

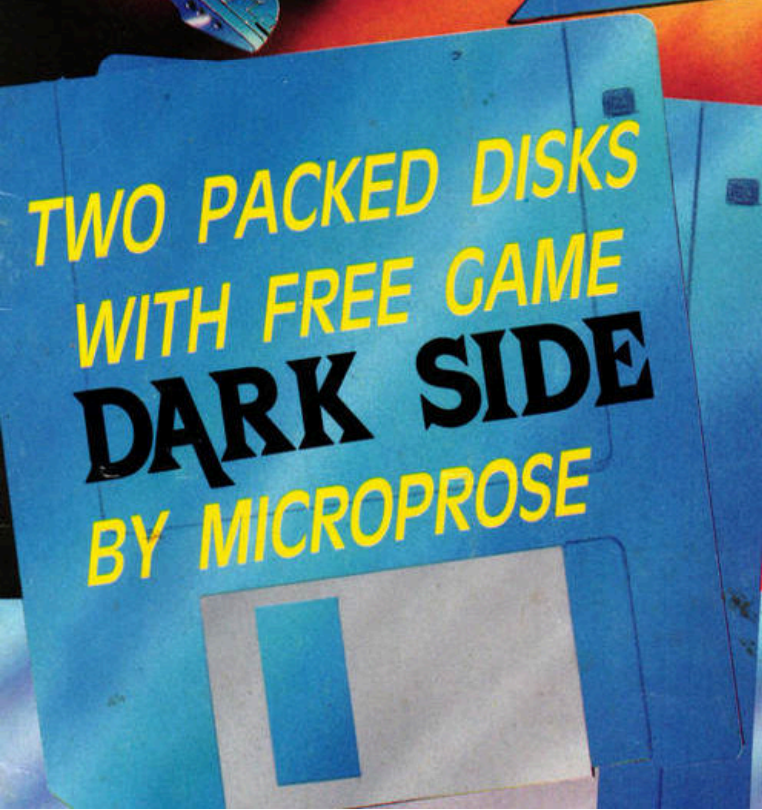
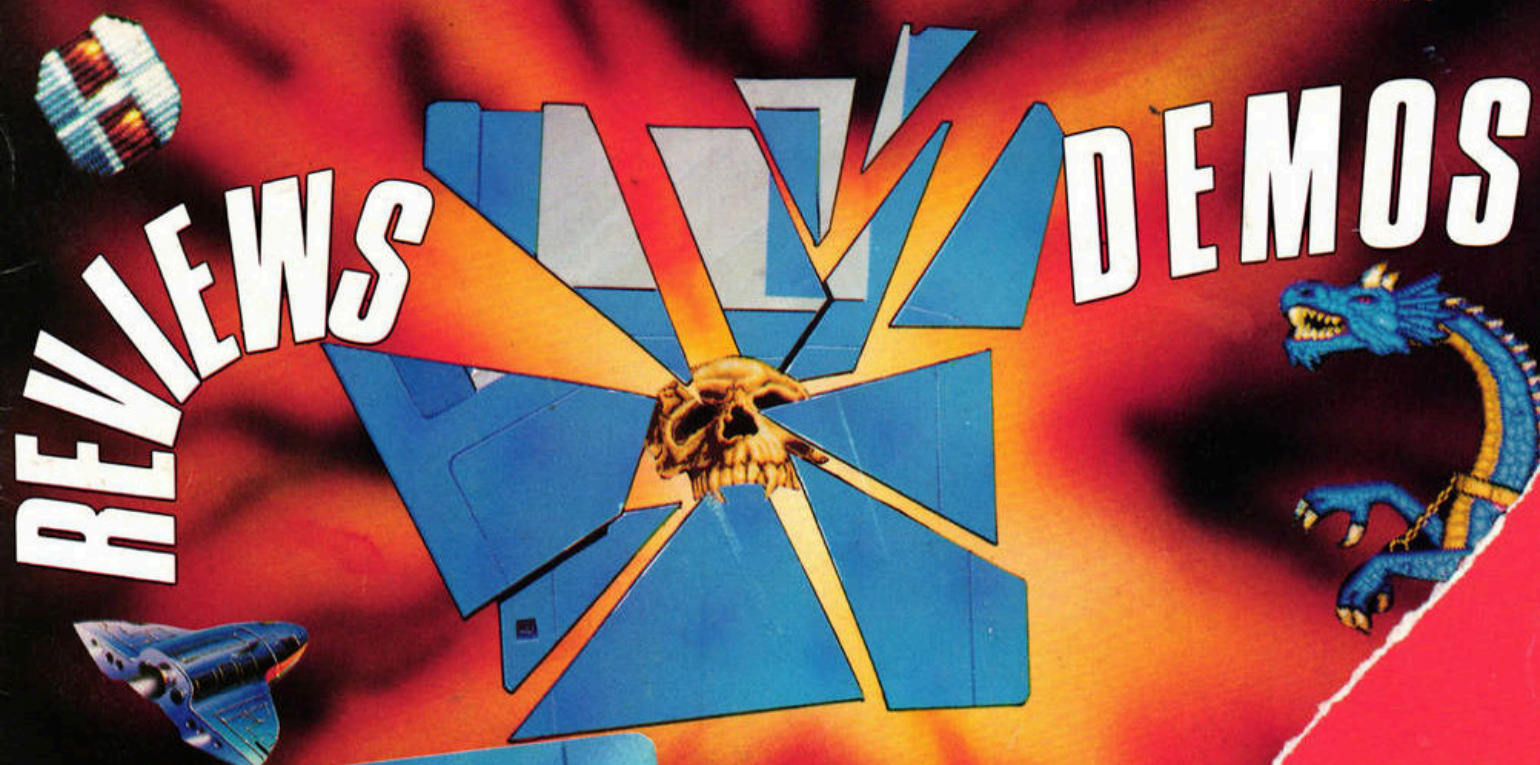
# STAMPED

