

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
VALUABLE WITH
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.

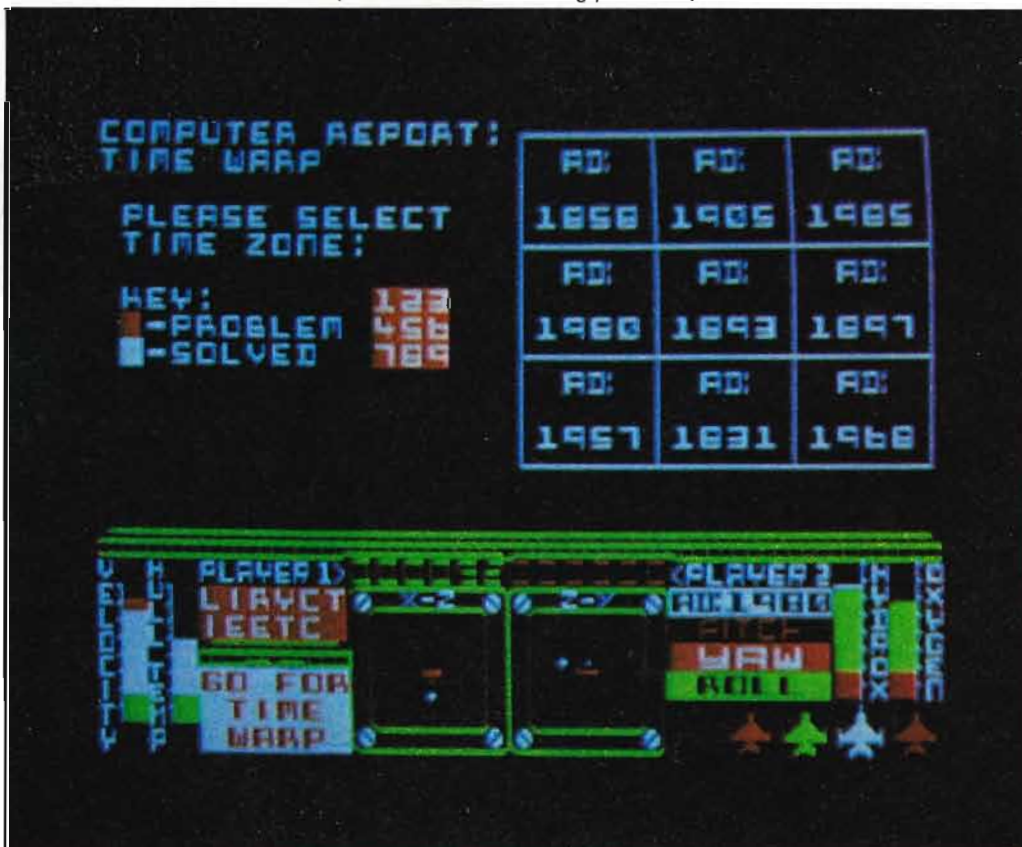
The amount of ships (lives) left is displayed in the bottom right hand corner and one is lost every time the hull temperature reaches the top of the meter. If an enemy missile strikes true then the hull temperature increases, and firing the ship's laser hots things up a bit too.

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.

