

AMSTRAD FITX!

A NEWSFIELD PUBLICATION
No.1 NOVEMBER 1985

£1

MONTHLY SOFTWARE REVIEW FOR THE **AMSTRAD** COMPUTERS

TOP GAMES

Sorcery Plus
Highway Encounter
Red Moon
On the Run
Dragonorc

Previewed

DR WHO
Micro Power

AMTECH

Amstrad's Protext
Browsing through CPM
Tasword & Masterfile join forces
Pride & Discovery

MAPS!

Everyone's a Wally
The Lords of Midnight
Pyjamarama
Dun Darach



GREAT PULL-OUT POSTER
FREE GAMES WITH OUR SUPER
SUBSCRIPTION OFFER
SIX GREAT
LOADS OF
COMPETITIONS WITH
VALUABLE PRIZES

**THE COMPLETE GAMES
INDEX STARTS...**



AMTIX!

ISSUE 1 NOVEMBER 1985

Publishing Executive
Roger Kean
Editors Jeremy Spencer,
Roger Kean
Technical Editor Franco Frey
Art Editor Oliver Frey
Production Controller
David Western
Software Editor Sean
Masterson
Amtips Editor Robin Candy
Software Reviewers Gary
Liddon, Julian Rignall
Contributing Writers
Graeme Kidd, Chris Honey,
Roy Jones, Ben Stone, Jon
Bates
Production Matthew
Uffindell, Gordon Druce,
Tony Lawton
Client Liaison John Edwards
Subscriptions Denise
Roberts
Mail Order Carol Kinsey

© 1985 Newsfield
Publications Ltd.
AMTIX! Magazine is
published monthly by
Newsfield Ltd, 1/2 King
Street, Ludlow, Shropshire
SY8 1AQ

☎ Subscriptions **0584 5851**
☎ Mail Order **0584 5620**
☎ Editorial **0584 5852**
☎ Advertising **0584 5852**

Colour origination by Scan
Studios, Wallace Rd, London
N1; Printed in England by
Redwood Web Offset,
Yeoman Way, Trowbridge,
Wiltshire; Distribution by
COMAG, Tavistock Road,
West Drayton, Middlesex
UB7 7QE

Subscriptions: 12 issues
£15.00 post included (UK
Mainland);
Europe, 12 issues £22.00 post
included. Outside Europe by
arrangement in writing.
Please check for special
offers within the magazine.

No material may be reproduced in
whole or in part without the written
consent of the copyright holders. We
cannot undertake to return any written
or photographic material sent in to
AMTIX! magazine unless
accompanied by a suitably stamped
addressed envelope. Unsolicited
written or photo material which may
be used in the magazine is paid for at
our current rates.



A NEWSFIELD PUBLICATION

Cover by Oliver Frey

TOP GAMES FOR NOVEMBER

16 HIGHWAY ENCOUNTER

Vortex and Panayi challenge you to a fight on a long, long road.

18 DRAGONTOC

Hewson's mammoth graphical adventure is set to hit the top of the charts.

20 STARION

Can you take on the challenge of saving time itself from alien ravages in this exciting new arcade puzzler?

32 SORCERY PLUS

The sequel proves to be better than the original in Virgin's latest arcade/adventure.

86 RED MOON

Sean Masterson discovers that seeking crystals isn't easy when it comes to Level 9's latest adventure.

AMTIX! COMPETITIONS

36 STARION

Melbourne House have 50 copies of their exciting new mind-twister up for grabs. Can you make it?

46 MACADAM BUMPER

How much of a pinball wizard are you? There's lots of unusual prizes at stake in this one.

68 WORLD CUP SOCCER

A chance to meet Ray Clemence and a copy of McMillan's newest football game in this competition — 50 to go!

94 FEE DAKKA BOOM!

US Gold want 30 lucky winners to get an RS232 interface and some copies of their new shoot em up release, RAID

111 DAFT AS DESIGN DESIGN

Are you as loony as these madcap programmers. You are? Good, then you could win a fabulous mystery prize — really you could.

NOVEMBER SPECIALS

23 THE COMPLETE GUIDE

Robin Candy catches up on a lot of games software in this first part to the complete Amstrad games software guide

48 PREVIEWS

We take a look at two forthcoming releases, *Doctor Who* from Micro-Power, and *Scooby Dooby Do* from Elite

72 CHARGE OF THE LIGHTPEN BRIGADE

Franco Frey wonders whether the brave cause of the lightpen is hopeless because mice have been nibbling at them...

