.99
High quality 14" SVGA Monitor with ST adaptor (includes sound). Fully compatible with all ST Hi-Res Programmes with tilt/swivel.

Samsung C13351X 14" £169.99
Fully remote control 14" TV with Scart input for near monitor quality display.

Colour SVGA Monitor £239.99
High quality colour SVGA Monitor, .28 dot pitch includes Falcon adaptor.

Microvitec 1438 MultiSync £289.99
The Microvitec Multi-Sync displays ST Low, Medium, High resolutions using ST switch box, compatible with FALCON & FALCON screen blaster using FALCON VGA adaptor.

ST Multisync switchbox	£19.99
Falcon VGA Adaptor	£9.99
Falcon ST monitor Adptr	£9.99
Philips SCART to ST/STE	£9.99
8833 MKII to ST/STE	£9.99

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ST ANSWERS

Boldly going where no one has gone before, Clive Parker shakes his finger firmly at all open letters everywhere

Tricky mouse problem solved

HARDWARE

Although you can't modify a serial PC mouse to use with the ST, you can use a standard three button PC mouse using *Mouse Tricks 2.15* from the FaST Club. The program contains a serial mouse driver which enables a PC mouse to be plugged into the serial port of your ST, you can even use all three buttons of the PC mouse. I hope this information is of help to you.

Alan Kennedy, SW12

Thanks for the tip Alan. If you want to get a copy of Mouse Tricks then contact the FaST Club on ☎ 0602 455250.

On the cheap

HARD DRIVES

I've been looking for a cheap hard drive, I have seen bare Conner 170MByte hard drives advertised in an Acorn magazine and they seemed to be very cheap.

Can I use this drive with my STE and can I fit it internally?

Lee Holding, Clwyd

No bare hard drive can be installed directly inside your STE. You can, however, use bare SCSI hard drives as part of an external hard drive kit. A hard drive kit consists of a SCSI host adaptor, power supply, case and hard drive driver software – you just supply the bare hard drive. You can get a hard drive kit from First Computer Centre ☎ 0532 319444 for around £200, give them a call to check the current price of their DIY kits.

ATARI CLUBS AND USER GROUPS

Do you run an Atari ST or Falcon club or user group? Well, if you do then send your details to Atari User Groups, ST Answers, *ST FORMAT*, 30 Monmouth Street, Bath BA1 2BW and we'll print the details every month in ST Answers. Here's a couple to get started with, remember to send an SAE to the club you want to join or find out more about them.

Atari Update and Dynamic Publications, 22 Brook Road, Isle of Wight PO37 7LU.

Atari-Yamaha User, 49 Summerfield Road, Wythenshaw, Manchester M22 1AE.

Falcon Fact File (FFF), 11 Pound Meadow, Whitchurch, Hampshire G28 7LG.

Falcon Owners Group (FOG), PO Box 353, Stafford ST17 9US.

Jagged edge

HARDWARE

I'm getting myself a Jaguar later this year and I was wondering if I can use it with my Philips CM8833 Mk2 monitor THAT I use with my STE.

Nigel Nattrass, Nottingham

Yes, you can use a Jaguar with a standard RGB monitor like the Philips, all you need is the correct lead. Contact Lightwave on ☎ 051 630 5003, they make Jaguar leads for composite video phono connection (part no, MVDU-82) for £10.95, SCART TV and monitors (part no, MVDU-81) for £13.95 and Atari 1435 monitor (part no, MVDU-82) – the connections are the same as the Philips CM8833 Mk2 – for £13.95.

Yup, Lightwave are manufacturing Jaguar leads in abundance in preparation for the expected sales surge in June, or July, or whenever...

Pascal developments

SOFTWARE

I am doing my Computer A-Level project using Pascal, do you know where I can get a version of this language for my STE?

Kevin Kingswood, Aylesford

HiSoft used to sell Hi-Speed Pascal for £99.95 but stocks are rather low, so give HiSoft a call on ☎ 0525 718181 to check availability. The other professional Pascal package for the ST is Prospero Pascal weighing in at a slightly more expensive £102.12, call Prospero on ☎ 081 741 8531. A slightly less expensive alternative is disk GD940 from Goodman International ☎ 0782 335650, this disk contains an old version of Pascal that hasn't been updated for some time so it's probably not as powerful as you'd like.

ST FORMAT CD-ROM?

SOFTWARE

I am writing to find out why you have not fallen into line with other computer magazines and supplied a CD-ROM disc with *ST FORMAT*.

I can understand why if most of your readers don't have a CD-ROM drive, but how do you know that? There wasn't a question about CD-ROMs in your questionnaire in *ST FORMAT* 55 and I'm sure that your readers wouldn't mind paying an extra £1 for the CD-ROM disc. I am planning to get a CD-ROM drive though £120 is a lot to spend if the ST mags aren't going to support the CD-ROM format.

Iain Carr, Mitcham

It's very unlikely that any ST magazine is ever going to go to the expense, and it is very expensive, of creating a cover-mounted CD-ROM disc because there just aren't enough ST based CD-ROM systems around. It would be a different story if Atari had ever got around to releasing their CDAR drive for the ST but they let the opportunity slip by, there are rumoured to be around 2,000 Atari CD-ROM drives stored in a warehouse in Europe.

That said, there are at least three ST CD-ROM disks available in the UK, the Gemini ST CD-ROM costing £23.33 from Unica ☎ 061 429 0241 and two new German CD-ROM discs priced at £29.95 each from System Solutions ☎ 0753 832212 – see the review on page 40. There are also other CD-ROMs available that are not machine specific, you can access the data from any computer equipped with a CD-ROM drive. Most of these discs are also available from Unica, give them a call and they'll send you a catalogue.

By they way, we think you are being rather optimistic if you are thinking a CD-ROM drive to your setup for £120 – if you have a hard

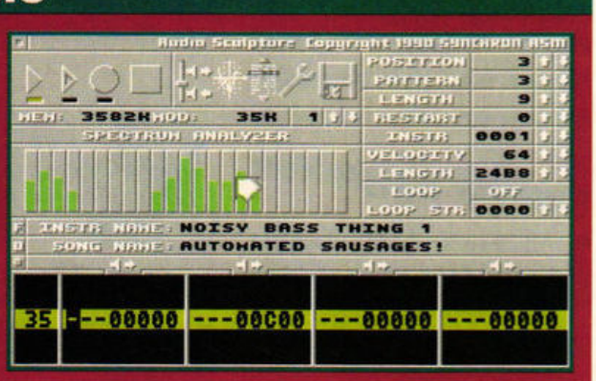
SOUND SCULPTURED MUSIC

Audio Sculpture is a great package and extremely powerful but it can be totally unusable because you can't fiddle about and play notes without them being recorded. I have discovered that by pressing <Help> it switches the record mode off so you can play tunes and experiment without changing the recorded song. This is not documented in the manual and is a very important piece of information for everyone who needs a good soundtracker program.

Robert Cooper via the *STF* BBS

ST FORMAT £25 WINNER

stf: *Thanks for that useful tip Robert, we've had several queries about solving this problem with Audio Sculpture. You get this month's £25 prize.*



If you are having problems disabling *Audio Sculpture's* recording feature, Robert Cooper's tip is the answer you've been looking for.

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ASSEMBLY POINTERS

Tony Wagstaff greys out when he comes across your disabled menus and string handling problems

Whose window?

I've noticed that some programs can alter their menus greying them out when a Desk Accessory is called. Can you tell me how it's done? I've tried using evnt_multi, waiting for an AC_OPEN message, but this doesn't work.

Kevin Brood, Sunderland

stf: *What you need to do is to check whether the top window belongs to your application, you can wait for AC_OPEN messages until the cows come home – they are not sent to the main application. This is done with the wind_get call, int_in+2 set to WF_TOP, or #10. If int_out+2 contains a window handle that doesn't belong to any of your windows, then you can change your menus with menu_ienable.*

So how do you call wind_get when an accessory takes control? By using evnt_multi to ask for a timer event, say a few hundred milliseconds. That way your program regains control some time after the timer has elapsed, enabling you to call wind_get.

The one problem that still lies in your way is that you don't want to grey out a menu while the user is wading through the drop-downs. The trick to avoid this is to use the wind_update call, setting int_in to BEG_UPDATE, or #0. This waits until menu drop-downs are clear, then stops the user gaining access to menus, and moving windows. Now call evnt_multi, with the timer request, along with any other messages you wish to receive. Once this has been called you can once more access the menus. As soon as this returns, call wind_update with int_in set to END_UPDATE, or #1. This cancels the first call, if you pull down a menu item down during the evnt_multi call, the AES keeps control until the menus are finished with. That way you can't disable them while they're in use. Once this second wind_update returns, check for the top window and act accordingly. Any menu messages are to be stored and sent to you when you loop back, and next call evnt_multi.

The basic structure then, call wind_update BEG_UPDATE; call evnt_multi with a MU_TIMER, and any other messages you want; call wind_update END_UPDATE, check the top window and act accordingly, then loop back.

How long is a piece of string

I'm a newcomer to assembly, and would like to know how to perform various string operations such as BASIC's LEN() command.

John Higham, Bretford

stf: *Assembly doesn't have any pre-defined string formats, which gives you the freedom to store them as is most convenient. The two most common formats are C strings and Pascal strings. Both store the ASCII value of the characters in contiguous MBytes, the difference being that C strings have a zero in the MByte just after the last character, while Pascal strings use the first MByte to store the number of characters in the string. To define a string constant, use the dc.b command in a DATA section.*

```
    DATA
my_string dc.b 'this is a string',0
```

for a C string or, for a Pascal string

```
my_string dc.b 16,'this is a string'
```

To save you counting the length of a Pascal string, and probably miscounting each time you create one, you can use a macro.

```
pascal_string MACRO
    dc.b \?1-2,\1
    ENDM
```

The \?1 counts the number of characters in the macro's parameter. We need to subtract two, as we don't want to include the two's. Now you create your string like this:-

```
my_string pascal_string <'this is a string'>
```

Enclose the string inside the <>, otherwise the spaces confuses the compiler. Check that your assembler supports these macro facilities. If you want to change the value of a string, you shouldn't use a constant like this. Instead, you need to reserve enough memory in the BSS section for the largest string length you require, and fill in the individual characters manually.

Finding the length of a Pascal string is dead easy. For a C string, use something like this:-

```
    clr.w d1
    lea my_string,a1
loop move.b (a1)+,d0
    beq done
    addq.w #1,d1
    bra loop
done
```

drive with a SCSI through-port then you can certainly add a SCSI CD-ROM for about £200. If you haven't got a SCSI port then you're going to have problems, you'll need to get the Link 2 SCSI host adaptor, £84.95 from First Computer Centre ☎ 532 319444, and some decent CD-ROM drivers like ExtenDOS – £29.95 from System Solutions ☎ 0753 832212.

If you can get an external SCSI CD-ROM drive for £120 then please let us know where you get it from, we wouldn't mind one ourselves.

Dead ST

I have purchased a Marpet XtraRAM Deluxe for my STFM which I easily installed, but after a week my ST failed and I was presented with a blank screen. I removed the upgrade but my ST still didn't work. Is the upgrade responsible for breaking my ST?

Paul Fry, Wareham

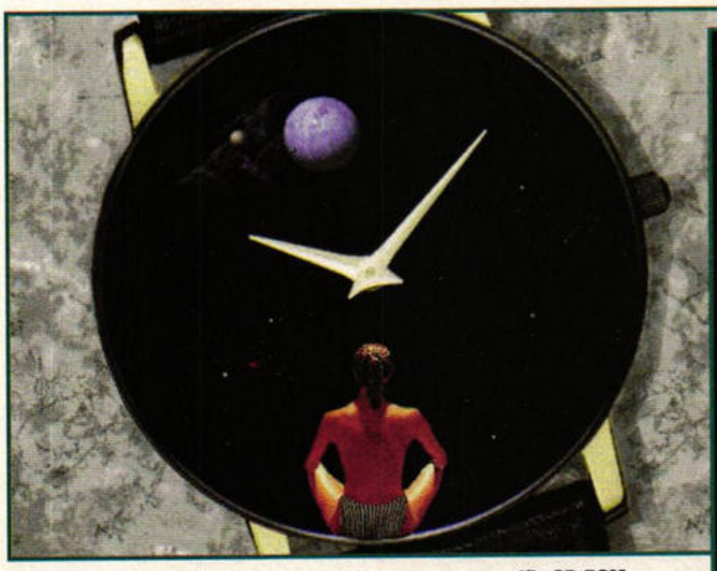
A *We contacted Marpet about your problem and they have suggested you contact them directly with more details of your STFM's layout and the size of the upgrade. Marpet have a very good backup and support service and will give you all the help they can. Give them a ring on ☎ 0423 712600 and have full details to hand.*

MOD files wanted

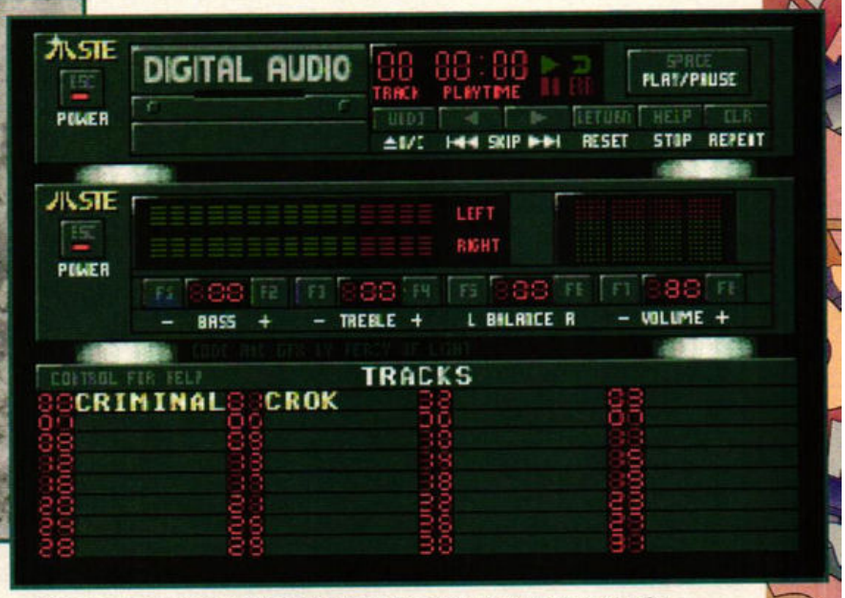
I have the Subscriber's Wonderdisk that came with *ST FORMAT* 59 and I am very impressed with the *STE CD Player* program. Where can I get more MOD music files for use with this great program.

