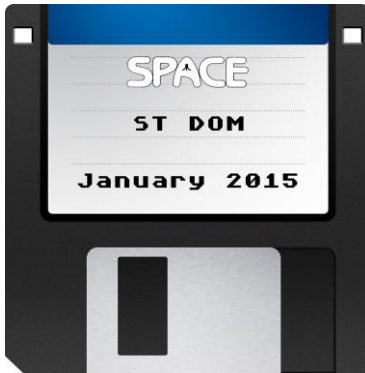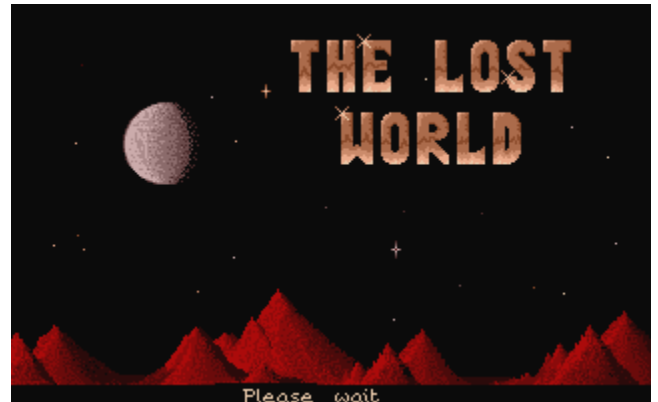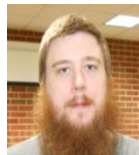# SPACE

ST DOM Reviews

January 2015 through May 2015

ST DOM Report

by Nolan Friedland

Fantastic World II is a classic action-adventure that takes place in a world full of magic, mystery and danger. You play the role of a lone hero who in lives in a secluded area.

One day, fell, terrible creatures began appearing across the country. You equip your sword and wander into a local village, struggling to find out what has happened.

You control your hero with either the joystick or the cursor and the shift keys – "P" pauses the game, "ESC" will end the game and "J" switches between normal and Jaguarpad / Joystick.

The Lost World is a new game, which was originally written in 1989 but was never released. It lacks music, sound and 50 of the originally planned 100 levels are complete.

It might be possible in very rare cases that you can be trapped. So, to kill yourself, press ESC where you can do the level again assuming you have lives left. Before you kill yourself, you may want to bring up the spell menu by pressing SPACE. One item of interest that often get you out of troubled spot is the repair surface spell which pretty much restore the room as if you pressed ESC key, only that you don't lose a life. There should be ample of these potions scattered around the game to prevent these kinds of trapped scenarios.

This game uses both joystick and keyboard for movements:

Z	Left
X	Right
M	Down
K	Up
L	Jump / Fire
F	Freeze
U	Unfreeze

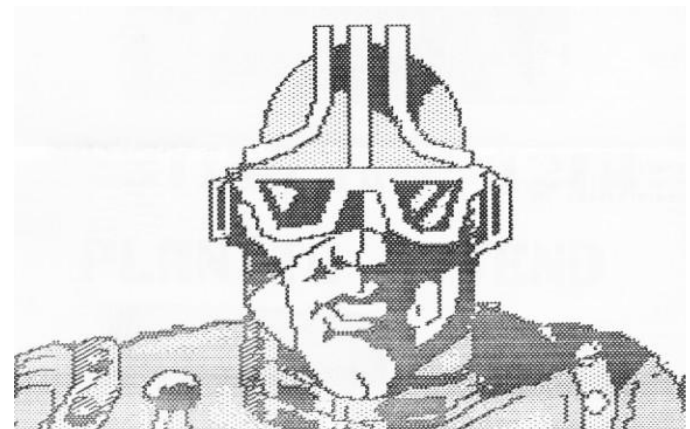|	
SPACE	Spell menu, move up (K) and down (M) to select a particular spell and Fire (L) to select, SPACE to close the spell window.
F10	Abandons the game and returns you to the game menu.