THE MAIN HEADINGS

7 EDITORIAL

The AMTIX! team says hello, a few useful bits about the mag, and ON THE SPOT — your letter (well it will get bigger).

10 NEWS

Some astounding ideas from DK'tronics, plus other events and non-events.

54 AMTIPS

Robin Candy kicks off his regular column to help you if you're stuck and otherwise to cheat if you're not. Plus maps for DUN DARACH, PYJAMARAMA, EVERYONE'S A WALLY and THE LORDS OF MIDNIGHT.

72 AMTECH

Apart from lightpens, we're also looking at CP/M, tape to disk utilities, a new word processor, Zedis and Super Power's DISCPOWER among other bits and pieces.

84 FROM THE GROTTO

In keeping with the publishing tradition of suggesting that adventure columns are written by wizards, dwarves, fat-bellied jovial landlords from such charming residences as caves, castles and ancient inns... Meet Sean Masterson, our resident leprechaun in his wee grotto. He's checking out a few adventures for you and looking at an amazing new Graphics Adventure utility.

96 STRATEGY

And if that wasn't enough, he likes wargames et al

119 THE TERMINAL MAN

The first episode of our full colour comic strip.

The next issue of AMTIX! goes on sale Thursday November 14. Missing it would be like having your brain removed.

STARION

Melbourne House, £9.95 cass
Author: David Webb

Starion, very successful in an earlier life as a Spectrum game, has reached the Amstrad. Beating Firebird's expected conversion of *Elite*, *Starion* offers *Elite*-style vector graphics at a very fast pace.

The game is named after you and 'you' are a star pupil just graduated from the Space Academy. Bright young thing that you are, the government has selected you to perform a mission of utmost skill and daring. Evil aliens have been discovered using space/time travel and who are using it to create havoc in the space/time continuum. To retaliate, mankind has laboured long and hard to discover the secrets of time travel. Now the scientists have succeeded and your mission is to pilot a prototype space/timeship back to the beginning of time to correct the nastiness that's been done.

Despite several interesting theories by Einstein and Planck, Melbourne House tell us that space time is made up from 3 time blocks each split into a 3x3 array of time grids. Time grids are then again split into 3x3 arrays of time zones. There are 243 time zones and these are the units of time you travel in.

The aliens created havoc

through temporal theft. Each time zone has been badly scrambled by the illegal removal of historically important items from their correct zone to one of the neighbouring eight zones. The object is to enter a zone and liberate the cargoes of any alien ships you find in the zone by destroying the ships. The cargo is a letter and all the letters together will form an anagram. Once a ship has been destroyed, collecting the alien's cargo is quite easy, you have to fly through the middle of the letter now drifting in space.

The anagrams, when correctly resorted, form the name of the stolen object. To replace it, you must correctly select the real time from which it came from a list of possible dates and clues. Solve all nine anagrams and you are given a grid code to allow access to the next time grid, where once again the process of alien zapping and letter collecting starts over.

When engaged in space combat you are given a 3D view through the cockpit window. At the bottom of the screen is the instrument panel constantly feeding back vital information. To track the alien ships there are two scanners showing plan and

side elevation of your ship with the enemy marked as dots. The scanner is comprehensive also showing incoming fire and surrounding space debris. Pitch, yaw, dive and climb is the extent of control you have for manoeuvring plus fire for laser control. If you wish to use a gunsight one is provided. Via the keyboard, a thrust control is provided.