Graham Tudball, Portishead

A *Goodman International supply five sets of Noisetracker MODs that are compatible with the CD Player, each set consists of five disks and costs £7.95 per set. The sets are called Track Set 1 to Track Set 5, call Goodman International on ☎ 0782 335650.*



■ ***Hot Sound and Vision*** **is just one of the many non-specific CD-ROMs available from Unica and it's packed with almost 2,000 high quality pictures like this. There's also hundreds of sound samples, over 1,000 MOD files, Falcon compatible FLI files and hundreds of MIDI files.**



■ **You can access up to 32 MOD music files using the *CD Player* on the Subscriber's Wonderdisk supplied with *ST FORMAT* 59.**

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Clocking on

SOFTWARE

I just thought I'd let James Lee (ST Answers 59) know that the clock functions of *Harlekin, Mortimer* and *Time Drive 3* do not clash with *Write On*, the program works perfectly using any of these clocks.
Martin De Vos, The Netherlands

A *Thanks for that helpful information Martin.*

Disk drives

HARDWARE

I have just bought a PC720B external disk drive from Power Computing and I am having trouble installing it. My STE knows it is there but I can't read or write to the drive.
Gary Gonston, Co Durham

A *You probably need to change the switch settings on the back of the drive. The PC720B has several extra functions built-in making it more than just a simple disk drive, you can, for instance, set it to run as the boot drive. Consult your manual and adjust the three-position switch to the setting for standard use – position A. The other two settings for the switch – B and X – are for the special functions of the drive.*

YOUR FIVE FAVOURITE COMMS QUESTIONS

COMMS

1. Can my ST talk to another ST using a modem or can it contact any other type of computer?

stf: Because modem information is standardised you can contact any type of computer using standard comms software.

2. Do BBSs cater for all computer platforms or do I need to contact special interest bulletin boards?

stf: Some large BBSs cover more than one computer platform, especially the large on-line services like CompuServe and CIX.3.

3. How much does it cost for a 2,400 baud modem and where can I get one from?

stf: You can pick up the Supra 2,400 baud modem for £64.99 from First Computer Centre give them a call on ☎ 0532 319444.

4. Is it only fax modems that you can use to send and receive faxes?

stf: No, a fax modem enables you to send and receive faxes using special software as well as performing the usual comms functions using normal comms software.

5. Can I access software for other types of computer using my ST?

stf: You can download PC, Mac and Amiga software using your ST, but remember that you can only run ST specific software on your ST.

Mirrorsoft splash

SOFTWARE

I am looking for extra fonts for *Fleet Street Publisher*, I have been unable to get any since the demise of Mirrorsoft. Do you have any ideas?
Brian Rycott, Walton-on-Thames

A *After extensive checking and many phone calls we have been unable to track down a source for the Ultrascript fonts you require. After some testing and fiddling about we were also unable to use the Ultrascript fonts from the PC version of Fleet Street Publisher 3, they are supposed to be the same file format but – sadly – they're not. If anyone knows ST Ultrascript fonts then please let us know at the usual address.*

Does GEM = GDOS?

SOFTWARE

In PD library catalogues they advertise GEM fonts, are these the same as GDOS fonts? If so, where can I get them from?
Richard Rayner, Leeds

A *GDOS fonts are also known as GEM fonts and you can get a wide selection from any of the PD libraries listed in our PD directory – see page 46. Alternatively contact the FaST club ☎ 0602 455250, they have a sets of GDOS disks for 9-pin and 24-pin printers and can also supply FontGDOS setups. Each GDOS disk costs £2.95.*

Amiga emulators

HARDWARE

I have a 1040STE and I would like to know everything about Amiga emulators for the STE because where I live there are no more ST games on sale and I would like to use Amiga games instead. Can you give me the names and addresses of the

MUSIC AND MIDI

SOUND

Andy Curtis discovers how to convert MIDI files from one format to another and offers advice on software pitch wheels

Polyphony problems

I have just bought an Alesis D4 drum module which I use with *Notator SL* and the rest of my sound modules. When I try to compose the drum part for a piece of music I keep getting the cymbals cutting off almost as soon as I hit them. Is this because my software is cutting off the MIDI message too quickly or do I have a problem with the drum module? This does not always happen, only sometimes.
Margaret Reay, Falkirk

stf: *It sounds like your problem is related to the polyphony available on your D4. If you attempt to sound too many drums at the same time then the sounds can be cut off or they may sound "clicky." Try thinning out the drum part a little and see if this helps. We should add that the D4, while being a very capable instrument, is susceptible to these problems. Keeping the drum part simple and uncluttered usually does the trick. The other solution is to use cymbals from a different source entirely.*

MIDI blues

I have various sequencers for my 1040STE but there are many MIDI files which I cannot load. This may be because there seem to be different MIDI file formats. Is there a Public Domain utility which converts MIDI files from one type to another? I particularly need to be able to convert MIDI file 0 format files to MIDI file 1 format. Any help is greatly appreciated.
Alec Mamwell, Scunthorpe

stf: *Unfortunately we couldn't locate a Public Domain program which fulfils your requirements.*

Possibly the cheapest way to do what you need to is to purchase a copy of Midi Studio Master from Ladbroke Computing International ☎ 0772 203166. It only costs £9.95 and it loads MIDI files in formats 0,1 and 2. It also happens to be a smashing sequencer into the bargain.

Soft touch

I have a friend who also has a MIDI setup and we write pieces of music which we swap to go on each others gear. The weird thing is that when I run his sequences – done in *PRO 12* – they make my keyboard sound different to when I play the same sound on my keyboard. I have a Yamaha SY22 and he has a Korg keyboard.
Thomas Flood, Eire

stf: *The Yamaha SY22 has quite a low level of touch sensitivity. This means that even when you hit the keys quite firmly the resultant velocity value may be quite low, maybe around 90 (out of 127). The Korg, on the other hand, may well be able to generate values greater than 120 on a light touch. This possible discrepancy is probably the root of the "weirdness" you are experiencing. Many sounds vary their tone according to the note velocity at which they are sounded. Your friend is accessing your sounds at a higher velocity than you do through the built-in keyboard. This is making the sounds take on a different tone. If you edit the velocities of the notes you should be able to change them back to what you are used to.*

No control

I have a fairly good music setup but my mother keyboard does not have any pitch wheels. Is there any way that I can simulate the effect of them or can I get a hardware pitch wheel to add to my system?
James Moffat, Huddersfield

stf: *As far as we know, there are no hardware pitch wheel add-ons on the market. It may be cheaper and more use in the long run to buy a second-hand keyboard with them on and use a MIDI merge unit to access the functions simultaneously with your main keyboard. There are accessories which perform as pitch wheels and modulation wheels but it can prove quite tricky to get your sequencer to record the output from them. Many sequencers themselves have excellent controller editing facilities and it may well be your cheapest route to simply become expert at using them.*

It ain't LOUD enough!

I have a 520STE and I have plugged the sound out of the back on the sockets provided and into my stereo. When I play games and try to listen to the sound through my stereo it is really quiet and not worth all the trouble. Can I boost the sound coming out of my ST with a software program?
Craig Cuttlesworth, Stoneybridge

stf: *Your ST should – unless there's a fault – be putting out a decent line level signal from the phono sockets, so the problem may well lie in your connections and possibly your stereo system. Try the setup with some good quality phono leads, preferably new ones, and check that you are using the correct input on your amplifier. One marked "AUX/CD" should do the trick.*

If you are convinced that there is a problem with your STE then return it for repair and get it checked out. Most independent computer shops can check the line level output for you.

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companies and the current prices of the emulators, I am looking for something cheap and reliable.
Abas Haider, Bury

A *Unfortunately there is no such thing as an Amiga emulator for the ST, this has been impossible to achieve because of the dedicated hardware found in the Amiga. There is a joke disk found in PD libraries called the Amiga Emulator but all this does is change your Desktop and make (allegedly) humorous remarks about Amigas. The only way that you can play Amiga games is on an Amiga.*

Corruption

Q I am suffering from a very annoying problem with my ST. When I try to copy files using GEM either the source or the destination disk gets corrupted usually showing the files from a previously accessed disk, so far I have wiped four different disks. Could this be a virus?
David Wilson, Cheshire

A *Judging from your letter you probably have an STFM rather than and STE, the problem you describe is caused by a small bug in older versions of TOS. When you swap a disk your ST is supposed to detect the change and read the new disk directory, unfortunately this doesn't always happen and your ST thinks the old disk directory in memory is the correct one. It uses this directory as a guide to the empty spaces on the disk. Because there may be files on the current disk in the areas, your ST thinks are free it overwrites them with the new data and destroys the old information.*

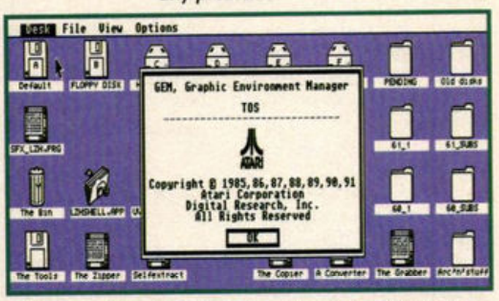
There are a couple of ways around this, you can use a program called FMC (Forced Media Change) from a PD library or you can press the <Esc> key on the ST keyboard after you change a disk – this forces the ST to read the directory of the disk in the drive. When you do this it's a good idea to make sure the drive actually whirs so you know that the disk has been read.

Mega STE problems

Q My internal hard drive on my Mega STE has given up the ghost and died. I have replaced it with a Quantum ELS 170 SCSI drive only to find that the Atari AHDI software doesn't work with the drive. I eventually got it formatted on a friends system but I am still unable to access the drive. I am using the latest Atari AHDI software and I have TOS 2.05 in my Mega STE.
Mark Montreuil via Internet

A *There are two things you should do to improve your Mega STE setup. First get yourself TOS 2.06 from your local Atari dealer, it's a straight chip swap to install it.*

Second, get the latest version of the ICD Professional Hard Drive Utilities, you can order them directly from ICD Inc in the US by calling ☎ (0101) 815 968 2228. We have installed the ICD Utilities on our Mega STE and we run our Quantum hard drive without any problems.



TOS 2.06 should help sort out your Mega STE set up. As will *ICD Professional HD Utilities*, it really are indespensible for any serious hard drive user.

GFA WORKSHOP

Mac Marsden grapples with more of your GFA gripes

Shrinking violet

Is there any way in which I can program a box to appear from the centre of the screen, draw in this box and then make it disappear into the centre of the screen again? I am trying to write a small art program for my young son and it would help greatly if you could find a solution.
John Davison, Halifax

stf: *The commands you are looking for are* ~GRAF_GROWBOX *(A,B,C,D,E,F,H,I) and* ~GRAF_SHRINKBOX *(E,F,H, I,A,B,C,D).* GROWBOX *draws an expanding rectangle. A and B are the initial co-ordinates of the top left corner of the rectangle, C and D are the width and height, E and F are the final co-ordinates of the top left corner, H and I are the final width and height. You must remember to draw a rectangle over the final co-ordinates of the GROWBOX function as it does not leave an actual rectangle on the screen, likewise with SHRINKBOX, it does not remove the box drawn after using GROWBOX, we have included an example for you to follow below;*

```
GRAPHMODE 3
BOX 100,100,110,110
PAUSE 25
~GRAF_GROWBOX(100,100,10,10,0,0,300,180)
BOX 0,0,300,180
PAUSE 50
BOX 0,0,300,180
~GRAF_SHRINKBOX(100,100,10,10,0,0,300,180)
BOX 100,100,110,110
```

Program tracing

I am having difficulties with a program I am writing in *GFA Basic* and need desperately to debug it. Is there any way in which I can run my program while looking at the command lines being executed? So that I can identify the areas which need attention.
Brian Greenfield, Northumberland

stf: TRON, TROFF and TRON #n are the commands you are looking for. TRON turns on the trace function. This can be either placed at the beginning of your program or within a function. TROFF turns off the trace function and TRON #n outputs to a printer or serial interface where #n is the specified channel number of the required device.