The game itself has a built in editor, which allows you to change every aspect of the game levels including the ability to edit the some of the icons and the sprites themselves.
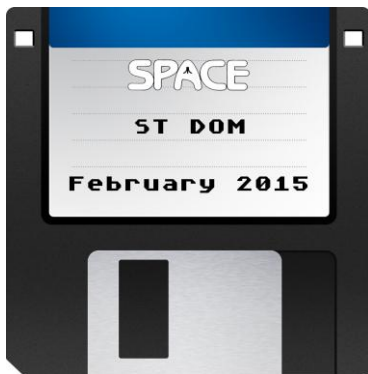
In order to enter the game editor, move the mouse over the "Edit game" option it and click. In order to exit the editor and return to the game main page, click "Menu" (bottom left) and then click "Game menu".

To load or save the game move mouse over "Save" or "Load" and click both left and right mouse button at the same time. Both buttons are used as a failsafe method to prevent accidentally saving / loading over existing data. If you are stuck on a section, try clicking the left mouse button instead of right clicking it. You'll have to experiment with all the menu items on this particular screen. Also if something doesn't work, try the clicking both mouse button at the same time, especially if it a drastic action such as clearing a room.

If you do create a new level you are best experimenting with level 98 and 99 which shows you the minimum requirements to the level. If you don't include the sun or the torch with the flames icon on a level, then the room goes dark during play. Try play testing "Midnight Programmers" (level 7) to understand why and how useful it is to make dark levels. Just in case you haven't figured it out, you have to plan your way to each empty torch holder to light the room up for around 5 seconds until you reach the next one.
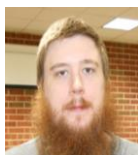
Also, in order to play a specific level in the game, select "Edit game" > "Room", and then move the cursor to 7th grid along and left click (instead of right click) the mouse to move the yellow box which indicates the starting level. Once you've moved this box, right click it to select the level then select "Menu" > "Game Menu" to go back to the game. The next time you play the game, you will begin on level seven. This is useful to play levels you've created or start from a level you have trouble mastering and you don't want to start from level 1 again.

ST DOM Report

by Nolan Friedland

Bat Invaders is a Space Invaders clone that is simple and fun to play. It is controlled with the keyboard or joystick.

Dr. Necro is an Atari ST game similar to Dr. Mario on the Nintendo.

The concept is simple – The main screen has a bottle containing some viruses. Your job is to kill off all the viruses, using colored pills that appear at the top of the bottle. A virus is destroyed when a line of four or more pill-parts of the same color as the virus is made. When

all of the viruses are killed, you move onto a new, more difficult level.

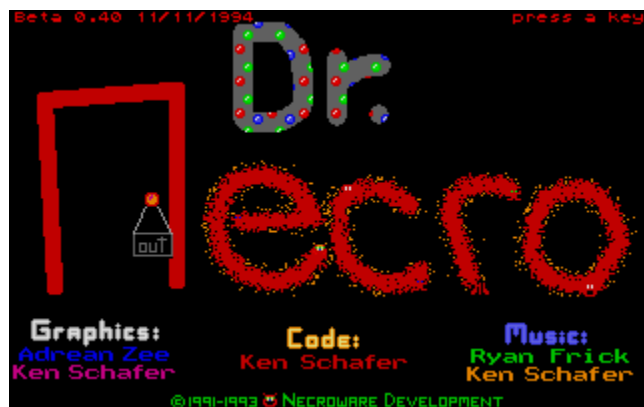|	
Up arrow	Rotate pill
Down arrow	Move pill down quickly
Left arrow	Move pill left
Right arrow	Move pill right
Spacebar	Pause

Multi Pakman is yet another Pacman clone. There are a few differences. First, the play area is rather larger than the normal one-screen affair. Two players are allowed on the screen at the same time.

There are no Ghosts aimlessly running around; instead, there are Death Blocks. These will appear and disappear throughout the level. Not so easy to avoid due to the speed you travel and the play area in view.