THE DISK BASED MAGAZINE FOR  
THE ST USER

ISSUE 1

MAY 1990

£3.99



**NON STOP**

# KICK OFF 2



# ANCO

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# STAMPED

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MAY 1990

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What's in it for you?

**On Paper!**

Your free game, 'Dark Side'  
from Microprose –  
Instructions

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Mega Competition!

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**On Disk?**

**Reviews:** Midwinter, Space Ace, F29 retaliator  
and many more!

**Demos:** Demon's Tomb, Soccer II,  
Devpac and more.

**Articles:** The STE.  
What price quality?  
Vector Graphics.  
Oasis.

Load it NOW!!!



Klax



Dan Dare III



Demon Tomb



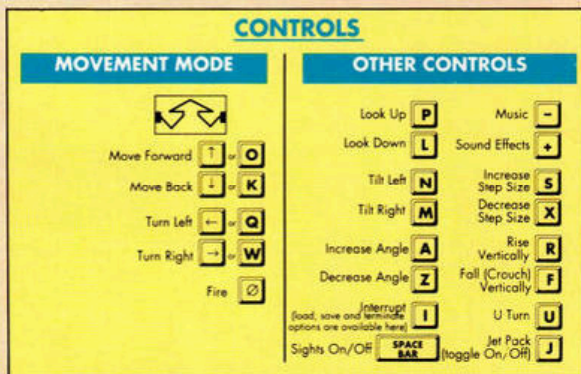
Escape from the Planet  
of the Robot Monsters

## Dark Side

### LOADING AND KEY INSTRUCTIONS

Insert disk in drive A and reset machine. Dark Side will automatically load. If problems are experienced reset and repeat procedure.

Dark Side can be played with key and/or mouse control. The mouse is used to control your direction through the game by highlighting certain icon controls as follows:



### MISSION BRIEFING

To avoid mass panic on Evath this mission is highly confidential...

### BACKGROUND

You will be transported by high speed shuttle to a safe drop zone on the surface of Tricuspid,

close to the recent discharge of energy that destroyed our probe.

The shuttle will deflect every known tracing beam and will remain undetected, even on the moon's surface. Because of this advantage you will be transported to 200 metres distance to the perimeter of the alien complex.