Strings

I am writing a program in *GFA Basic*, where I need to separate the Christian name and surname from an inputted string. I cannot seem to be able to do this, please can you help?
Alan Errington, Washington

stf: *We have included a listing to assist you. After inputting the full name, say* GFA Basic, *the loop scans the string for the first space from the right of the string. Once found, we initialize* SURNAME$ *to equal the surname, but we do not want the space included (*X *currently is pointing at the space before the surname begins) so we need to increase this by one so that it points at the first letter of the surname. The command* RIGHT$(NAME$,X+1) *places all text right of our pointer* (X) *into the string* SURNAME$.

```
PRINT "PLEASE ENTER YOUR FULL NAME"
INPUT NAME$
A = LEN(NAME$)
X = A
DO
    SUB x,1
WHILE RIGHT$(NAME$,X)<>" "
SURNAME$=RIGHT$(NAME$,X+1)
PRINT "YOUR SURNAME IS ";
SURNAME$
```

Three finger salute

I am trying to write a program in *GFA Basic* and wish to monitor for someone using the <Control>, left <Shift> and <Alternate> keys to break out of the program. My question is, is it possible to monitor for this and then continue on with the program?
Johnny Dippler, Yeovil

stf: *You have to place a line of code at the beginning of your program* ON BREAK GOSUB proc. *This calls a GFA routine that monitors for the keys being pressed.* Proc *is the procedure where you wish to go if the routine detects these keys being pressed. To turn off this function, once the keys have been pressed, type the line* ON BREAK CONT *and all returns to normal, and* ON BREAK *reactivates the monitoring function. We have included a sample listing below for you to try out;*

```
ON BREAK GOSUB DETECT
PRINT "Press CONTROL, LEFT SHIFT AND ↵
ALTERNATE KEYS"
DO
LOOP
END
PROCEDURE DETECT
    PRINT "CONTROL, LEFT SHIFT AND ↵
    ALTERNATE KEYS have been pressed"
    ON BREAK CONT ! DEACTIVATE MONITORING
RETURN
```

Paused

Is there any way that I can halt my program for a specified length of time without the program operator being able to press a key and continue without waiting?
Colin Cooper, Mansfield

stf: *There are two possibilities here, a Do-While loop that counts to a pre-determined number with no escape routes, as shown below;*

```
COUNTER = 0
DO
ADD COUNTER,1
WHILE COUNTER<1000
```

Or the alternative function, DELAY x, *where* x *is a designated number in seconds, and pressing any key or number of keys has no effect;*

```
PRINT "I AM NOW SLEEPING FOR 10 SECONDS"
DELAY 10
```

As a safeguard clear the text buffer if you are monitoring for keyboard entries as keys pressed while DELAY *is operating go into this buffer and may cause your program to do unexpected things.*

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STOS CORNER

Frank Charlton chuckles and chortles his way through the latest batch of STOS conundrums

Music, Maestro please!

I would like to use some sampled sound in a demo I am writing in *STOS* and I was told that I need the *STOS Maestro Extension* to do this, but I can't find it anywhere. Is there any chance of getting hold of this or the elusive *STOS Sprites*, and is anyone planning to re-publish them?
David Wimbush, Crawley

stf: *STOS Maestro and Sprites were both published long ago and Europress have apparently stopped supporting the STOS range of products now. Check through the mail order ads in STF, you may still find a company selling them off quite cheaply. A better bet is to try to get hold of second-hand disks, or better still, use the excellent Missing Link Extension which we gave you on Cover Disk 51 – see page 90 if you missed it – that has far better sound sample replay routines, and you can pick up a cartridge to create the samples such as MasterSound quite cheaply. The Missing Link is Shareware though, and you need to pay £10 if you want to use it regularly in your own work.*

Screensaver blues

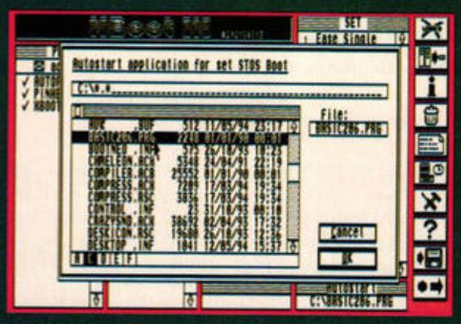
Is there a screensaver which works with *STOS*? I've tried loads but they just never seem to kick in. Is it possible to write one in *STOS* as an .ACB? Could I write one in *STOS* anyway, even if it won't work within *STOS* itself?
Graeme Simm, Macclesfield

stf: *We tried every screensaver we could find including Before Dawn and Rubrik from past Cover Disks, and ours didn't work either. Screensavers normally run as GEM accessories or TSR (Terminate and Stay Resident) Auto folder programs. They work by sitting in the background and checking regularly for GEM events such as mouse movement, text output or keyboard activity. If they don't detect anything going on for a set period of time, they start working until you interrupt them by using your ST again.*

The snag with STOS is that it doesn't use GEM at all, so most screensavers won't work. For similar reasons, writing one in STOS whether as an ACB accessory or a compiled program to run from the Desktop won't work either, as STOS won't provide access to GEM to monitor the VDI and AES activity. If anyone has a screensaver which does work within STOS, please let us know!

Put the boot

I have just bought a second-hand home made hard drive which runs with the ICD Host Adaptor and driver software. When I copied my *STOS* folder to Drive C and put BASIC206.PRG in the Auto folder, *STOS* loaded as normal, but the mouse pointer wouldn't move. What have I done? I have an STE with 2MByte, TOS 1.62 and I use the *XBoot 3* boot up program.
Lance Nicholson, Edinburgh



Having trouble booting *STOS* from your Hard Drive? Try setting it as the Autostart Application in a boot manager like *XBoot 3* or *SuperBoot*.

stf: *We don't think you've done anything wrong, so we tried the same thing using an old drive formatted with the ICD software and the same thing happened to us. What you need to do is load STOS after GEM has initialised, that is, not from the Auto folder. With XBoot 3 (or any of the PD boot utilities), place BASIC206.PRG on the root directory of Drive C, and select it to be the autostart application. After everything has loaded from the Auto folder, GEM starts and STOS boots as normal. You do lose roughly 32K of memory doing this, but it's better than not running at all! If you have the same problem with a version of TOS older than 1.4, you'll need one of the PD startup programs such as START-GEM – available from most PD libraries or BBS Systems.*

Printer problems

When I want a printed copy of my programs, I use the LLIST command in *STOS*, but long listings seem to go off the right hand edge of my paper. Do you know any way to stop this happening?
Paul Broadhurst, Morecambe

stf: *If your printer supports compressed text, you could always print your listings out using that. Alternatively, try saving the STOS program as an ASCII file which you can then print from the Desktop or a word processor. A STOS listing is normally saved in a "tokenised" format, which just looks like gibberish. Type the line as follows:*

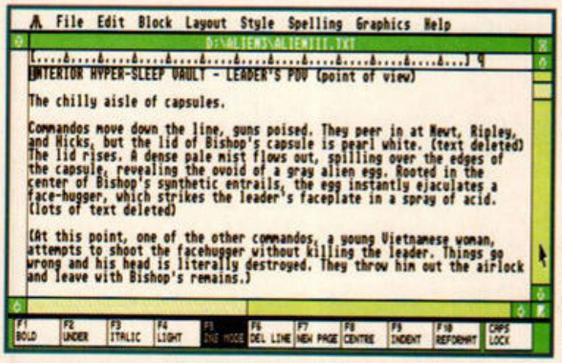
```
SAVE "FILENAME.ASC"
```

This tells STOS to save as ASCII. Printing from your word processor also gives you much greater control of how your listing looks on paper.

Out with the old

I use *1st Word Plus* but I am thinking about upgrading to something better because you seem to think that it's a bit out of date. Do you think I should get *Protext 6*? I need the program mainly for straight word processing alongside my DTP software and *Protext 6* could easily handle my printer's hardware fonts.
Oliver Hilscher, Sheffield

A *It sounds as though you have already convinced yourself to get Protext 6 already! 1st Word Plus is and excellent program but it is nearly ten years old and looking a bit long in the tooth. Protext 6 is modern, fast and supports hundreds of different printers – upgrade to Protext 6, we have!*



That old classic *1st Word Plus*. If you fancy changing your WP though, check out *STF60*'s excellent head-to-head test of all the top titles.

Amstrad? Who he?

I have an old three inch Amstrad floppy drive model no FD-1, is it possible to connect it to my STE?
J G Nicholson, Wakefield

A *Sorry, it's not really feasible to connect an old Amstrad floppy drive to your STE even if it uses a standard 34-way Shugart connection. The three inch drives were obsolete technology when they were first used in the CPC, PCW and Spectrum +3 8-bit computers. It's extremely unlikely that you can get a regular supply of three inch disks any more, the last time we saw them advertised about a year ago they were selling for £3 each. Get yourself an 3.5 inch external floppy drive from Evesham Micros for £57.99, give them a call on ☎ 0386 765500 – it'll work out cheaper in the long run.*

Nice and cheap

I am after a cheap hard drive but I don't know too much about them, what's the cheapest setup I can get including adaptors and cables?
Thomas Chappell, Preston

A *There's no such thing as a cheap hard drive but the least expensive we could find are the FA.ST 52DC from First Computer Centre ☎ 0532 319444 for £339.99; the Protar Profile 50DC from Analogic Computers ☎ 081 546 9575 for £249.95, the Data Pulse and 170MByte from Ladbroke Computing ☎ 0772 203166 for £270 and the Gasteiner 127MByte hard drive for £269 from Gasteiner ☎ 081 345 6000. You pay your money and you take your choice.*

More Amstrad leftovers

I have just bought an Amstrad CTM 644 colour monitor for use with my STE having been assured by the owner that I could connect it as long as I get the correct lead made up. Where can I get the lead?
David Rae, Crawley

A *Call Meedmore on ☎ 051 521 2202 with exact details of your ST and your Amstrad monitor and they can make you a lead to order, they normally charge around £15 to make up a special lead.*

GOT A PROBLEM?

Send your ST related problems to ST Answers, *ST FORMAT*, 30 Monmouth Street, Bath, BA1 2BW. Please indicate the type of problem on the envelope.

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System Solutions

The DeskTopper

NEW. A solid metal case to replace the plastic top of ST(FM/e) and Falcon computers. Only **£69.95**
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Please phone for more information.

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Falcon System: Sony CD-300 Drive, SCSI II Cable, ExtenDOS **£239.00**
Complete ST(FM/e)System: CD-300 Translator, ExtenDOS **£279.00**
ExtenDOS (CD-Rom Driver) **£29.95**

CD Rom Disks
Lohrum Vol 1 (PD/Shareware) **£29.95**
" Vol 2 (PD/Shareware) **£29.95**
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Clip Master Pro (Clip-Art) **£34.95**
Midi files and .Mods (Music) **£TBA**

Falcon Add-ons

Falcon Wing 0Mb	£49.95
Falcon Wing 4Mb	£179.00
Falcon Wing 14Mb	£ Call
BlowUP 030 - Software	£15.00
BlowUP 030 - Hard 1	£49.95
BlowUP 030 - Hard 2	£69.95
14" Monitors	from £99.95
NEW 15" & 17"IDEK Monitors	£ Call
Clarity 16	£99.95
Cubase Audio (New V1.10)	**In Stock**
FDI - Falcon Digital Interface	**In Stock**
FA-8 Falcon Analog In & Out	**In Stock**

Communications

Comms Software
CoNnect v2.4x **£29.95**
Includes printed manual and registration

Fax Software (requires Fax Modem)
Straight Fax v2.10 **£79.95**
Straight Fax upgrade to v2.1 **£26.00**

NEW - Exchangeable **SyQuest Drives**
105Mb, 14.5ms Drive, inc. cart **£399.00**
105Mb Cartridge **£59.95**
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T28 Mhz Accelerator ~~£249.95~~	£189.95
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HD-Driver Software	£19.95
ICD Link II	£89.95
ICD Pro Utils	£39.95
ST(fm/e) Tower ~~£249.95~~	£189.95
Falcon Tower Kit ~~£249.95~~	£159.95
Falcon 030, 32Mhz, 4Mb, 60Mb Hdd, M/Tos, S-Gdos, Works	£795.00
As above, 120Mb Hdd	£895.00

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All prices include VAT
For small items under £50 please add £3.50 P&P
Large items over £50 add £10 courier charge

Monochrome Monitors

The award winning SM14 is a perfect replacement for the Atari SM124/5 monochrome monitors: it exceeds Atari's original specifications. The 14" high resolution, paperwhite FST (Flatter, Squarer Tube), gives a perfectly centred, crisp, sharp image without blurring at the edges.
The SM14 comes without, and the SM14s with, a speaker. The SM14f is for the Falcon. A Tilt and Swivel stand comes as standard.

The special version for STfm/Mega ST installed with Overscan, the screen enhancer, gives a 40% bigger display.
All monitors come as a plug-in-and-go unit, complete with Atari plug, and no adaptors are necessary.

