

AIO

Chris Seward

COLLABORATORS

	<i>TITLE :</i> AIO		
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WRITTEN BY	Chris Seward	June 24, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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because we have an exclusive interview with Vince Pike from Epic Marketing in the articles section. This is also our biggest issue yet boasting over a 25k bigger size than normal issues and this is something we plan to continue. You must all be shy because we don't have any letters, come on get them sent in, any articles that you have wrote are wanted so get them sent in aswell. Well I hope you enjoy this months selection, see you next time.

Chris Seward - Editor

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Adverts

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1.8 Who does what and how to contact them

The Production Team

If you've been wondering who brought you this great 'newsletter' look no further because here is the list of who does what and how to contact us.

Editor : Chris Seward

Cool@Dcandy.demon.co.uk

Deputy Editor : Sean Talbot

Cool@Dcandy.demon.co.uk - Subject "Sean"

Utils Editor : Adrian Hendy

Ade@Dcandy.demon.co.uk

Australian Reporter : Daniel Kitingan

Gloves@senet.com.au

Thanks to : CuAmiga & Amiga Format

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1.9 Where to get AIO from

Distribution

To get the latest issue of Amiga Information Online please try one of the following official distributors/places below.

UK:

Digital Candy BBS : 01785 607207 OFFICIAL WORLD Hq

Sweden:

Jipebo : (0)8 58355020 OFFICIAL SWEHq

Rest Of World:

Aminet : Docs/Mags

DISTRIBUTION NOTES : AMIGA INFORMATION ONLINE CAN BE COPYED AROUND PD LIBRARYS, UPLOADED TO BBSES OR GIVEN TO ANYONE. IF AMIGA INFORMATION ONLINE IS TO BE INCLUDED ON A COMPILATION CD OR ON A MAGAZINE COVERDISK/CD I MUST RECIVE A COPY OF WHATEVER IT APPEARS ON TO REVIEW. THE ONLY EXCEPTION IS THE GREAT AMINET CD'S. IF YOU DO WANT TO PUT 'AIO' ON A COMPILATION CD OR MAGAZINE THEN PLEASE EMAIL ME IN ADVANCE.

If you would like to be an official distributor for your country please get in touch as it would be a great help.

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1.10 Why not contact us

Contact

If you would like to contact us please check below on how you should go about doing so.

Letters - Email : Cool@Dcandy.demon.co.uk - Subject 'Letters'

Adverts - Email : Cool@Dcandy.demon.co.uk - Subject 'Adverts'

Reviews - Email : Cool@Dcandy.demon.co.uk - Subject 'Reviews'

Articles - Email : Cool@Dcandy.demon.co.uk - Subject 'Articles'

Letters - Letters should indicate somewhere whether you would like the letter published in the 'newsletter' or just to be taken note of by the editor. Please keep letters to the point and keep them about Amigas or Amiga related subjects.

Adverts - If you would like to advertize an Amiga creation that you want to let everyone know about please email us in advance before you send the advert. Publishers/Software houses welcome.

Reviews - If you want to review a new product, maybe something you have just downloaded or bought then please email us with

your review.

Articles - You may have noticed the new 'features' section, well this is where all articles will go so if you have something to write about just email it to us.

If you would like to help out with AIO click [HERE](#) to find out more information on what places are available.

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1.11 Street Racer

Street Racer

Street Racer is finally going to hit the Amiga. Street Racer is a Mario Kart style driving game which has been a big hit on other platforms. Although the Amiga version was finished some time ago it was shelved for unknown reason (-Ed take a guess) it will be released by Guildhall Leisure and it looks to be very good. You can contact Guildhall by phoning 01302 890000.

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1.12 Faces wanted

Faces wanted

Paul Burkey's Foundation game to be released by Sadeness Software is looking for peoples faces to be included as characters in the game. To enter you photo you must send them a scanned picture in GIF, PNG or IFF in at least 80x80 pixels and at least 16 colours. The file size should be no more than 80k. Send them to Foundation Mugshot, Sadeness Software, 13 Russell Terrace, Mundesley, Norfolk, NR11 8LJ.

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1.13 Amiga CDs

Amiga CDs hit the high street

Guildhall Leisure together with Epic Marketing will be bringing Amiga CD-Roms to big name high street shops for the first time since the CD³². Guildhall have made deals with HMV, Game and Electronics Boutique. The list of titles they have ready so far looks pretty impressive it will enclued CD-Rom versions of Microprose F1, Theme Park, Dune 2, Super Skid Marks Plus, Civilization and some others at £14.99, with Blitz Basic and Dpaint 5 at £19.99, also on the way is the previously unreleased Street Racer and Gloom 3. Look out next issue for my opinion on it.

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1.14 News in Brief

News in Brief

Alien F1:

After recent news articles in many Amiga mags (including this one) the rumour is untrue, Paolo Cattini author of Alien F1 has stated that he has not signed it to Epic Marketing, Please note the interview with Vince Pike this issue was done before word of this news.

E is back:

Amiga E widely used for Amiga WB utils is back after popular belief that it had stop production. Version 3.3a of the compiler and debugger is to be released in September.