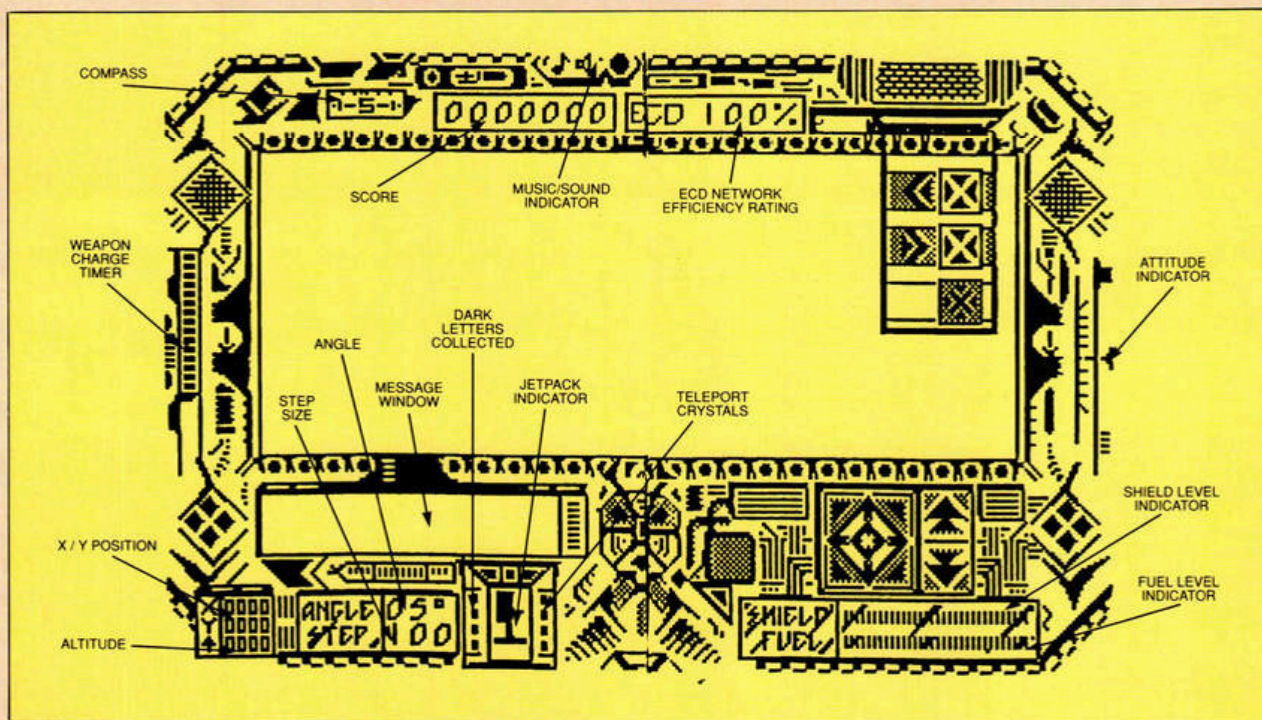
### INTELLIGENCE BRIEF (ESSENTIAL READING)

#### ECDs

In addition to the cryptic clues now in your possession the Data crew have only scant information as to the possible working of the Ketar edifice. High energy particle beams were produced by the edifice - these can only be produced by energy, produced by Energy Collection Device or ECD's. These crystal like stones only exist in their present state by an anti matter gossamer which contains the proton repulsion. The ECDs are highly effective photon receivers and channel energy to a main transmitter. The ECDs will be located on metallic pillars around 15 old metres high.

#### Notes

1. The anti matter gossamer is easily breached by your pack mounted lasers and thus easily destroyed.
2. ECDs are connected in the form of a grid. They must therefore be destroyed in a sequence. If an ECD is connected to two other active ECDs THE DEVICE WILL REGENERATE IMMEDIATELY.

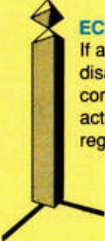






## Dark Side

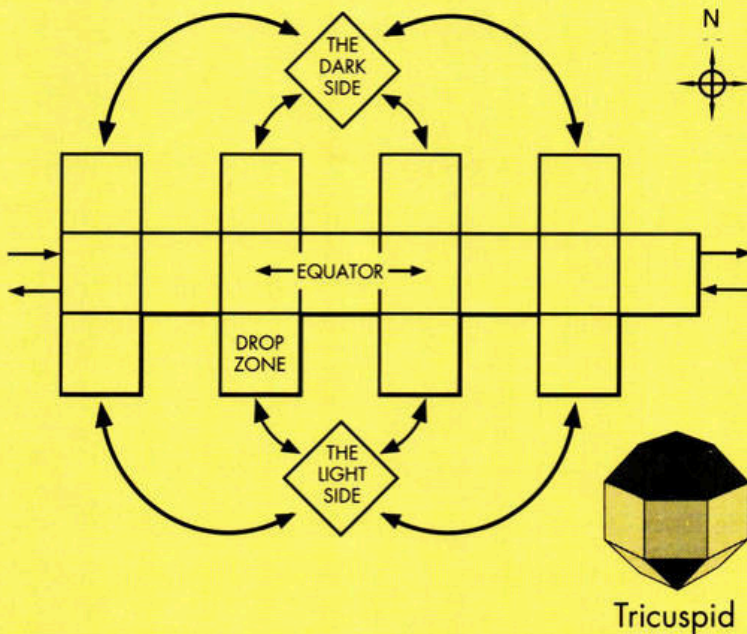
3. The sequence of disabling ECDs and your progress through the Ketar edifice is given in the CRYPTIC CLUES but they have defeated our attempts at deciphering.