"Essential Buy, 90%"
ST Review, May 93

SM14/f	without audio	**£129.95**
SM14s	with audio	**£149.95**
OverScan ST		**£39.95**

MiniS - Hard Drive System

The MiniS Hard Drive System comes with drive capacities ranging from 40Mb up to 1800Mb. This full SCSI system is hardware compatible with all Atari computers, Amiga, Mac, PC etc. They are unrivalled in size, noise, speed, and style and come with a thru port for expansion.
It is the only Hard drive awarded an **Essential Buy of 92% - Atari ST Review Christmas '93, and a Gold Award of 93% - ST Format Feb. '94**

★ Quiet fan ★ Internal Power Supply 100-240v
★ 2 Year Warranty ★ Small (2.5x6x8.5in) (WxHxD)
★ Dual SCSI port ★ Device Number Switch ★
★ **Now with HD-DRIVER FREE**

	TT/Falcon	ST(FM/e)
40Mb	-----	£199
127Mb	£229	£269
170Mb	£259	£299
270Mb	£339	£379
340Mb	£399	£449
540Mb	£599	£639
1.0Gb AV 10ms	£899	£939
1.7Gb AV 10ms	£1199	£1239

Please add £20 to ST(FM/e) if the ICD Link II is required.
Heavy Duty professional cases with 60W Power Supply, add £50.
All Prices include VAT

Falcon 030 Systems - 32Mhz

The Falcon is fast becoming the prefered choice for 8 track digital recording, with powerful programs such as Cubase Audio using it to its full potential. The DSP chip opens up a whole new world of Sound and Graphics. System Solutions now supply 32Mhz Falcon 030 computers from stock.
PowerUp2 is a brand new 32Mhz accelerator for the Falcon, available now. PowerUp2 doubles the CPU clock speed and does not take up the internal expansion slot.
We supply systems for Music, Desk Top Publishing, Image Manipulation, Animation, Desk Top Video, fax & modem use etc. Please phone for your personal quotation of a tailor-made Falcon 030 System.

PowerUp2 kit	£59.95
PowerUp2 fitted	£99.95
Falcon 030, 4Mb Memory	£599.00
with PowerUp2 fitted	£659.00

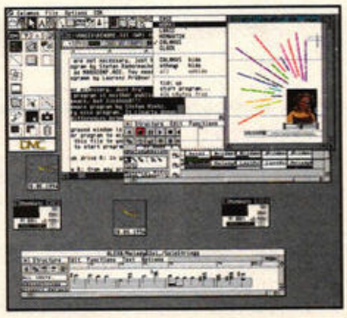
MagiC - Multitasking Operating System

"It's like running an accelerator and getting the multitasking thrown in for free." **ST USER, Feb. 1994**
MagiC is a full TOS replacement, a very fast disk filing system; has accelerated serial, midi and printing routines, and is, of course, a true pre-emptive multitasking system.
MagiC Desk, a replacement Desktop and a powerful command shell have been included. **MagiC** runs on all ST, Mega and TT computers with 512Kb, but 2Mb is recommended for a useful working system. The Falcon version is expected later this year.

"If you want a multi-tasking system that works simply and realiably, then MagiC is for you." **ST Review, June 1994.**

Magic (Intro price)	~~£69.95~~	**£59.95**
Magic and **NVDI**	~~£99.90~~	**£89.95**
Magic and **Kobold**	~~£109.90~~	**£99.95**

NB: Excellent with Calamus SL. Compatible with Notator Logic, but not with Notator SL and not yet compatible with Cubase.



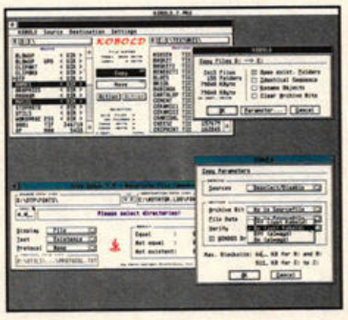
NVDI

NVDI replaces the Atari display routines. Screen updates with NVDI are 3-10 times faster. Works with all TOS versions on all Atari ST, MegaST, TT and Falcon 030 computers.
Cubase and Notator compatible.
'Compatibility is remarkable and we have yet to find a program that is not compatible with NVDI'.
ST Review Issue 16, August 1993.

NVDI version 2.5	£49.95
NVDI & Kobold	£89.95

Kobold

Kobold is a high speed file manager. It's unique handling of the Atari file system gives unrivalled speed when copying, moving and deleting files. Copies 1000 files, (10Mb) in 45sec, (GEMDOS 5:35min) Use Kobold for Backups, Formatting Floppies, Move/Copying, Updates, Timed Jobs, etc.. It also includes a script learn function to automate repetative functions.
Can be run as an .ACC or .PRG
Kobold 2.5 (Intro Price) ~~£69.95~~ **£49.95**



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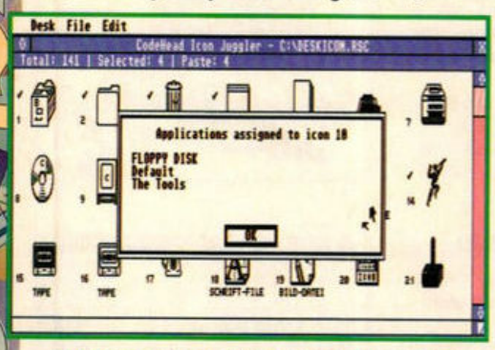
ICON ANTICS

Getting a TOS 2.06 upgrade without the icon data that goes with it can be a bit of a problem, Clive Parker shows you how to create customised icons for your TOS 2 Desktop

It's always galling to find that you can't use some of the features of a new operating system because you haven't got some of the backup software that goes with it, this is especially true of the great new icon system you should get with TOS 2.06.

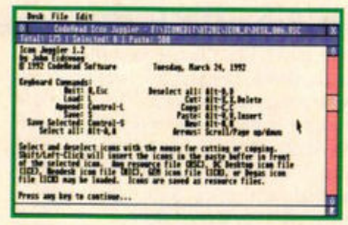
In issue 48 of *ST FORMAT* – turn to page 90 if you missed it – we gave you a couple of programs to help you with the creation and maintenance of a set of TOS 2 icons on the Cover Disk, the two programs are called *Icon Juggler* and *MakeIcon*. Using these two excellent programs in tandem enables you to either create your own icons from scratch or to pinch designs from ready-made sets of icons and include them in your own customised DESKICON.RSC file.



All icons with a tick next to them have been assigned from the Desktop, if you double-click on an icon with a tick next to it an alert box appears with details of the icons assignments.

Juggling act

Icon Juggler is a remarkable little program that runs in medium or high resolution enabling you to take icon files in several different formats and save them as standard resource files with a maximum limit of 500 icons in a file. The program loads icon files with the extensions RSC, ICE (DC Desktop), NIC (NeoDesk) or ICN (*Degas* Icons) enabling different icons from several different replacement Desktop systems to be combined into one format.



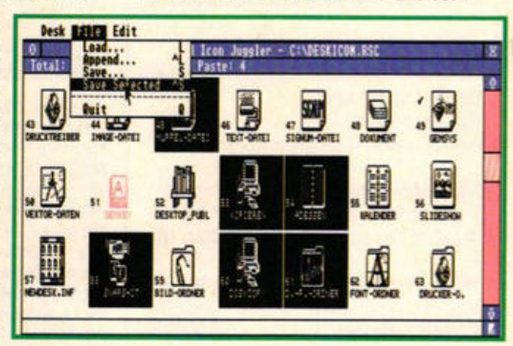
Icon Juggler has its own on-line help screen just a key press away. Press the <Help> key and all the keyboard shortcuts are displayed on-screen.

When you run *Icon Juggler* it automatically loads the DESKICON.RSC file on your boot disk – if it exists. If you don't have a DESKICON.RSC file then the program presents you with a blank window waiting for an icon file to be loaded. If you have Cover Disk 48 then you can load the sample DESKICON.RSC file we created containing 100 customised icons. You can also use the icon files on disk UT.201 from the FaST Club ☎ 0602 455250 to build an icon file. To load a file simply press the <L> key or select the Load command from the File menu and the icons are displayed on-screen.

If you want to add more icons to the file up to the 500 icon limit then press <Control><L> or select the Append command from the File menu. This adds the contents of the new file to the set of icons already in memory.

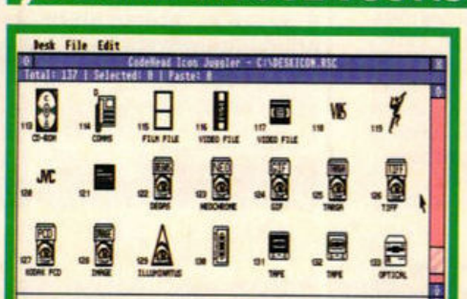
Once you have the desired number of icons in the file you can start using the juggling side of the software. You can select, move, delete and save as many of the icons from the file that you wish. To select an icon you just have to click on it with the left mouse button, click on it again to deselect it. Once you have selected a number of icons you have several options open to you, you can save all the selected icons into their own resource file using <Control><S> or the Save Selected command from the file menu, you can cut the icons and store them in the paste buffer by pressing <X> or you can copy the icons into the paste buffer by pressing <C>. Pressing <V> adds the contents of the paste buffer to the end of the icon file.

If you want to move a specific icon from its position at the end of the file and paste into the file as icon number one then use the fol-

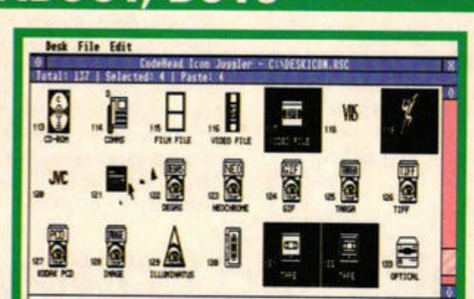


If you want to nick icons from another icon file to create your own you can select a group of icons and save them as a separate resource file using the Save Selected command from the file menu.

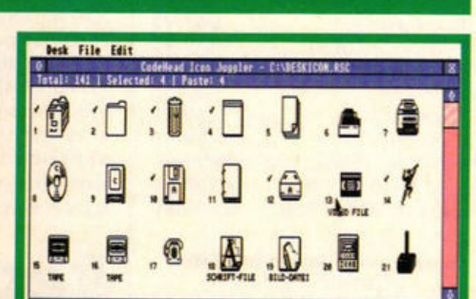
JUGGLE THOSE ICONS ABOUT, BOYS



1 It's dead easy to use *Icon Juggler*, all you have to do is run the program and the current DESKICON.RSC file is loaded. Now use the Append command to add your newly designed icons to the file.



2 You'll probably want to move some of your new icons nearer to the start of the file to make them easier to assign from the Desktop. Select the items you want to copy and then press the <C> key.



3 Now scroll up through the icons to the start of the file and move your mouse cursor over the position where you want to paste your icons, press <Shift> and the left mouse button to paste.

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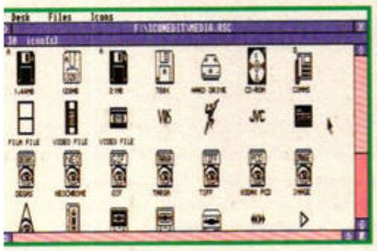
lowing procedure. Select the icon to be moved and press the <X> key, scroll to the start of the file and move the mouse cursor over the position where you want the icon to be positioned. Now press the <Shift> key and click once with the left mouse button. The icon is pasted into the new position. You can use these methods to customise your DESKICON.RSC file using just the icons you want to use. If you can't find the icons you want among the hundreds to be found in the Public Domain then you'll just have to create your own.

Making it up...

If you want to design your own icons then you can use any resource file editor, such as WERCS or Orcs on FaST Club disk UT.201, to make them individually or in large groups. The only problem with resource file creators is that they are generally quite fiddly to use when it comes to creating icons and images pixel by pixel.



When you create a set of icons in *Makelcon* it's a good idea to use the same theme for the set, this set uses a media theme. Remember that there is a limit of 54 icons in each set created in *Makelcon*.

The easiest thing to use is *Makelcon*, the icon designer program we included with *Icon Juggler* on Cover Disk 48. Using this program you can design your own icons with ease and save them as resource files that you can load directly into *Icon Juggler*. The only restriction with *Makelcon* is that it has problems if you try to create more than 54 icons or load more than 54 icons into it from an external file, apart from this small restriction it works fine.

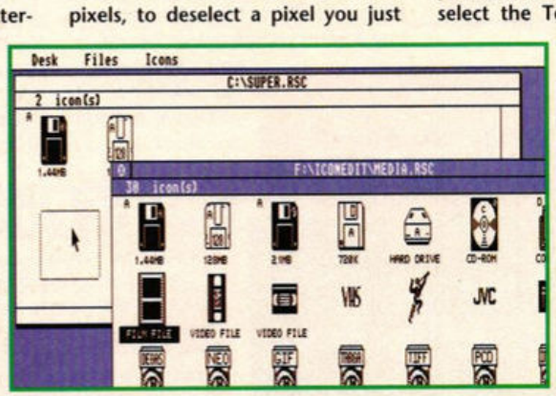
Run *Makelcon* and wait for the menus to appear at the top of the screen, go to the File menu and select the Open a RSC command – if you have a RSC file to load. If you want to create a new icon file then go to the Icons menu and select the Make Icon command. This takes you directly to the icon editing screen.