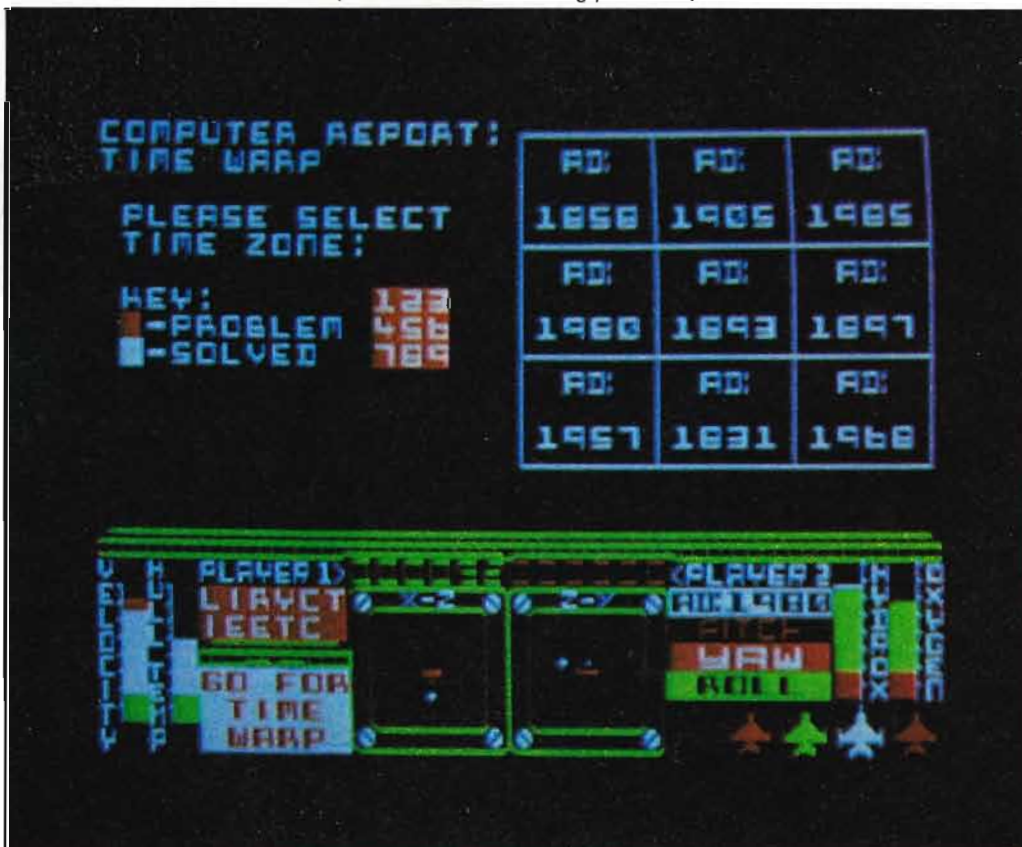
The amount of ships (lives) left is displayed in the bottom right hand corner and one is lost every time the hull temperature reaches the top of the meter. If an enemy missile strikes true then the hull temperature increases, and firing the ship's laser hots things up a bit too.

A facility to save and load to tape is included, accessed through a menu that appears every time you finish a zone.

Control keys: definable.