### PLEXORS

While sensors now give a negative life reading for the surface of Tricuspoid, there is every reason to assume that the Ketars will have left Plexors to defend their edifice. Plexors are robot "tank like" devices. Compared to similar machines in our defenses, they are primitive but can prove deadly. Their fire power is limited and the metal skin of your suit will absorb the first couple of charges. They are programmed with only limited intelligence and will only really attack if you make your presence obvious or get in their way!

 <p><b>ECD's</b> If an ECD is shot—it will be disabled. If the ECD is connected between 2 other active ECD's the device will regenerate immediately</p>	 <p><b>POWERPORTERS</b> A product of future technology. These suspended slabs are Instant Teleportation devices</p>
 <p><b>PLEXORS</b> These are "tank like" defences placed around Tricuspoid. They will attack if you are within range.</p>	 <p><b>TELEPOD</b> This was used by the Ketars to gain access to restricted areas. Before abandoning the moon the Ketars hid the telepod crystals. These must be located before the telepod can be activated.</p>  <p><b>TELEPOD CRYSTAL</b></p>

### LAYOUT OF THE PLATFORM STRUCTURE CONSTRUCTED AROUND THE TRICUSPID MOON.



**REMEMBER: A STEP IN THE DARK – IS A STEP IN THE RIGHT DIRECTION!**

### POWER PORTERS

Ketar technology is ahead of our own in transportation devices. The diagram shown is a representation of spy reports of Ketar Power Porters.

Power Porters resemble suspended slabs but are INSTANT TELEPORTATION DEVICES.

### TELEPOD

This was used by the Ketars to gain access to restricted areas. We believe in that before abandoning the moon, the Ketars hid the telepod crystals. THESE MUST BE LOCATED BEFORE THE TELEPOD CAN BE ACTIVATED.

### OBJECTIVE

To save Evath from total destruction by destroying the Ketar ECDs in sequence to prevent the activation of the particle beam transmitter. Each time an ECD is successfully disabled, thus allowing more time.

TIME IS CRUCIAL – EVATH IS LIKELY TO BE ONLY A FEW OLD MINUTES FROM DESTRUCTION.

### PLAYING HINTS FOR DARK SIDE

1. Disable 3 or 4 ECD's straight away to slow the timer down immediately.
2. Make repeated contact with the fuel rods in the various store areas to refuel.
3. Make repeated contact with the Pentagon shaped power points to recharge your shield.
4. To enter the overhead walkway – lazer the rod above the door, so it spins, repeat until doorway opens.
5. Shoot Radar beacons to prevent being thrown into prison.
6. Make contact with telepod crystals. These are then positioned on the centre console within the telepod. To activate shoot the crystals then leave the telepod. You will be in a new area.

7. "Buy" your way out of confinement by lazering the slots in the pillars – energy and shield will be reduced.

Advanced tip – After destroying the lonely switch before it disappears, you can make dark out of light.

Moving faster – Forward – hold both forward keys down at same time (or joystick forward and keys).

To aid climbing in and out of tunnels – reduced step size to 100.

### MESSAGE FROM THE DATA CREW

MESSAGE FROM THE DATA CREW

MESSAGE FROM THE DATA CREW

MESSAGE FROM THE DATA CREW

Your mission is indeed difficult in the extreme – we in the Data crew have "extracted" the following cryptic clues from a Ketar spy. Unfortunately, he took his own life rather than give us the full answers... and they have beaten our experts in the Data crew, but we do believe they give sufficient information to complete your mission.

1. In-house sustenance is required for the task that awaits you.

2. In the cupboard that is bare, Jerry Mouse may find a Royal reception. However, before you roll back the carpet, make sure that you are well fed.