The screen is divided into two large boxes for designing the icon and the mask data, a display area to show the icon at actual size and some control buttons to scroll the data, select the icon and mask colour and create "instant" masks for the icons you design.

To create the icon you simply draw in the icon data box using the mouse and the left button to select pixels, to deselect a pixel you just click on it again. You can create the mask in several ways, you can draw it pixel by pixel using the mouse, select the Contour button to draw around the outlines of the icon, select the Shade button to completely fill the area of the icon or select the Total button to fill the entire mask box. There are a couple of other buttons enabling you to erase either the data or the mask and to copy the icon data to the mask window.

Once you are happy with the final design of the icon select the OK button to return to the main *Makelcon* workscreen. You can design more icons to add to the resource file by selecting the Make Icon command, it's best to create a series of related icons in small batches of about ten to 20 – you can always merge icons together later in *Icon Juggler* to make a full DESKICON.RSC file to use with TOS 2.06.

By using these two programs you can create your own customised Desktop with its own distinctive look using your icon designs both for Desktop icons and window icons and really use the extra features of TOS 2.06. ***stf***



You can open more than one resource file at once in *Makelcon*, this enables you to drag individual icons from one resource file to another - a simple method of "borrowing" other designs.

MAKING ICONS MADE EASY

You won't have any problems using Makelcon, it's just about the easiest way to create new icons on your ST. Here's a quick guide to the main editing screen

1 Icon name: you can enter the name of your icon in this field and it is displayed on-screen in the *Icon Juggler* and *Makelcon* windows.

2 Icon data: this is the area where you design and edit icon information using the mouse button to toggle pixels between black and white.

3 Mask data: this is where you enter the mask data, this determines what the icon looks like when it is selected in a window or on the Desktop.

4 Icon display: an actual size display of the icon currently being edited in both normal and selected modes.

5 Cursors: you use these four arrows to scroll your design around the display window.

6 Erase icon: select this button to erase the data within the icon window. There's no Undo option in the editor so be extra careful before you decide to delete any of your designs.

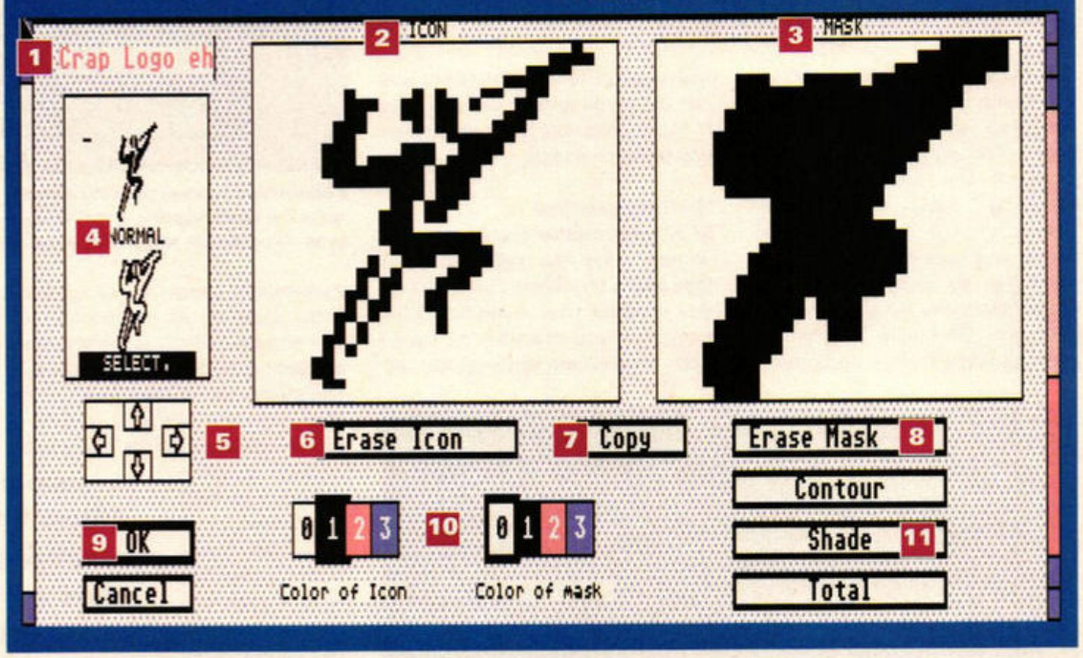
7 Copy: use this option to copy the icon data from the data window to the mask window.

8 Erase mask: select this button to erase the data within the mask window. Again, there's no undo option available – once you erase something it's gone for good.

9 OK and Cancel: use OK to store the changes to the icon and mask data, use the Cancel button to exit without changes.

10 Colours: select the icon and mask colours for your designs. Using colour one for the icon and colour two for the mask gives the best results.

11 Mask effects: Three ways to make a mask, Contour draws around the outline of the icon, Shade fills in the entire icon area while Total fills the complete mask window.



Register Shareware

Icon Juggler is Shareware and you must register it if you use it on a regular basis, send $15 to John Eidsvoog, PO Box 74090, Los Angeles, CA 90004, USA. If you send a disk and return postage John supplies you with the latest version of *Icon Juggler*.

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USING MUSIC

Last month we gave you the demo version of the excellent *Music Mon 2* soundchip synthesizer for your ST. Andy Curtis takes the lead, assisted by Frank Charlton on backing vocals...

If you've played about with the demo of *Music Mon 2* that we gave you on last month's Cover Disk, you may have found some of the functions a little bemusing. *MM2* works almost identically to a "normal" Soundtracker but uses the ST's internal soundchip to create the sounds rather than using samples and only offers three channels. You can use small samples though, most tunes use a couple for the drums but you can try anything from a piano note to the squeak your cat makes when you stand on its tail.

Getting started

MM2 runs in either low or high resolution – see last month's Cover Disk pages for details on which one you need for your resolution. (See page 90 if you missed your copy.) Both versions are identical and our screenshots from the colour program apply to the mono one too. The bottom half of the main screen is taken up by three columns. Each represents one of the three soundchip channels available and you can switch between the one you're working on using the left and right cursor keys.

MM2 builds a song using Patterns – each pattern can be up to 64 entries (four bars) in length. Using patterns, you can construct a song with separate sections, like an intro or main melody sections and link them together to form your song. There are up to 70 patterns to use and any pattern can be re-used as many times as you like. For example, if you have a good drumbeat section you like, it's easy to repeat it.

A song is played in Sections, and each one has a pattern assigned to it. Each section follows the previous one – starting at zero, followed by one, two and so on. You don't need to compose the patterns in any logical order, as section zero could play pattern three, section one plays pattern six and so on. You sequence the patterns using the panel at the top-right of the screen. SONGPOS lets you select which section of the song you're working on, and PATTERN, assigns the pattern to it! Step through one of the example songs on the disk to see how the same pattern can be recycled at different times in the song.

Music Mon 2 doesn't enable GEM access at all, so any Desk Accessories loaded are just wasting valuable memory that you could be using for your song. Even the file selector ignores GEM but it's very similar in use.

"Don't try to do everything at once – start with a basic drum track, then add a bassline and take it from there"

```
SHIFT + CURSOR UP/DOWN     - JUMP TO TOP/BOTTOM
CONTROL + CURSOR UP/DOWN   - MOVE CHANNEL UP/DOWN
SHIFT + CURSOR L/R         - CHANGE PATTERNNUMBER
CONTROL + CURSOR L/R       - CHANGE ACTUAL SYNTH-SOUND
DELETE                     - DELETE ENTRY
SHIFT + CONTROL + DELETE   - DELETE CHANNEL
INSERT                     - INSERT ENTRY
RETURN                     - DIRECT ENTRY
UNDO                       - RECORD ON/OFF
TAB                        - PLAY/STOP PATTERN
SHIFT + TAB                - START PLAY AT LAST BAR
BACKSPACE                  - PATTERN LINK ON/OFF
CLR HOME                   - SELECT SOUND (SYNTH/DIGI)
SHIFT + CLR HOME           - SONG <--> ACTUAL (S/D)
ESCAPE                     - ALL SOUNDS OFF
SHIFT + 'R'                - COPY CHANNEL TO BUFFER
SHIFT + 'W'                - COPY BUFFER TO CHANNEL
SHIFT + 'E'                - SWAP BUFFER/CHANNEL
SHIFT + 'M' / CTRL + 'M'   - GENERATE METRONOME 1/2
SHIFT + 'D' / 'I'          - DEL./INS. SONGLIST-ENTRY
F1 - F4                    - CHANGE OCTAVE
F7 / F8 - F10              - 50/60 HZ / SCROLL-SPEED
'W'                        - TOGGLE S/D-MODE (CH.1)
CTRL/SHIFT + '1'-'0'       - DEFINE MARK/JUMP TO MARK
CTRL/SHIFT + F1 - F10      - STORE/CHOOSE SYNTH-SOUND
SHFT + SHFT + CTRL + 'Q'   - QUIT PROGRAM

'(' / ')'                  - CHANGE ACTUAL SYNTH-SOUND
'/' / '*'                  - CHANGE ACTUAL DIGI-SOUND
'1' - '3'                  - CHANNEL ON/OFF
'4'-'9'                    - FIX-NOTES
'+' / '-'                  - TRANSPOSE CHANNEL
SHIFT AND '+' / '-'        - TRANSP. ONLY ACTUAL SOUND
```

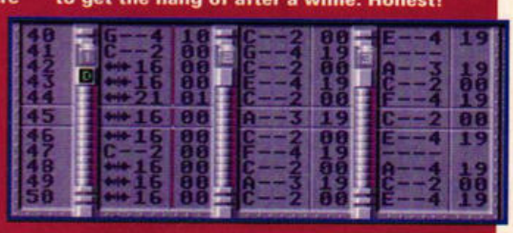
The complete on-line help facility is just a key press away enabling you to find all those awkward keyboard shortcuts instantly.

TAKING NOTES

If you're used to conventional musical notation you might find *MM2's* method of displaying musical info a bit odd. Notes are shown in the three-column window, one column for each of the ST's soundchip channels, like this:

C#-1 03 D—4 23

The first part (C#) is the actual note – in this case, C sharp. Next is the octave it was played in, from one to five. The final two-digit number is the instrument you used when you played the note. Sampled instruments are shown with a little symbol before the note which looks like a squiggle. A bit confusing at first, but simple to get the hang of after a while. Honest!



Music by numbers - *MM2* shows your songs as numerical data like this.

DON'T PANIC!

It's easy to be over-awed when looking at a screen full of characters, symbols and icons for the first time. Don't let this worry you. *Music Mon 2* is actually a very easy program to use once you have got to grips with the basics. On the Sound Edit page, for example, you can do no harm even if you just click to see what happens. Give it a go, you may surprise yourself by quickly learning what each function does. Above all, have fun with *Music Mon 2*, it's a great program.

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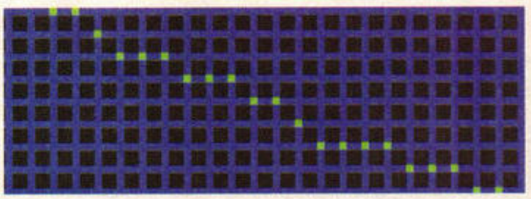
MON



USING SAMPLES

If you're sick of listening to tunes with horrible bleeping synthesized percussion, you can add a touch of the real world by using samples. Even the simple addition of "real" drums can make your songs sound much better. Only channel one can use samples, but you can mix them with soundchip instruments in the same pattern. Switch between chip and digi mode by pressing the <~> key. Try using digi drums with a chip-sound hi-hat interspersed between drum-beats for a good example. You can use samples other than the ones supplied, but anything larger than 20K gets its tail chopped off.

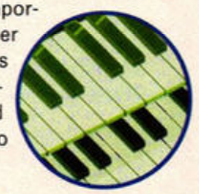
Clicking the button with the sample icon in brings up this sub-menu, where you can tune and transpose samples as well as adjust the volume. Set the values and click the appropriate button to effect your changes.

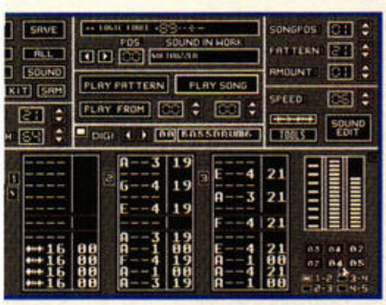
Entering notes

MM2 lets you record notes in two ways – with a MIDI keyboard or using your ST's keys. Not all the keys are used though as your ST keys work as a piano keyboard covering two octaves. To access the full five octaves *MM2* provides, you'll need to switch between them by using the little number buttons at the bottom right of the screen, or by pressing <F1> to <F4>. *MM2* records any octave changes you make in the song, so playing a section in octave one then switching to two half way through the song sounds just as you played it. Try playing with these controls – you can make instruments sound totally different just by doing this. Pressing UNDO switches you into Record mode and every key you press is stored in the current pattern as a note. You can add a rest or blank space into a pattern using the Spacebar or just step through with the cursor keys.