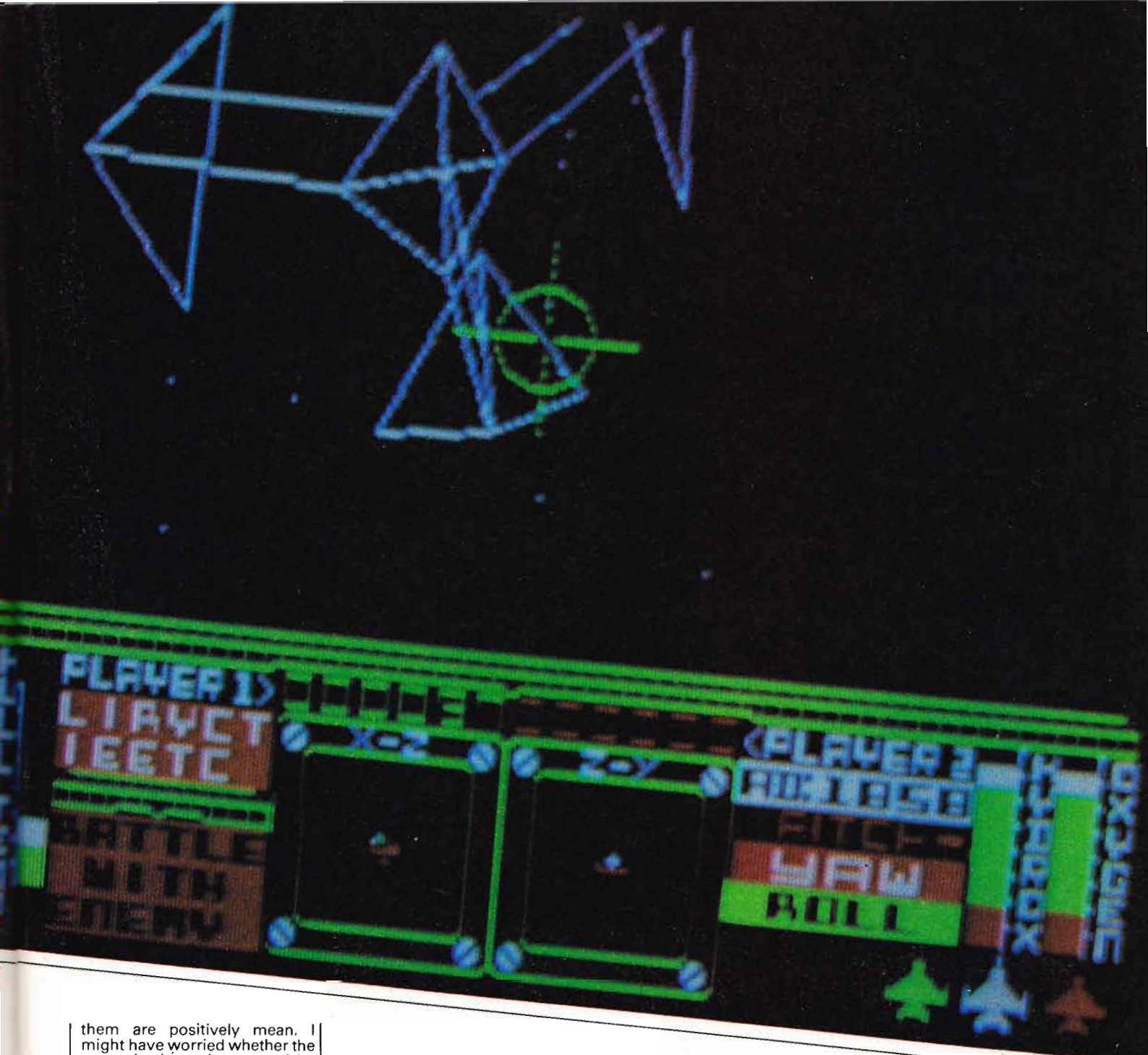
CRITICISM

1 *Starion* on the Amstrad certainly is wonderful. The vector graphics are just amazing and are the best I've seen to date. I have to agree with the cassette inlay's cocky boast that *Starion* utilises 'the



most advanced vector graphics system ever developed for a home computer'. Usually with technically brilliant games like this the gameplay side suffers quite drastically but I'm glad to say that *Starion* breaks the mould. The anagrams really are good brain teasers and placing the solutions in the correct time zones can be the cause of many forays into the family encyclopedia. *Starion* is a star piece and I'm sure it's destined to take pride of place in many an Amstrad owners software library.

2 It's nice to come across a game that manages so excellently to combine arcade action with mind action, and make each as important and interesting as the other. *Starion* graphics have to be seen to be believed, fast, smooth and convincingly 3D. On first playing, the arcade action seems a bit daunting, but the 3D space in which you are playing is thoughtfully programmed, so it doesn't take too long to find something to shoot at. The anagrams can give pause for much thought, and some of



them are positively mean. I might have worried whether the pause in the action caused by puzzle solving would ruin the feel of the game, but in fact that's the one moment when other members of the family can't resist joining in! Melbourne House have a winner here.

3 *There seem to be quite a lot of puzzle type games around at the moment, but Starion's the most polished I've seen, and the one that's the most fun to play. The shoot em up sequences are every bit as good as in any game of the type available, and the graphics are exceptionally fine. There isn't quite as much 'navigating' to be done as say in a game like Elite (which we should be seeing out soon), but then, a large part of Starion's fascination lies in the solving of the anagrams and that ever popular pasttime, proving how good your general historical knowledge is. In most respects, this is a very worthy addition to anyone's software library.*

Presentation 83%

Good packaging and instructions, several options, pity the definable key option is a bit unfriendly.

Graphics 96%

Fastest, flicker-free vector graphics yet on the Amstrad.

Sound 71%

Nothing super-impressive, but above average general and spot FX.

Playability 89%

Easy to fly the ship and the way arcade and mind work blends together makes for plenty of fun.

Addictive qualities 87%

Constant challenge provided by 243 time zones and increasing shoot em up difficulty

Value for money 82%

A fine game, but just a touch expensive, though compared to Amsoft prices, it's a bargain.