You will find some Question marks around the play area. Landing on one of these will more than likely give you some sort of BONUS. There is also a possibility that something nasty will happen to you. It is set randomly with a good BONUS being 3/1 in your favor. Some BONUS squares give you a choice. For example it may ask you whether you want a life or to take a life from the other player. However, some do not give you any choice – Such as GAIN A LIFE. GAIN 300 pts, LOSE 300 pts or JOYSTICK SWAP. The latter will reverse your controls for a short period and no warning will be given when they are returning to normal. If you happen to get JOYSTICK SWAP, a second time then it will simply reset the timer to zero rather than swap them back to normal. You can gain extra lives throughout the game, with a limit of nine. So if you already have nine and get one of the choice bonuses it will hardly be worth choosing gain a life.

There is a time limit for each level. Nothing bad will happen if the level is not cleared in time, but whoever does clear the area first – this will be deemed the player

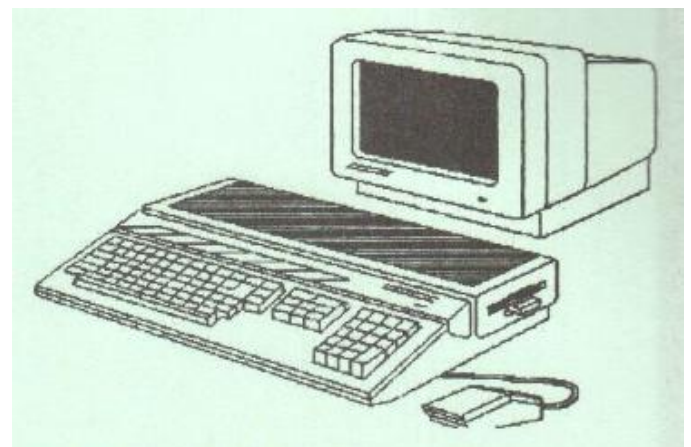who lands on the last spot – they will receive a 10,000 pt Bonus.

Player 1 always uses the Top map and player two or the Computer uses the lower map. Both maps are the same play area.

At the end of each level, either at time out or when the last spot has been eaten, you will then see a score table with that rounds score added to your total score. The high score table is also on this screen. If you do manage a high score then you will be prompted to enter your name when the game is over. If one or both manage the high score table, then you will be able to save to disk. There will be a prompt beforehand for you to make sure your disk is not write-protected.
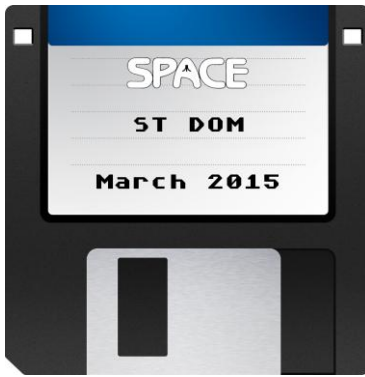
Pressing P at anytime during the game will PAUSE. Pressing UNDO will abort the game and revert you back to the Intro screen. The whole Program is JOYSTICK controlled.

Starhawk II is an evolution from the original Starhawk, which was probably never released as it had very similar gameplay to Cobra Strike.
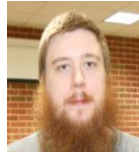
ST DOM Report

by Nolan Friedland

Blob Race is a devastatingly simple and straightforward game. Follow the prompts to bet on the little green blighters, and collect your winnings. A few things need explaining, however.

In the Blob Stats screen, each of the lads has four characteristics. Speed (SPD), shows how swiftly that particularly Blob can run when he puts his mind to it. Reactions (REA) show how enthusiastic and intuitive the lad is - a high number means he'll continue moving all the time, a low number means that he'll just sit still for a lot of the race. Trickery (TRK) shows how many tricks the Blob has up his "sleeve" – Turning into a helicopter, sprouting wheels, dropping bombs on other competitors; all these are "tricks".