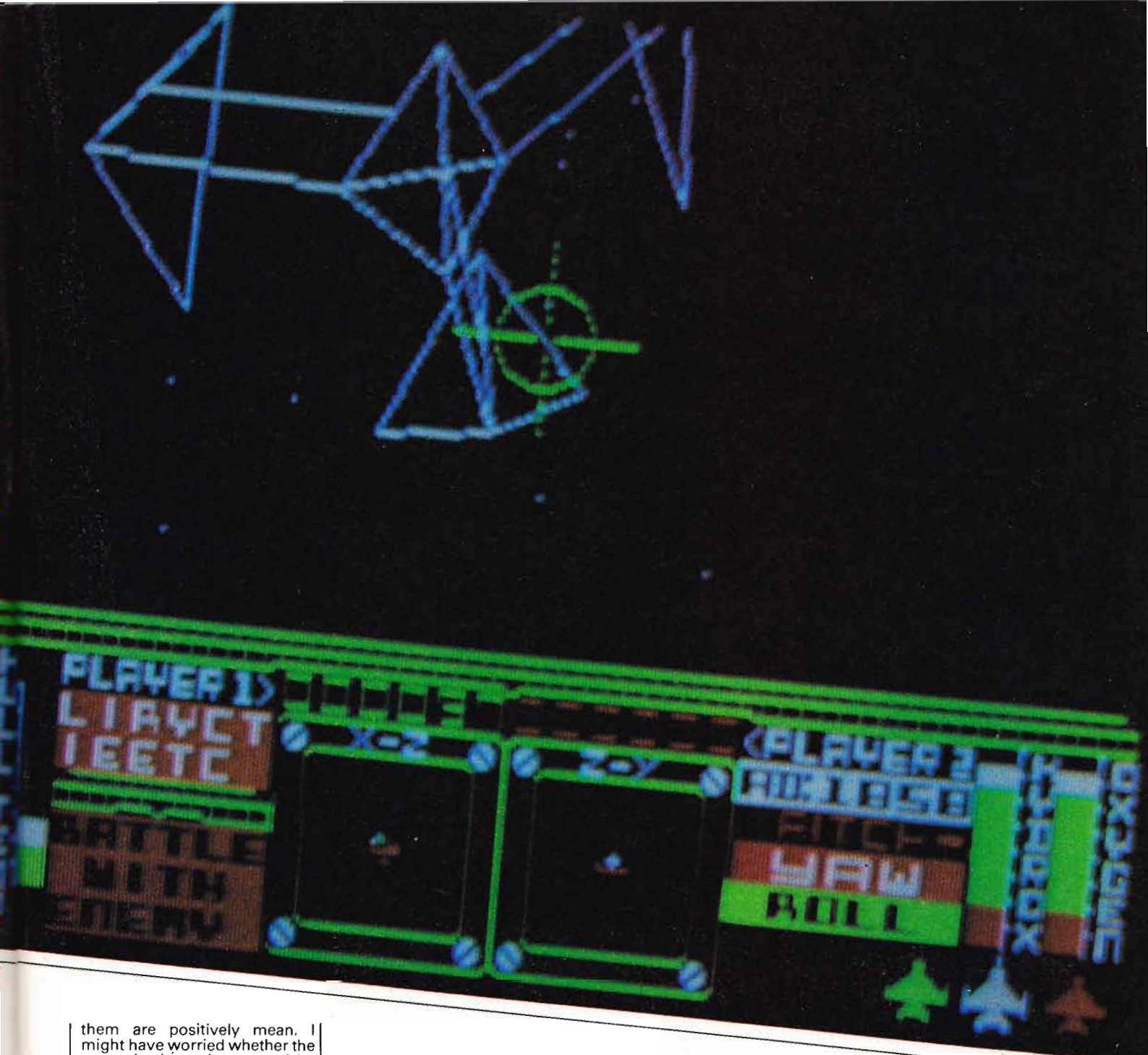
CRITICISM

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%

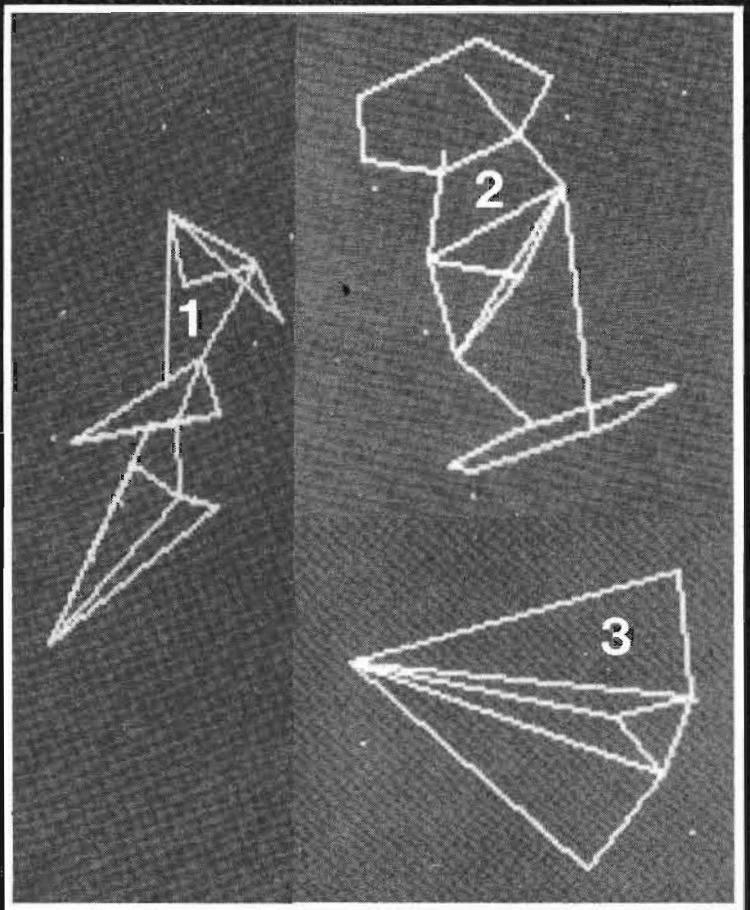
A really slick and enjoyable game.



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.