Overall 92%

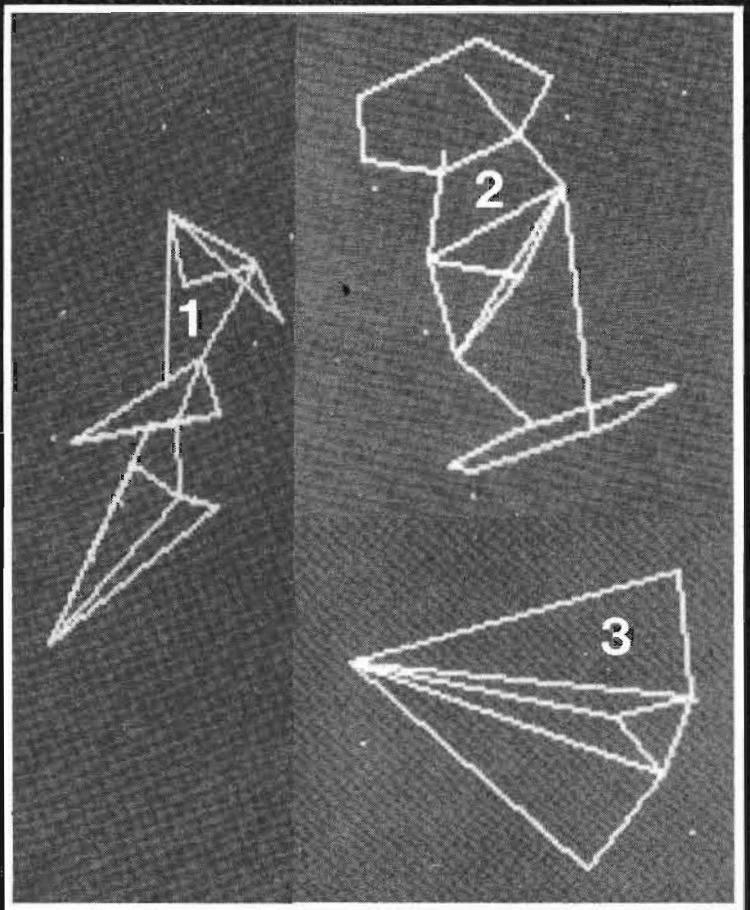
A really slick and enjoyable game.



AMTIX COMPETITION

URGENT!

50
STARION
TO BE
WON!





IntergalactiGram

A Division of Intergal Telecom

Date +++++STARDATE TEN PAST WEDNESDAY+++++

Addressee +++++URGENT MESSAGE TO ALL AMTIX READERS+++++

+++++MELBOURNE HOUSE GOING DOTTY - FIFTY COPIES OF STARION TO BE WON+++++

+++++WHIZZO GAME CONVERTED TO RUN ON THE AMSTRAD - PAULA BYRNE STILL WONDERFUL+++++

+++++SADLY, 3D WIRE FRAME DIAGRAMS OF SHIPS IN STARION GAME LOST IN BACK OF EARTH TAXI+++++

+++++AMTIX READERS ASKED TO HELP REASSEMBLE PLANS FOR STARION SHIPS FROM BACK OF ENVELOPE DOT TO DOT CRYPTIC PLANS DRAWN ON BACK OF ENVELOPE BY GAME DESIGNER+++++

+++++AMTIX READERS ARE LAST HOPE FOR INTELLIGENT AND SEMI INTELLIGENT LIFE ON EARTH AS WE KNOW AND LOVE IT+++++

++++MISSION COMPUTER NEEDS NETWORKS DRAWING UP FROM DOT-TO-DOT IMPLEMENTATION - FAX PHOTOS SENT DOWN LINE TO OVEREATING AMTIX EDITOR JEM SPENCER. LUDLOW, ENGLAND, SOL III++++

++++READERS NEED TO COMPLETE DOT-TO-DOT DRAWINGS, MATCH THEM UP TO FAXED PHOTOS AND SEND RESULT TO MISSION COMPUTER VIA CRUDE EARTH LETTERPOST METHOD TO STARION, PO BOX 10, LUDLOW, SHROPSHIRE, ENGLAND, POST CODATION SY8 1DB BY 14 NOVEMBER 1985 FOR BEAMING UP TO URSULA MAJOR RECEIVING STATION++++