Odds are, simply, the odds that the bookies are offering; it's kept simple by using just an "n to 1" notation. If a Blob wins at 10-1, you'll get ten times your bet. If a Blob comes second at 10-1, you'll get five times your bet. If he comes in third, you'll get your money back. Fourth or worse and you've lost your cash,

Some interesting things happen to Blobs between races - they can die, injure themselves, go training, open supermarkets, shoot each other and more besides. I'll just go over the most important factors.

Nuclear accidents – These make a Blob act very strangely indeed - a Nuclear Blob will select one of his rivals, and if ever that Blob is way ahead of the Nuclear lad, he'll turn red and roar ahead to catch up. The only down side of being a Nuclear Blob is that you can quite easily blow yourself apart during a race.

Teleportation devices – A Blob with a teleportation device will wink in and out of existence every so often, appearing at a random point on his track.

Steroids – Blobs on steroids get all their characteristics put up to nine. All well and good, but if they "run" too fast they can easily fall over and do themselves and injury.

To avoid having to meticulously type in large numbers when you just wish to stick all your collected cash on a single Blob, just type in "all" as the amount you want to get. Every last penny will be put on the blob you've opted for.

The Glass Buttock of Tharg is another excellent game from the author of the "Grandad" series of games.
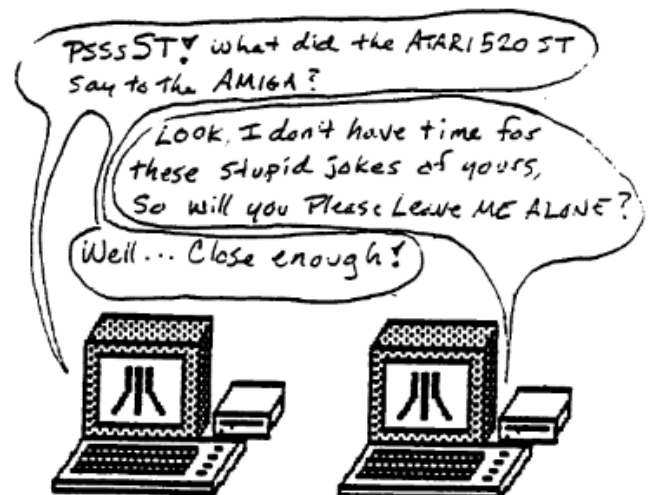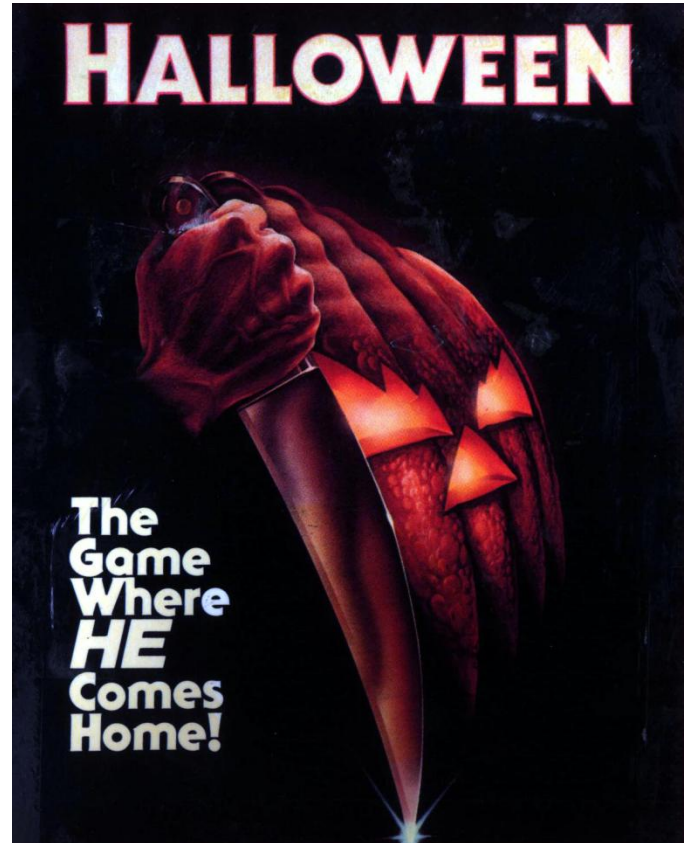
The story goes that many years ago on the island of Tharg, Queen Esmerelda suffered a nasty accident involving a goat some soft cheese and an electric gander! Consequently, her left buttock was sliced off! To combat this problem, a witch from a neighboring Island was called in to make a new buttock from glass, When the Queen found that she kept sliding off her throne the witch was banished. However, before leaving the Island she put a spell on the buttock which, when the Queen died allowed it to take control of the whole island. Your task is to control 12 citizens of Tharg in an attempt to overthrow the buttock!
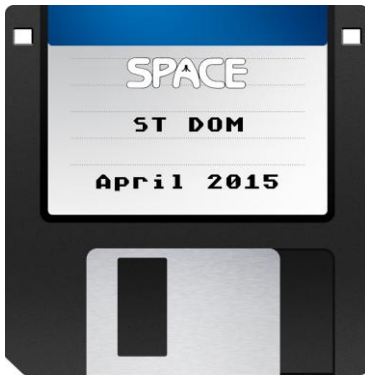
The first game screen to appear is split vertically in half. The left half of the screen shows a map of the island whilst the right half shows pictures of your twelve characters: Mr. Bean, Inspector Morse, Sheik Yerbouti, Jimmy Hendruc, Sergeant Wilson, Jeremy Beadle, Timothy Lumsden, Allan B'Staid, Kathleen Turner, Kim Bassinger, Captain Picard and, of course, Grandad himself. Each picture has been hand -drawn but incredibly well – Many of them look as if they have been scanned. By clicking the pointer on any of these characters, you take control of them and the screen changes to a first-person perspective of that character's view. By clicking on the turn-left, turn- right and move forward arrows, you can walk your character around the Island.