If you press <Tab> while in record mode, the current pattern plays through and repeats at the end and any keys you press are recorded in real-time. To begin with, this can be handy to lay down a basic track and you can tweak the timing later in step mode. You may find that notes aren't played where you thought they'd be when you were recording in real-time, but that's because of the basic 64-step resolution of the sequencer – it's a quirk of all programs of this type. The real key to creating something, which doesn't sound like the soundtrack to a kung-fu film played backwards through a cheap transistor radio, is patience.

Don't try to do everything at once – start with a basic drum track, then add a bassline and take it from there. Be creative and, above all, experiment! Take a look at our step-by-step guide to the Sound Editor and try playing with the humoungous array of twiddly bits it offers by modifying an existing sound. It's important to remember that the sound is changed straightaway though, and there's no Undo function. ***stf***





The uncluttered high resolution screen is identical to the colour one, other than the fact that it has a non-working Save button. Oh, and it isn't as pretty to look at either.

THE FULL MONTY

If you've had fun with the *MM2* demo, you can get the full version from CGS Computerbild (☎ 081 6797307) for just £30, including source in GFA and Assembly language to use your compositions in your own programs.

SOUND EDITING, THE MUSIC MON WAY...

There's so much going on in Music Mon 2 it's difficult to know where to begin. So for no real reason, let's start at the top-left corner

1. The Envelope Curve window, where you can define the physical "shape" of the sound using the mouse – experimentation is the key here.
2. Click here to join any gaps in the envelope shape you've drawn with the mouse.
3. Amplitude Modulation controls how the volume (amplitude) of the sound behaves as it is played. Fade in and fade out effects can be easily generated.
4. Frequency Modulation Sound Generator: The guts of most sounds, it controls the actual sound synthesis bits like pitch and waveform.
5. General sound management functions, such as copying from one to another as well as switching between SOUND and NOISE modes – useful for effects or synthesized percussive noises.
6. Arpeggio – in this sense, a fast repeated note sequence which can be used to simulate chords.
7. Pitch Bend Controller – you can make an instrument's pitch slide up or down as it plays.
8. Changes the sound's volume – useful for quietening those noisy drums.
9. The FM Control Panel (see 4), but used for instruments in NOISE mode.
10. Pitch Bend controls for NOISE instruments to generate all those woooo-waahhh type effects.

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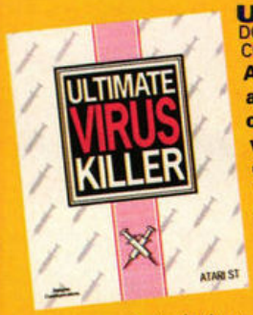

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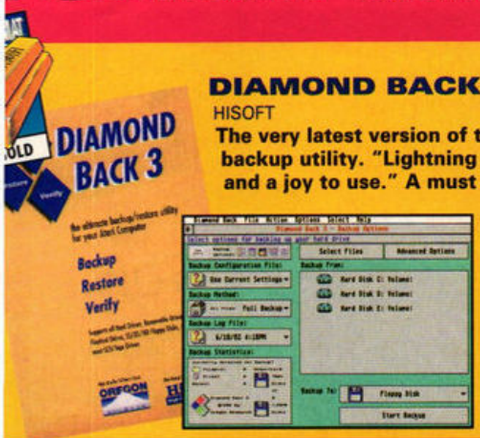

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T2:UPGRADE

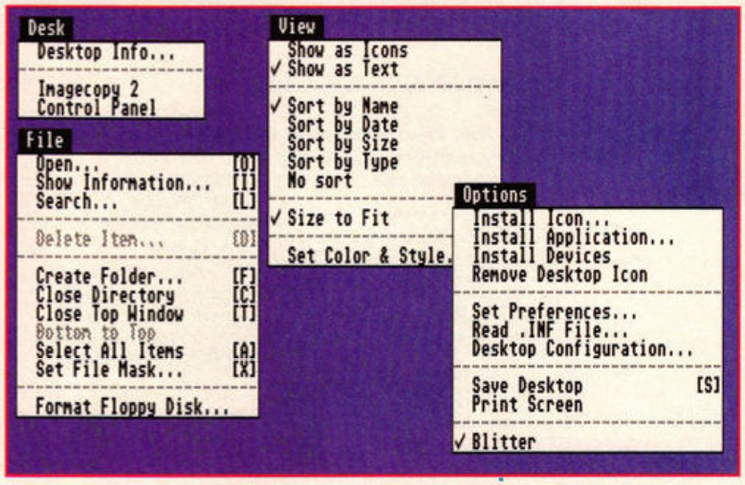
If you've got a TOS 2.06 upgrade in your ST then you probably haven't got a manual for it. Clive Parker explains the twiddly bits of TOS 2.06

Great idea, you get a switchable TOS upgrade for your ST or STE and you have no problem installing it. The only trouble is that unless you get the upgrade from Compo Software you're not going to get a TOS 2 manual with it.

So you're stuck with a great new operating system but have no idea how to go about using the extra features hidden within. Well now your problem's solved with our handy pocket-sized guide to TOS 2. Of course, you do need the trousers with the special pockets.

Better menus

The first place you start to notice the new features in TOS 2.06 are in the drop-down menus on the Desktop. Apart from extra commands and new functions, many of the menu items now have a letter next to them, these are keyboard shortcuts enabling you to call any of the Desktop menu commands by simply pressing a key. These shortcuts are not fixed, you can configure them yourself to create your own customised Desktop. We've always found it best to assign easy to remember shortcuts such as <F> to create a folder, <S> to save the Desktop and <I> for the Show Information command.

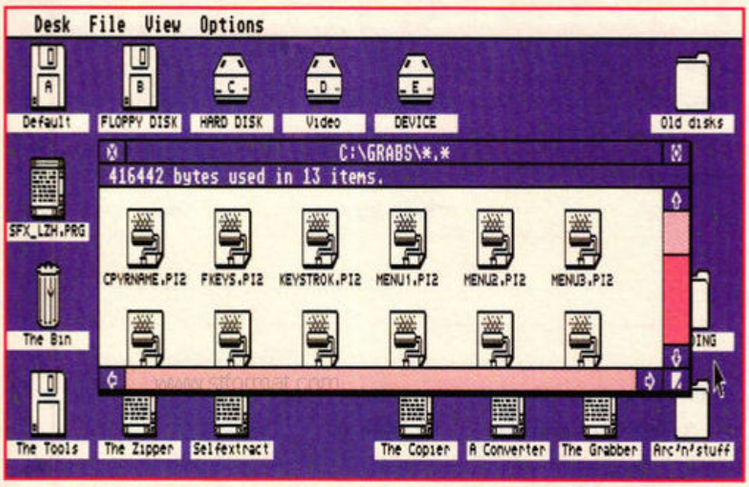


These are our suggested Desktop command shortcuts, they are simple to set up and easy to remember.

It's dead easy to set up a keyboard command shortcut, all you have to do is go to the Options menu at the Desktop and select the Desktop Configuration command. You are presented with a rather impressive looking dialog box with three distinct sections, the bottom section of the box is the area we're interested in.

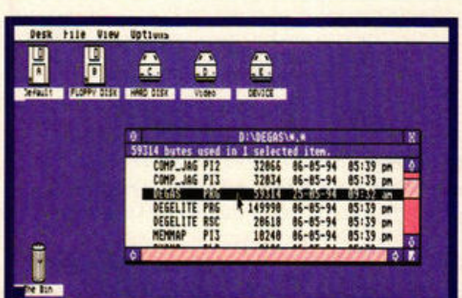
"These shortcuts are not fixed, you can configure them yourself to create your own customised Desktop"

The bottom box is called Define Single Keystroke and enables you to do just that, a pair of arrows enables you to scroll back and forth through the Desktop menu commands and you can enter the new key letter by simply pressing the appropriate letter on the keyboard. If you pick a letter that's already defined you are asked if you want to overwrite it, select Yes and carry on. After you have

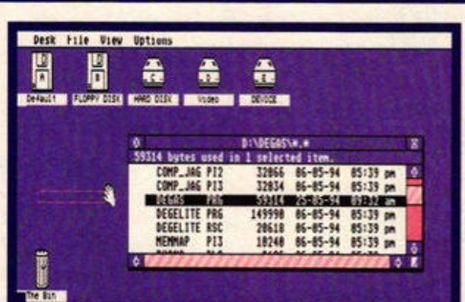


It's the TOS 2 Desktop ready to bound forth and do battle with the forces of evil. Alternatively, you could use TOS 2 to improve the quality of your ST's life and save yourself time and hassle on a grand scale.

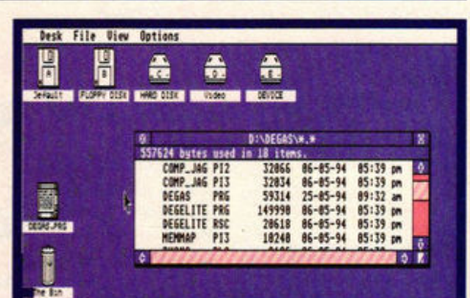
MOVING PROGRAM ICONS TO THE DESKTOP



1 Open the window of the drive containing the program or folder, you want to copy to the Desktop. Click on the file you want to copy when it's highlighted.



2 Click on the file and keep the mouse button pressed, now drag the file to a blank area of the Desktop outside the window and release the mouse button.



3 The file icon appears on the Desktop. To permanently store the position of the new Desktop icon use the Save Desktop command from the Options menu.

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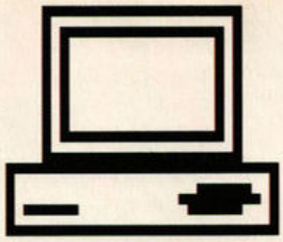
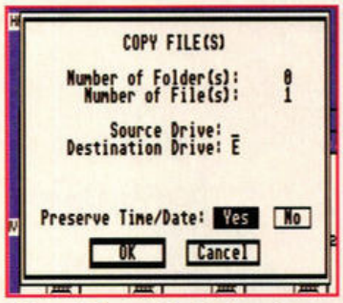
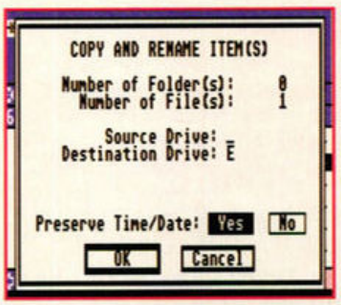
DAY





Normal file copying just creates a duplicate of the original file.

defined all the menu commands you wish – you can define as many or as few as you like – click on the OK box to return to the Desktop. To save the setup for the next time you use your ST you must use the Save Desktop command, this saves the keyboard shortcuts as part of the NEWDESK.INF file that loads

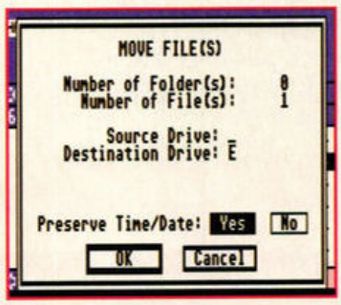


If you press the <Alternate> key you can rename the copy of the file.

from floppy disk – or hard drive – when you boot-up your ST. If you don't save the Desktop then you lose your customised layout.

Function keys

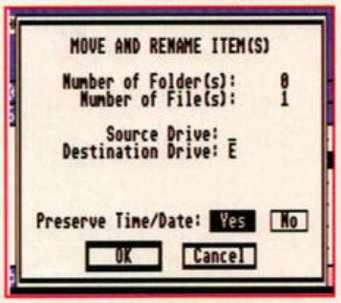
Another bonus for the newcomer to TOS 2.06 is the ability to launch programs from the function keys, especially handy if you have a hard drive. You can select your 20 favourite programs and assign



If you press the <Control> command the file is copied and the original version deleted.

them to one of your ST's function keys, then programs assigned to keys <F1> to <F10> and ten assigned to <Shift><F1> to <Shift><F10>.

Setting this up is pretty easy too. All you have to do is click once on the the program you want to launch from a function key and then select the Install Application command from the Options window. There are three lines you can

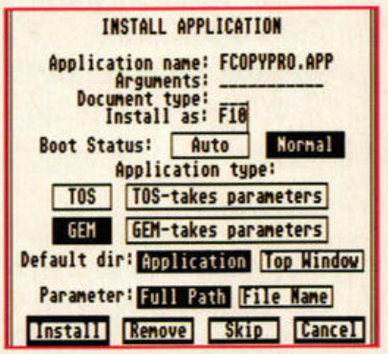


If you press <Control> and <Alternate> the file is copied, renamed and the original deleted.

edit at the top of the dialog box, the only one we're interested in here is the Install As :F line. All you have to do is enter the number of the function key you want to assign after the F prompt and then click on the Install button.