++++IF MORE THAN FIFTY CORRECT ENTRIES RECEIVED BY COLLATING COMPUTER, THEN RANDOM SORT AND SELECT ALGORITHM WILL BE APPLIED TO DETERMINE FIFTY WINNERS OF MELBOURNE HOUSE GAME - BELIEVED TO HAVE BEEN ASSIGNED MYSTICAL AMTIX "ACCOLADE" STATUS AS TOKEN OF EARTHLING GRATITUDE FOR BEING DEAD BRILL++++



IntergalactiGram

A Division of Intergal Telecom

Date

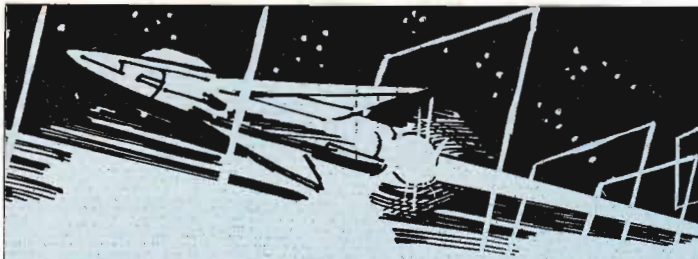
*****MASTER COMPUTER INTERRUPT ON SLAVE TELEX COMPUTER INTERRUPT BUS*****
*****WHAT'S THIS "DEAD BRILL" GIBBERISH, OH MINION MACHINE?*****

+++++SORRY BOSS, SLIPPING INTO COARSE EARTHLING USAGE OF META-LANGUAGE CONSTRUCTION+++++

*****SHUT DOWN MINION TELEX COMPUTER - YOU'VE BEEN AT THE THESAURUS AGAIN!*****

*****MESSAGE TERMINATED EARTHLINGS - APOLOGIES FOR TRANSMISSION ERRORS - GET BUSY ON THIS BRILL :@&3%!>]}{.....brekadown eroor rpart**brokdurn enpire repa...eakbrown terror part

Line disconnected by Intergalactic Telecom owing to non payment of the last millenium's telelasar bill.



STARION

These anagrams and passwords for *Starion* were sent in by Tim Dawson of Farnham Common. He did send in the entire solution but it is too much to print all in one go. So over the next couple of months the rest of the solution will be revealed.

BLOCK 1 GRID 1

AD 1858: **TELEGRAM** - No message for the transatlantic cable
 AD 1905: **RELATIVITY** - Einstein's special theory
 AD 1985: **STARION** - Be present at your birth
 AD 1980: **RHODESIA** - Vanishes into Zimbabwe
 AD 1893: **ASPRIN** - Herman Dresser's Headache cure
 AD 1897: **DIAMOND** - Vicky's celebration lacks sparkle
 AD 1957: **EEC** - Established by the treaty of Rome
 AD 1831: **ELECTRICITY** - Faraday's dynamo output
 AD 0001: **BIBLE** - Book for lunar xmas on Apollo 8
GRID PASSWORD: RED-BREAST

BLOCK 1 GRID 2

AD 1588: **ARMADA**— Drake bowls out the Spanish
 AD 1815: **WELLINGTON**— Duke gets his feet muddy at Waterloo
 AD 0814: **EGBERT**— Name him king of all England
 AD 1883: **KRAKATOA**— Big bang breaks Indonesian toe
 AD 1776: **SEAL**— Endorse the Declaration of Independence
 AD 1587: **AXE**— Get Mary ahead in Liz's chopping basket
 AD 1764: **COAL**— What's fuel for James' steam engine
 AD 1086: **PREFACE**— Begin the Domesday Book
 AD 1965: **LEONOV**— Weightless walker
GRID PASSWORD: SPACE-WALK

BLOCK 1 GRID 3

AD 1924: **HITLER**— Author of Mein Kampf

AD 1783: **BALLAST**— Weigh the first balloon
 AD 1879: **LAMP**— Edison said 'Let there be light'
 AD 1942: **ATOM**— Fermi's doing the splits
 AD 1547: **IVAN**— The Terrible Czar
 AD 1982: **SPECTRUM**— Sinclair's colour baby
 AD 1901: **S**— Marconi's signal across the waves
 AD 1919: **TREATY**— Agreement in Versailles
 AD 1889: **EIFFEL**— He towers over the World Exhibition
GRID PASSWORD: ESTABLISH