The characters start on their own but by visiting the various castles scattered around the island, more soldiers can be recruited to join the ranks. To help you with finding the castles, they are shown on the main map along with your character's own position.

Each character can make up to 20 moves per turn. After every character has moved or you choose to end the turn, the enemy soldiers get a chance to move around the Island and attack you. Should you survive such an attack you can either run away or choose to stay and fight.
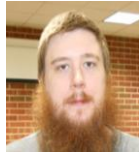
The graphics throughout the game are superb, from the pictures of your characters to the character's view of the Island; everything is done in lots of humorous detail. The game mechanics also make it extremely easy to play - you hardly even need to read the Instructions to be able to play it.
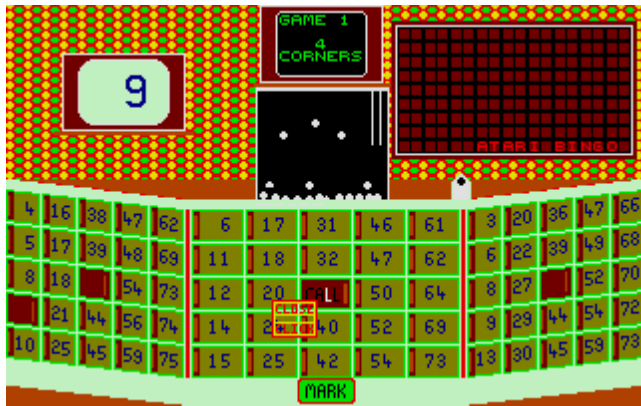
ST DOM Report

by Nolan Friedland

Atari Bingo is a good simulation of seaside arcade bingo and is exciting or boring according to how you review the real game.

Features include checking a winning card and a board with all the numbers. No checking is done on your entries until you "check" or call "house". Again, like the real thing, where you can cover the wrong number, or miss a call. Up to three cards may be played simultaneously, with the program covering the other two. This always happens even when not used, as often happens when playing the real game, you feel the card beside has better numbers.