This takes you back to the Desktop where you must again use the Save Desktop command to save your setup. If you have a hard drive then you can set up to 20 programs to run from the function keys, if you are using floppy drives then it's better to save separate NEWDESK.INF files on each of your major application disks – when you boot from a specific disk then its own particular setup is installed in memory. Of course, you can set up many programs to run from function keys on a floppy setup if you always use a master boot disk and remember to swap disks as required, if you don't put the correct disk in the drive your ST tells you it can't find the program. All these extra functions and features make TOS 2.06 easy to use. See the second part of our TOS upgrade in next month's issue. ***stf***

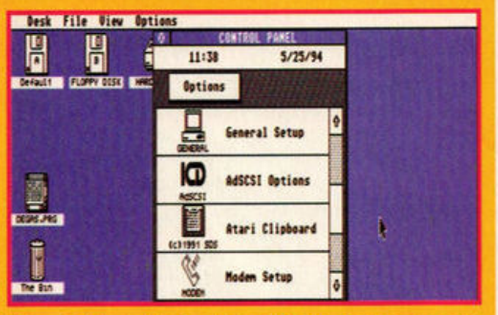
Setting up to launch a program from a function key is easy, just click once on the program you want to launch and then click on the Install Application command. We've set up *Fastcopy Professional* to run from <F10>.



CUSTOMISED ICONS AND XCONTROL

You're not just restricted to the icons supplied with the DESKICON.RSC file that comes with the TOS 2.06 software disk, you can get hundreds of additional icons from Public Domain libraries or you can create your own using the *Makelcon* and *Icon Juggler* programs we gave you on Cover Disk 48 – turn to page 90 to order a copy if you missed it.

You only get *Xcontrol* and a set of icons with TOS 2.06 if you get the upgrade from Compo Software with one of their T-Board TOS switchers, if you get any other switcher you just get the hardware side of things. This is because Compo have the sole UK rights to "blow" new TOS 2.06 ROMs and distribute them along with the software.



Xcontrol was designed specifically for versions of TOS above 1.62, it does work with older versions of TOS though you may get some problems when changing resolutions.

All the TOS 2.06 ROMs found in other upgrades are "bought in" by the manufacturer of the upgrade and do not include manuals and software.

If you haven't got *Xcontrol* or the Desktop Icons with your TOS 2.06 upgrade then get disks TMP.75 and UT.201 from the FaST Club on ☎ 0602 455250, the disks are £1.25 each and contain all the TOS 2.06 software you are missing.

25 REASONS FOR GETTING TOS 2.06

We always say there are lots of reasons to switch to TOS 2.06 so here are 25 of the best ones

1. All the file copying operations are faster.
2. Assign Desktop functions to keyboard shortcuts.
3. Assign up to 20 programs to run from function keys.
4. Built-in file search functions – great for hard drives.
5. Change the Desktop pattern and colours.
6. Change to low resolution by pressing <Alternate><1>.
7. Change to medium resolution by pressing <Alternate><2>.
8. Copy and rename files by pressing <Alternate> when copying.
9. Create customised icons using an icon designer like *Makelcon*.
10. Create file masks enabling you to view specific file types.
11. Customised icons can be assigned to any file.
12. Define colours and patterns for windows and scroll bars.
13. Different NEWDESK.INF files can be loaded at any time.
14. Disks access is accelerated and more efficient.
15. Drag files over an application to launch the program.
16. Folder icons can be placed on the Desktop and opened.
17. Icons fit into windows so you don't have to scroll sideways.
18. Move and rename files using <Control> and <Alternate>.
19. Move files by pressing <Control> when copying.
20. Open a window by pressing <Alternate> and the drive letter.
21. Press <Control> on booting to bypass DAs and Auto programs.
22. Print text files by dragging them to the printer icon.
23. Program icons can be placed on the Desktop.
24. Up to seven GEM windows open at once.
25. *Xcontrol* is designed to work specifically with TOS 2.06.

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Papyrus Gold is the new, powerful and easy-to-use document processor for all Atari ST/STe/TT and Falcon030 computers.Papyrus makes use of comprehensive text processing and DTP facilities to enable you to create, effortlessly, professional-looking documents, from single-page flyers to complete manuals.

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- ☐ Competitive upgrade (see above) @ £89.95 + £3 p&p
- ☐ SpeedoGDOS @ £30 if ordered with Papyrus

Signed:

Please allow 28 days for delivery

Name:

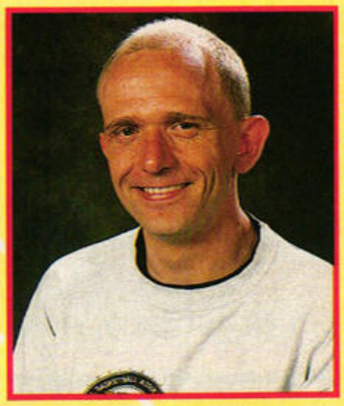
Address:

Card No:

Expiry and Issue #:

FEEDBACK

There may be a new host but there's still that same dedication to truth, justice and answering your letters in that Feedback way



Can't play Cannon

I loved your May Cover Disk demo of *Cannon Fodder* – it made me go out and buy the full version. It's a great game and I would rate it at 98% because everything about it is fantastic, BUT it's driving me mad because the game keeps crashing with the bomb sign.

It crashed during Level Four of the demo and always crashes on Mission Five Phase Three of the full version – it's most annoying. I didn't expect this to happen with the full program, I will be writing to all parties connected with the game to let them know of my problem.

This is the only game in my very large collection to give me a problem and if I can't solve this I will have no choice but to shoot my ST and buy a PC.

Please can you help with this problem. I have tried disconnecting all my other hardware when playing the game but can not get it to work. You did warn us about the game *Goal!* that was full of bugs – also produced by Virgin. That was enough to stop me buying the games even though I have all the other footie games.

CP Dowdall, Ilchester

Cannon Fodder – death and destruction at its finest in Virgin's epic war game, but are you having problems with the program?

stf: *Well we've never encountered this problem in the STF office – although that's not to say it doesn't exist. We've contacted both Virgin and Sensible Software but they are not familiar with the problem. Obviously there may be some peculiarity of your system (a memory upgrade or version of TOS) that is tripping the game up, but without specific details of your machine and any modifications you may have made it is hard to offer any other advice.*

If other Fodder fans have had a similar problem though, let us know via Feedback as it's imperative that everybody gets a chance to finish Sensible's smart slaughter-fest.

What's a MByte between friends?

It's hardly surprising that ST games are not selling as well as they should be, especially to us 0.5MByte owners. My point

AUTO-STEREOGRAMS DO WORK. HONEST!

Auto suggestion

I was in WH Smith's idly thumbing through *ST FORMAT* 59 and you can imagine my surprise when I saw my *Auto-Stereogram Creator* reviewed in the Public Domain section – It got a rating of seven per cent. Apart from having to laugh, I have one or two points to make in the programs defence. Firstly, it was written in a day by me and a friend as an exercise to make the concept work. The user interface was added in about half an hour as an afterthought, so it's sheer luck there's an interface at all.

Secondly, the reviewer obviously can't see auto-stereograms and has no concept of how to go about drawing them – otherwise he wouldn't have wanted to leap straight to the layer he wanted. It's hardly fair to let him review the program is it? If he could see them he would have indeed seen (in his own words) "A spectacularly revelatory 3D picture." In a depth far exceeding those printed in the back of issue 59 I might add. Odd pictures those, the Batman logo and a nude women? If it is supposed to be a reclining woman then she should sue her plastic surgeon.

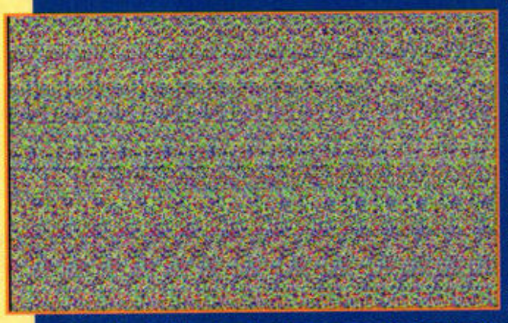
But anyway the program was never meant as a serious utility and it's not nearly as bad as the reviewer makes it out to be. It's cheap and it's cheerful. Try it for yourself today.

Chris Nordberg, Leyland

stf: *First let me say that I personally really like the idea of auto-stereograms, even though no matter how hard I try I never manage to see a single picture – despite countless tips on how to get them to reveal themselves.*

As regards the score, this was solely based on the usefulness and practicality of the program. Namely, our man Clive Parker being the only person in the office who could see them. Agreed, ASG's are fun and the score was a little harsh.

Finally, I don't think we'll ever print another ASG ever again, if your comments about unclad ladies are true (I've just spent another five mins trying to get her to appear again, and failed). We're not supposed to print that kind of thing. It's rude. Oh my lord what's that picture doing there?



Another brilliant auto-stereogram piccie graces the pages of *ST FORMAT*.

See the light

I read with interest your Feedback section of *STF* 59, especially the article regarding the auto-stereograms. The way that the human mind sees these pictures is when the human mind enters what is called "Alpha State." This is a period when the human mind is supposed to be most receptive. I too could see the hidden pictures.

The best way to see the pictures is to put the page under a bright light so that the light is reflected and then stare at the reflection and slowly let your eyes lose their focus. Bring back the focus slowly, and the picture should emerge. The mind only "sees" certain areas of the picture but the brain fills in the missing detail.

Benjamin Cook, Horsham

stf: *Nope, I'm still trying and I still can't see them. Maybe someone could write an auto-stereogram viewing program, that uses pictures without dots!*

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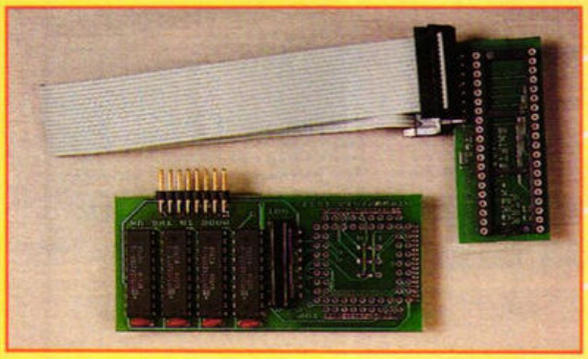


You may not actually need a memory upgrade to play some games, but you do for all the best ones!

being that some mail order companies are advertising 0.5MByte games as 1MByte.

For example, at Special Reserve they advertise *F-19 Stealth Fighter, Midwinter 2: Flames Of Freedom, Leisure Suit Larry 2* and *Prince Of Persia* as 1MByte games. I have all of these games and they all work perfectly well on my humble 520 STFM

It makes me wonder just how many more games are wrongly advertised in this way? I don't mean to single out one company in particular, as they all seem to be as bad as each other in this respect. It would be nice to see the correct amount of MBytes next to the games in the future.

Trevor Newbon, Dover

stf: *You have to feel a little sympathy for the mail order companies who try minimise the problems of disappointment and returns by advertising the minimum required RAM for a game. They've fought a long hard battle to gain credibility with customers and will almost feel a little put out by the fact that when they do err on the side of caution it backfires on them. However, they are in business to make money, and as you quite rightly point out, would make more if the games were correctly labelled.*

Out of STock

Sometime last year *ST FORMAT* disappeared from all the newsagents in my area, including WH Smith, because the magazine being put on the "firm" list. My local newsagent, Harrison's, managed to obtain a copy and then I placed a monthly order with them.

If your newsagent can't ensure your regular copy of *STF* then subscribe!

Everything seemed alright until issue 55 when my newsagents couldn't obtain a copy from their supplier, Surridge Dawson, this was because of a "picking order system." So I missed issue 55 as it was still not appearing in newsagents – yes I know I could have ordered a back issue but I haven't.

The same sequence of events occurred again for issue 59, only this time the magazine has appeared on the shelves and I have managed to obtain a copy albeit two weeks late!

What is the point in following your advice by placing a regular order with my newsagent if, because of the seemingly illogical supply chain, he cannot guarantee delivery of my magazine.

Ron Smith, Macclesfield

stf: *First the ad. Now the easiest – and by far the best value – is to subscribe to ST FORMAT. This way you get your issues delivered by post, you get an extra subscriber's disk and you save money. The full details can be found on page 50.*

Now the advice. As STF is on "firm" sale, if your newsagent buys the magazine from their distributor, then if it doesn't sell the newsagent takes the loss. So the purpose of the little form is simply to show your newsagent that you will buy the issue. But you don't seem to have a problem there, it lays with the middle-men. Now here at Future, we get the magazines to suppliers like Surridge Dawson ourselves. So if you keep having problems get your newsagent to give our circulation peeps a ring and they should be able help sort everything out. Ask your newsagent to give them on ☎ 0225 442244 and ask for Peter Walker.

What the STOS is going on?

I am writing, for the first time, to complain about *STF*. In the ST Answers pages there is always a *STOS* corner... up until the May issue. Then, as always, I turned eagerly to ST Answers... and was astonished to find that there was no *STOS* corner. I decided that there must have been a mistake, then waited until today. Again I turned to ST Answers, and lo and behold, yet again there was no *STOS* Corner. Have you sacked the person who did it before, if not, then what the heck is happening. Please think about this as I find it so annoying.

Steve Barham, Bristol

stf: *You actually put your finger on it, we were simply trying to find a new author for the section, a Mr Frank Charlton. Now we have found one, you have STOS Corner back and all is well with the world (well, sort of).*

Demo-stration

That's it, I've put up with it long enough, and it would be safe to say that a lot of other people have too. What am I going on about? It's your demo reviews. First of all we had Andy Hutchinson, who would rather rate a terrible sample higher than a multi-screen demo containing some of the best effects ever seen (at the time). Then came Chris Lloyd, who obviously despises chip-tunes and persists in telling us. (Hang on, he's written a demo so he must know what he's on about right? Afraid not, his demo was about as entertaining as a swift kick in the groin.) Your reviews of demos have been abysmal, but the latest review – *Froggies Over The Fence* – simply pushed the boat out too far.