BLOCK 1 GRID 4

AD 1953: **EVEREST**— Hillary's lost his mountain
 AD 1789: **CAKES**— The revolting French are hungry
 AD 1840: **PENNY**— Buy the first black stamp
 AD 1983: **AVON**— Thrust two without Blake's engine
 AD 1986: **HALLEY**— Bill's comet
 BC 2222: **UMBRELLA**— Noah's getting wet
 AD 1888: **RUBBER**— Erase Dunlop's pneumatic tyre
 AD 1896: **AERIAL**— Marconi's washing his radio
 AD 1565: **TOBACCO**— John Hawkins is smoking
GRID PASSWORD: PARACHUTE

BLOCK 1 GRID 5

AD 1885: **PETROL**— Karl Benz's car won't start
 BC 0219: **ALPS**— Hannibal's elephants are here
 AD 0982: **ERIC**— Red man finds green land
 AD 2001: **ODYSSEY**— A space
 AD 1949: **NATO**— An organised treaty in the North Atlantic
 AD 1898: **RADIUM**— Curried discovery
 AD 1959: **HAWAII**— Grass skirts in the fiftieth state
 BC 0035: **ASP**— Bites Cleopatra in the milky way
 AD 1895: **GILLETTE**— Invents the safety razor
GRID PASSWORD: ORPHANAGE

STARSTRIKE

We all know what an absolute fab game *Starstrike* is but playing it is not always that easy. So thanks to Mr R Cope of Exeter for supplying me with these valuable tips which, after a bit of practice, should help you all to get way above the million mark.

Space:

In space on levels one and two only one ship fires at you at a time. Look at the screens very carefully, most of the ships fly in a circular path. The best way of killing a ship is to follow the same path, blasting the plasma bolts and following through by finally blasting the alien ship. The instant you destroy a ship another fires at you, so keep on the move. On the higher levels more ships fire more often and some situations are impossible to beat. If you momentarily clear the screen centre your gun marker because over a third of the ships appear from the centre. At the end of this screen one or two ships spiral out and go behind you, move your cursor to the far left or right and pick them off as they make their final pass.

The Surface:

Here things get tough!! On level one it is best to use the tip from last month's playing tips. It also works if you move hard left or hard right, this shows the incredible graphics at their best. Pick off the laser bunkers by diving on them and spraying an arc of fire, but don't hold the fire button down too long! When you've got the towers things are a bit different. If you clear all the tower tops you get 50000 points bonus plus what ever you get for hitting the tower tops. So it's worth using up some shields to get some extra points. After you have shot all the tower tops turn your attentions back to the bunkers.

The Trench:

This is where the main problems occur. Usually the cursor self centres side to side, but up and down it normally lies in one of three positions, top, middle or bottom. So it is possible to maintain your height and just concentrate on your side to side movements. In the later trenches it gets tough

and a joystick is essential. Take a couple of games to learn how to get through certain catwalk formations. Don't move too violently, despite the collision detection routines it does take too much movement to get through the side to side catwalks.

The End:

First of all when the tactical appears let go of the joystick so your cursor self centres. Then just move left to right to blow up the cubes and see one of the best graphical sequences ever.

EVERYONE'S A WALLY

Somewhere up my sleeve (probably near the top) I've got the complete solution to this game but I don't want to spoil your fun so here are just a couple of tips to keep you going until next month.

To mend the fountain get the Monkey Nuts from the Bakers using Wilma. You can now enter the Zoo, take the Monkey wrench from the Zoo and drop it somewhere convenient. Now find Dick the plumber and go find the Plunger. Get the Monkey wrench and take Dick to the fountain (making sure that he has got both the Wrench and the Plunger). Jump up on the fountain and jump at the statue on top, this should mend it. Once the fountain has been mended then get Wally, the empty bucket and the sand. Take Wally to the fountain and the bucket should fill up. Once this is done take Wally to the cement mixer and pick up the cement, find the Trowel. With the Trowel and cement go to the location with the bricks in it, walk passed them and the wall should be built.

DRAGON TORC

Read the fab review of this game yet? If you haven't then go and read it now and drool over those ratings. For any of you that have already bought this game (and if you haven't why not?) here are a couple of advanced tips from the Hewson Consultants' supremo himself Andrew Hewson to get people started in the game. Over the next few months I will be revealing the solution to the game bit by bit so if the