To play, enter the number of players. Pay attention to the note at the bottom. The computer will play all other cards, except your own. Enter credits, 5 per 5 game cards, for each card you want to play, by using the target in the money slot and clicking the LEFT mouse button. When you are finished, click the RIGHT mouse button to start playing. Cover each number when called and then your card is selected. You have about two seconds to cover a number. Do so by positioning the square over the number and left clicking the mouse button. Only call "house", by clicking the center free square, after covering the last number, otherwise it will not be checked. Checks are done and payouts are awarded

according to the number of players – Watch the central screen. The house removes 10%. After all five games are played, you may alter the number of players and thus your position; you are always the number of players minus one. There are 76 different cards to play. To exit, use Control C to abort to your desktop.

There are five different games:

1. The four corners.
2. Any line across, down or diagonal.
3. The vertical and horizontal central lines.
4. All the numbers around the edge.
5. All the numbers.

The computer checks every card except the center one. This takes time, particularly in Any Line, as ten lines have to be checked. All cards before yours are checked while the first number(s) are individually called. Your left is checked while the whole number is called, ready for you to click your square. So while you might be eager to win a big prize, the program will slow down. Try entering 15-20 players and see how you like the speed and adjust accordingly.

A Simple Memory Game consists of a grid of squares – each one representing a number. Starting with a blank grid each player attempts to find the No. 1 followed by the No. 2, etc. A players' turn ending should they reveal a number out of sequence. When one player reveals all the numbers in one turn all the other players have one more turn to do the same or they forfeit a life. For one player each mistake costs 10 points. Reach a zero on the current level and lose.

If you want to quit during a game pressing Q will take you straight to the GAME OVER screen from which you can exit or restart.

# ST DOM Report

by Nolan Friedland
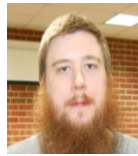
Flappy Bird creates a modern combination of Mario Bros. and Angry Birds into one. All one has to do is fly a bird between pipes of different heights. The joystick button, mouse button and SPACEBAR will flap your bird. Sounds easy, huh?

It's all about finding the right rhythm, so get used to a slower pace. This is especially true for the critical moment when you pass between pipes and score points. You move upward so quickly in this game that it's better to aim low and give yourself room to rise – And don't be afraid to let the bird fall. I know those sudden drops toward bird-killing ground seem horrifying, but you will need that burst of speed for when the openings suddenly change altitude.

3D-Lab is a GEM-based 3D maze creation and negotiation program for the ST and Falcon. You will find yourself in a set of corridors and you must find your way to the exit door using the arrow keys. At first, the maze will only be a 4 by 4 grid. If you win, the game will redraw the grid, incrementing the numbers by 1 each time.
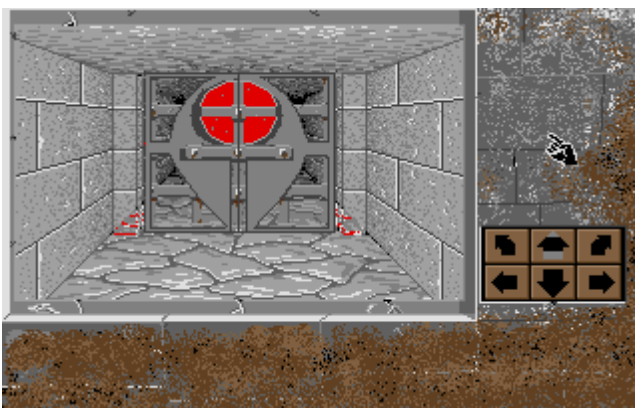
Dangimere Module II – The Dungeon was a preview of a follow-up game. This is level 1 to the game. If you liked Dungeonmaster, I think you will like this as well.

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Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Ave. Doors open at 7:00 PM.

S.P.A.C.E.

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Visit our website at: http://spaceweb.us/

The SPACE BBS is currently offline. We apologize for this inconvenience and hope to have it back online in the near future.

Articles for Publication must be received by the Newsletter Editor two weeks prior to the Club's next Scheduled meeting.