A demo is created with one purpose in life, to entertain. It should capture the imagination and withdraw the viewer from the mundane world they live in. Now correct me if I'm wrong, but a "pretty pattern" isn't going to do this for very long, if at all. Please, when you review a demo, will you take into account the technical content involved, this is sometimes the sole reason a demo is written, to

GRATUITOUS BACKSLAPPING

Playing the GameTek

I am writing this letter as a thank you to GameTek UK, the publishers of *Frontier: Elite 2*. I recently discovered that I had a bugged version of this game and decided to return it to GameTek. Now I live on the Isle of Wight and usually disks or other products take about two weeks to arrive, but I posted the faulty disks off on a Monday and was surprised when I had a completely new set of disks that now work fine by Thursday morning that same week. I would like to thank GameTek for their professional and speedy returns service and hope that they continue to support the Atari range in the future. Well done.

Sean Harding, Northwood

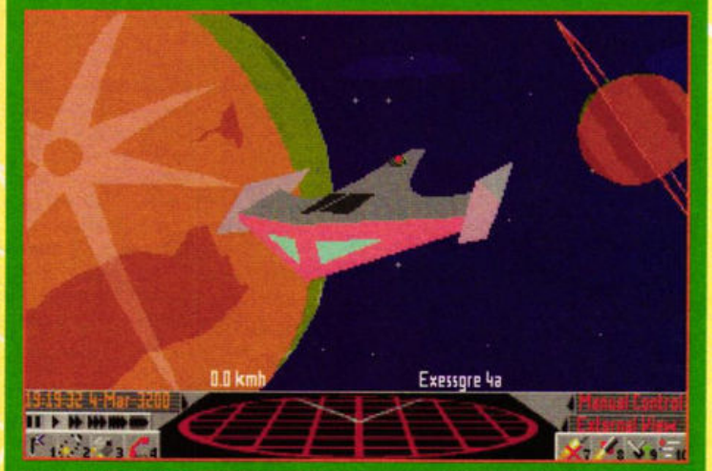
stf: *Well it's always nice to feature such positive notices in Feedback. Well played GameTek. As to if they'll continue to support the ST, well after their sales success on Frontier, it has to make sense.*

See above

Please allow me to say "thank you" to Sean Harding whose solution to my hard disk problem with *Frontier: Elite 2* was printed in the Captain Blunder section of the May issue. I can confirm it works a treat on my own system. My personal solution was a kludge in comparison. GameTek's answer was to disable my hard disk drivers – although I'm not quite sure how I would have managed to use the hard drive after following that suggestion. It pays to read magazines – or should I just say *ST FORMAT?*

Roy Dent, Harrow

stf: *More back-slapping, this time for another back-slapper. What nice polite people we really are! Not so many congrat's to GameTek this time around – but at least they tried.*



GameTek are among the elite when it comes to customer support.

Monkey business afoot on *Monkey Island* - Guybrush doesn't like some upgraded STFMs but he thinks the STE is the bees knees.

introduce a new technique or method into the world. "A couple are very impressive," no kidding, you try and display a spectrum 512 picture whilst playing a tracker tune at 15kHz. "More imaginative effects," what about the *Space Dream* 3D film? That's the best real-time polygon animation I have ever seen on any platform. Tell us what you want to see, better still, write it yourselves and put it on the Cover Disk.

Creativity is a rare thing, don't kill it with terrible reviews. Encourage feedback, tell us why you don't like it, tell us anything apart from "it's crap."

An annoyed demo coder, Ormolu, of Digi Tallis

stf: *Fair point. There is no constructive criticism in the statement "it's crap." And in the world of Public Domain, where no-one's essentially making profits from the software, it is unfair to level such statements.*

I think that real problem, which your letter neatly illustrates, is that there is a very common confusion surrounding the motives behind demos. Is it solely for entertainment? Or is the real purpose to reveal the true power of a machine? Or even to simply showcase a new and innovative program/routine? These, often contradictory factors, all conspire to make the judging of demos a minefield; where the friendly rivalries between writing groups, the urge to display a new technical achievement and the urge to make a demo as entertaining as possible for both the authors and the viewers.

I think what's needed is a chance for demo writers to state their case, an opportunity for you to evangelise about demos, their purpose and point in the ST world – it could make an engrossing feature. If you fancy taking part why not drop me a line with your groups name, address and the best example to date of your stuff?

Fresh air for FREE!

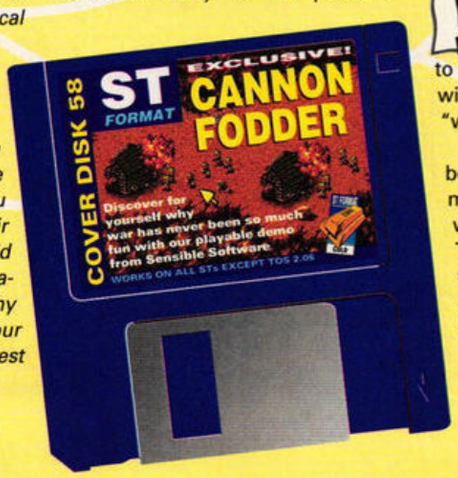
1) This may sound like a bit of a daft question but can *Monkey Island* be played on an STE or not?

2) If you bought a boxed CD set with three CD's in it and the first CD said: "Please insert CD number two" when you played it you would be mad. But if you found that on playing CD number two it only had two records on it before saying: "Please Insert CD number three," you would be furious. But if you found that the CD number three also only had two records on it you would demand your money back – and rightly so. So how come the games industry gets away with deliberately putting games on more disks than are required, putting these into a far bigger box than is necessary and filling the box with more paperwork than is required (plus plenty of fresh air) with the sole purpose of hyping the price! The only reason they can get away with it is because computer programs can't be seen.

Phil Reilly, Preston

stf: *1) Well you can play Monkey Island on the STE, but it does fall over with a "random" selection of memory upgrades on the STFM. It's apparently a problem that only affects a few ST owners in several hundred. Sadly as the problem appears to follow no set pattern no fix is currently available. As you're not the only one to have this problem though, I'd like to appeal to other Monkey Island players who have hit trouble to let us know just where and when their game falls over. If we get full details we may be able to find a link.*

2) It may appear to be the case, and I'm not going to leap to their defence on all counts. However there are a few points I feel I must make. Firstly the CD's used in your example are hardly innocent. Surely such a vast storage media can hold more than two sides of olde worlde vinyl? Yet we still get re-issue double albums as two CD sets. Secondly the box size is rarely determined by software houses. The high street chains dictate the size of boxes, simply so their shelves look tidy. And finally, while budget versions are often compressed onto fewer disks, at the time of the original game release there is a necessary compromise between disk access, decrunching and the flow of a game. When they're cheaper, it's assumed you won't mind waiting a while.



would you consider refunding the cost of the magazine?

Susan House, Camberley

stf: *ST FORMAT has used double-sided disks on the cover for some months now – since March 1992 to be precise. Furthermore all commercial releases have used this format for the past few years. Please accept my apologies for this disappointment but if you are to get the most from your ST, then I strongly recommend that you upgrade the drive to the now double-sided standard. It should only cost about £40 – there are some excellent ads for just such a service in every issue of STF – and will bring a whole new lease of life to your machine.*

Write on

Why is it that people write in complaining about the decreasing size of the ST commercial games market when they could have spent that time creating their own games in GFA or *STOS* which you have previously given away on your Cover Disks?

Luke Chatburn, Charlybury

stf: *Well, STF 60 dealt with a bunch of practised coders who have done just that. As for the rest, Luke does have a point. You've a highly pokey machine and with a little learning great results are possible. Give it a shot!*

Zeewolf - a soon to be released commercial game for theST that's set to be come an instant classic.

Works on all STs?

Last week my son David used all his pocket money to buy your May issue in order to obtain the two disks that came with it – both of which state "works with all STs."

He assumed, reasonably I believe, when he read this that it meant "all STs" not just those with a double-sided disk drive. The information on the disks was surely misleading and caused great disappointment. Would it possible to have replacement disks that will work on our "old STFM" or

Wow, my first ever Feedback has been and gone already. It was good this month, but remember this is your chance to state your case. In Feedback anything goes. So write in with your comments, criticisms, compliments and general chit-chat about matters ST or Atari to *ST FORMAT*, 30 Monmouth Street, Bath, Avon, BA1 2BW. So until next month, "be seeing you."

www.stformat.com

THE SEARCH CONTINUES...

So you've read this month's *STF* and with a bit of luck you've enjoyed it massively. If you're bored right now, though (you could be on a train, plane, or just a downer), Trenton suggests trying out the following wordsearch. Because the idea was his, though, this is a wordsearch about – yes – football. There are 24 teams going over to America this year to play in the World Cup (so it's linked to our *Sensible Soccer* things this ish, at least), and you could win a prize by finding them all. That's it – you can win the cup. A cup. Just photocopy this page or rip it out or something, and send it along to the usual address.

All the normal rules apply, and we'll have a closing date of, ooh, whenever.

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

Over-rated?

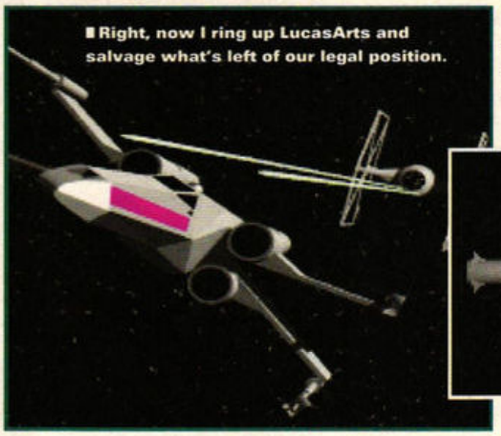
Here at *STF*, we have a lot of trouble reviewing software. Though it's fairly easy to make up your mind one way or the other about a piece of soft or hardware, the final percentage ratings we so love to give can be misleading. So, to completely clarify the situation, here's the final guide to *STF* ratings.

0-10 Atrocious. We're surprised it works, and even more surprised anyone would care if it didn't.
10-20 No-one here gets out alive.
20-30 But they might get away half dead.
30-40 With massive internal bleeding.
40-50 Or a grazed knee.
50-60 That tightrope of indecision we call 50%.
60-70 Now we start getting into the recommendation stage, where you'd actually consider making a purchase.
70-80 Get your wallet out, but don't panic too much if the shop's shut.
80-90 A damned good fing. Maybe not as polished as it could be, but a definite recommendation.
90-100 Wonderful. Excellent. Summer meadows with tall girls with long hair in billowing white dresses. Get it or die.

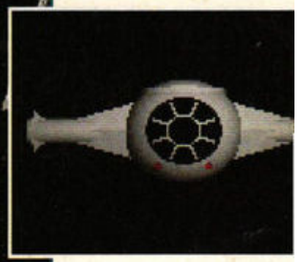
PIXEL PAINTING

This month's Pixel Painting comes from Ohio (that's in America, geography fans). The battle scene was created using Persistence Of Vision, one of the best ray-tracing packages about at the moment. Jeff Thompson, the artist, created the two ships separately, each ship being built of several different components, tacked together for the final ray-trace, which took over a day to finally render.

As well as the finished picture, we can see one of the ships at an earlier stage in its development. Jeff tells us he was originally going to use four ships, but ran out of memory. The two ships are still very dramatic though – nice one!



■ Right, now I ring up LucasArts and salvage what's left of our legal position.



ADVERTISING INDEX

1st computer centre 2,3
Analogic computers 26
Aztec software 59
Esp software 19
Fast engineering services 45
Furst 25
Gasteiner technologies ltd 99
Gst public domain 45
Hi-soft 94
Intermediates ltd 11
Lkeyfax software 17
Lkompart uk ltd 25
Ladbroke computing 79
Mt software 17
Nebula entertainments 45
Owl associates 17
Power computing 59
Re-plen 59
Software first 20
Solent software 45
System solutions 85
The producers 17
The upgrade shop 29
Tumblevane 45
Warpzone pdl 39
We serve 6
Wizard games 25

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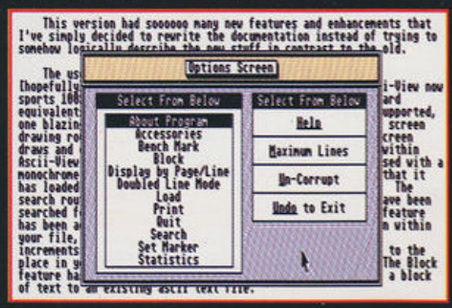

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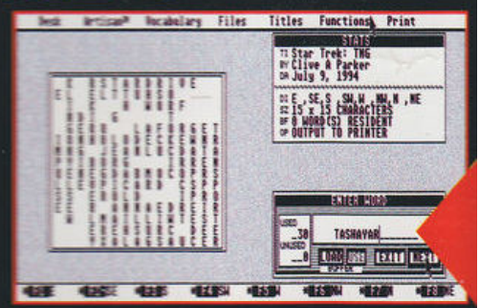

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