3. Turn to the Axeman to provide an opening to the Brightest Star.

4. The brightest speck of the Dog Star is where you should start your crusade.

5. Crossing the kennel of the Lesser Dog, beware of getting your goose cooked by microwaves.

6. Within the East End, the decry/staliation of the gem in the eye of the Southern Fish will allow you to head towards the land of the Penguins.

8. Emulate the journey of Scott the adventurer.

9. Head for the God of Water's large heavenly body and remove the Sun's influence in three areas.

10. If you're too left-wing, you could find yourself out of your depth.

11. You do not need any support when in the company of the Cup Bearer to Zeuss.

12. Whilst in orbit around Saturn, remember there are two sides to every argument, but one more to this clue.

13. Don't be square – Go for it!

14. Animated Mondrian provides the next step.

15. The argonauts went in search of the Golden Fleece, their vessel will ship you to new heights.

16. We've got the green light, who's going to use it?

17. Defect to the East. Do not pass Go. Do not collect – 200.

18. The postal service is so expensive these days.

19. Head for the seedier side of the tunnel. Or as the electrician's wife said, "Wire you insulate?"

20. Use BR's Underground to get to the middle of this place. The death of another crystal must fall on deaf ears.

21. Take the cubed root of 729, multiply by 10 and add the first number you didn't think of and head in the direction. Shoot the eye of the Southern Fish.

22. Stride out under the heavens to reach this land.

23. Blindfold the Unicorn completely.

24. Thence onwards to usurp the king and Queen of the Fairies.

25. The Antipodes hides the next like in the chain.

26. Follow the chain to destroy Poseidon's satellite links.

27. Enter the successor to the Liberator. "Kill the three of them", said ORAC.

28. Head towards the land where the shadows are strongest.

29. Destroy the two crystals that are unable to take a bearing.

30. Gut the remainder of the Fish to destroy Mondrian's junction.

31. Between 21 May and 21 June, find yourself a twin to erase.

32. Now for a test of personality. Who would win?

33. Shoot to the port side. Oh, no it's the wrong one – beam me up, Scotty!

34. Help the Post Office. No, not like that you Dumce! Go stand in the corner.

35. Who knows where to go next?

36. More postal pranks aRe in store for the Boys in Blue.

37. Answer the travel agent's call in the Police phonebox.

38. Take red from orange and you will find the answer in the eleventh letter.

39. I thought I could sing a rainbow, but I only know the first colour.

40. For your finale, go out in a blaze of darkness.



# DAN DARE III The Escape

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DATE  
APRIL 14th  
1990



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AMIGA



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# GAJITS MUSIC SOFTWARE

## SEQUENCER DEMO: INSTRUCTIONS

Those who are familiar with Midi Sequencing will probably know how to use this months Demo. Beginners will find this of help.

A Midi Sequencer is a device for recording and replaying midi information. It can be thought of as a tape recorder but recording Midi Data and not sound. To use this Demo you will need a keyboard which is then plugged into the Midi(in) port on your ST.

To load the Sequencer insert the required disc and move the pointer to the SEQUENCE DEMO position. Click left hand side mouse button once then move the pointer to PLAY and click the left hand mouse button once more.

Once into the Sequencer Demo the first thing to do if you want to load a demo song is go to the MENU FILE OPTIONS and click on LOAD SONG. It will then bring up a file selector box so you can choose one of the demo's provided.

The Sequencer is controlled by the tape deck control at the bottom of the screens. There are 3 screens on the sequencer and you can change between them using function keys F8, F9 and F10.

Try experimenting with this sequencer. Most icons and fields perform various functions depending on if the mouse is clicked once or twice.

Those needing extra help can find read me files in the magazine. (Disc).

If you would like the full version of this program it can be ordered direct from Gajits. 061-434-2768. If you have a problem or technical query Gajits offer a helpline: Tel. 061-446-2304.



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# STAMPEDE

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Collect the disk shown on the bottom of this page and the disks on the next two issues of Stampede – marked competition!

Answer three simple questions and send them to us with your choice of prize.



# But Seriously

## Programming

Do you want to use your Atari ST for things other than games? Want to learn more about how computers work? How about writing your own computer programs? HiSoft has a wide range of easy-to-use, yet very powerful computer languages to suit most people's tastes and pockets!

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**DevpacST** is the standard assembly language development system, used by all the top software houses.

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**Personal Pascal** has a friendly environment, makes GEM programming easy with many high level routines and produces fast, compact code - all at a very reasonable price.

**HiSoft FORTH** is a multi-standard compiler with a complete set of GEM libraries and is even available as a desk accessory.

*New!*

We have acquired an invaluable guide to your Atari ST; *Your Second Manual* is packed with essential facts aimed at first time users and comes complete with a disk full of useful software for you to use immediately ... and at a snip of a price!

## Utilities

In addition to providing top quality programming languages, we also offer a wide range of utilities to increase the power and the usefulness of your Atari ST.

**Tempus 2** is the editor of choice for many people with lots of features, an incredibly fast display & all totally configurable.

**TurboST**, the software blitter, transforms your ST by speeding up the display of text & lines and of text scrolling, all in a very clever way so that it works with virtually all programs.

**KnifeST** is the ultimate disk recovery and disk editor system. Works with many types of floppies, hard disks and even ram disks - it is all you need to recover lost data.

**Harlekin** is a comprehensive set of ram-resident tools that is always available to you; word processor, scrapbook, disk editor, terminal emulator, calculator and much more.

**WERCS** allows you to create and edit dialog boxes, menus, icons and alert boxes with ease - and with a great manual.

**Craft 2** a powerful and flexible programming environment based on the popular UNIX C shell plus a flexible editor.

Finally, **ProFlight** a slight diversion for us and, we hope, for you too. A supremely accurate and therefore fun-to-fly Tornado flight simulator. Software that matches the hardware!

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Please rush me the following HiSoft Atari ST software by first class post:  
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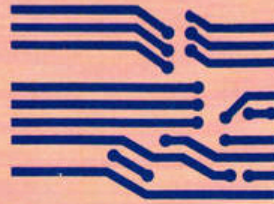
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# PROFILE:

This month we look at



The  
Electronic  
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who manufacture a  
printer called

## PERSONAL 80

The Personal 80 is a light weight printer available in 2 models mains or rechargeable. The rechargeable version also works on a car cigarette lighter socket. Its quite fast for its size 80cps and will also print graphics.



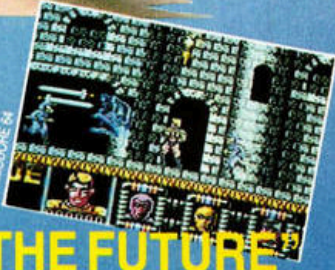
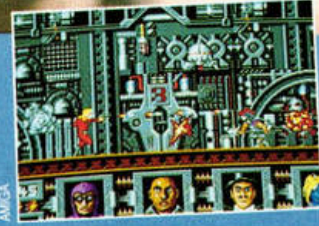
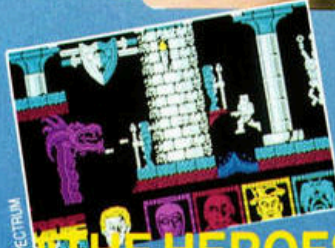
# VERDICT 91%

The convenience of the Personal 80 is enhanced by its portability and quiet thermal printing. It uses fax paper which is stored inside the printer case and is so light and small it fits in any briefcase and most large pockets!

There aren't any ribbons to replace so its cheap to run, and while it's printing wouldn't wake a household as its amazingly quiet. Ideal if you live at home! We used it on the ST and I reckon it's one of the best buys around **£99.99**.

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THE SECRETS OF THE NINJITSU TECHNIQUES HAVE BEEN HANDED DOWN SINCE THE MEDIEVAL WARS... NOW THEY LIVE ON IN THE JUNGLE OF THE AMERICAN METROPOLIS.

A THOUSAND YEARS OF THE NINJITSU SECRETS AT YOUR FINGERTIPS... THE

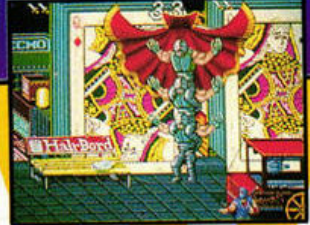
**PHOENIX BACKFLIP,** TRIPLE BLOW COMBINATION, FLYING NECK THROW,

**HANG KICK**

AND MORE, GIVE YOU A FORMIDABLE ARMOURY OF STUNNING MOVES. TAKE YOUR TECHNIQUES TO THE STREETS

**SHADOW WARRIOR**

... THE HERO OF THE **NINETIES!**



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