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1.15 Coming up Next Month...

Next Months Issue

As always we'll be back next month with all the reviews, news and anything else new that has happened over the comming month. New versions of WzonkaLad and AmiGameBoy have been released so we'll be having the new versions up for a head to head battle to see who comes out on top, will it be AmiGameBoy again or has Wzonkalad pulled off the stunts and overtaken AmiGameBoy???

You may have noticed that this issue is over 25k bigger than normal issues well i'm pleased to tell you were going to try and keep it that way with each issue hopefully getting bigger and better. The games reviews are a little small this month but from next issue we are going to go into more detail so look out for the next exciting issue.

C'you next month - Chris Seward - Editor

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1.16 Boche

Boche

Boche as you may of guessed is a planes flying game, the plot of the game is you fly along in a british war plane and you have to shoot various german planes, people and buildings. This is a pretty avarage game made with the now obsolete Shoot 'em up construction kit (arggg I thought SEUCK games went out years ago) this game is mainly let down by that fact that the author was limited in what he could do with the SEUCK. The graphics do the job but aren't by any means fantastic and the sound is pretty poor as well. The game will keep you amused for a while but as you get to further levels it becomes hard

and annoying.

Available from: Aminet Games/Shoot - Aminet 19

Archived name : Boche.lha

Archive size : 100k

Graphics : 56%

Sound : 45%

Playability : 73%

Lastability : 75%

Overall : 64%

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1.17 Rez&Sparky

Rez&Sparky

Rez&Sparky is a comic book with speech. It comes with around 11 pictures and has a speech sample to go with each picture. The pictures are nicely drawn for a free program and the sampled voices go well with the pictures. This program is aimed at kids mostly but the novel idea of having speech will impress nearly everyone, although the comic is quite short with only 11 or so pictures the samples are quite long which makes the download worth while. Rez&Sparky is a novel idea and will impress kids but download it anyway as the voices make it excellent.

Available from: Aminet Game/??? - Aminet 19

Archived name : rezandsparky.lha

Archive size : 467k

Graphics : 89% Very cartoony

Sound : 94%

Playability : --%

Lastability : 50%

Overall : 90% *** AIO GOLD product award ***

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1.18 Archery

Archery

Archery is presented nicely and the menus are laid out well but the rest of the game is terrible. The idea is to shoot a moving target which moves past at a random speed and you have to shoot at it, where ever you hit on the target will be displayed in the corner of the screen. The graphics are not well drawn and there isn't much point to the game. A good option is to show where you have hit on the target but that's about

it. The title menus are very nice but that gives a false impression of what the game is going to be like. Avoid this.

Available from: Aminet Game/2play - Aminet 19

Archived name : Archery.lha

Archive size : 96k

Graphics : 71%

Sound : 64%

Playability : 73%

Lastability : 47%

Overall : 62% AVOID!!!

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1.19 WBasteriods

WBasteriods

As you can guess by the name this game is Asteroids in a WB window, this game is surprisingly good, the best feature is you can resize the screen to whatever size you want and it will be saved. There is also a highscore board which is saved so you can challenge other people and prove to them that you achieved that score. The graphics are simple but do that job as the author was looking for an original look. The speed is ok and the playability is amazing, there isn't anything that really lets this game down.

Available from: Aminet/BBSes

Archived name : ???lha

Archive size : ???k

Graphics : 73%

Sound : 76%

Playability : 91%

Lastability : 89%

Overall : 86% Great game!

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1.20 Aerial Racers

Aerial Racers

If you've ever played Skidmarks you know exactly what this is going to be like, it's nearly the same. For a PD game and one that is Freeware it is excellent it is nearly up to the quality of Skidmarks. The author has given it away as Freeware as he doesn't have much time to spend on it but it is worth a registration fee. The main menu is presented well with lots of options for you to play around with like what car you want, what colour car you want,

joystick options, what track you want and much more. At the moment there are only 4 cars the Monster Buggy, the Monster Truck, The Formula One and the Camero, each car has it's own advantages and disadvantages for example the Formula One is the best and fastest on the road track but on sand it is the slowest. The game comes with three different track sizes, 5x5, 6x6 and 7x7. There are about 10 or so ready made tracks for you to use but the great option is the map editor to create your own tracks, it's easy to use and has alot of features like raise the road, put a ramp in it, bends, twists and turns. This game has got to be one of the best Freeware games available, download it.

Available from: Aminet Game/Misc (2 Disks)

Archived name : AerialRA.lha & AerialRB.lha

Archive size : Disk 1 - 456k Disk 2 - 312K

Graphics : 91%

Sound : 87%

Playability : 89%

Lastability : 88%

Overall : 90% *** AIO GOLD product award ***

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1.21 Wackban

Wackban

Another Pacman clone hits the...thing...but is it any good? Personally I can't stand Pacman clones, but just for you, I'll review this one. Wackban has the advantage of a small Multi-tasking window that sits nicely in your Workbench, but it is far from OS friendly. Start the game, set `Easy` from the menu (used via the right mouse button) and a window pops up showing a tiny game window with the usual four-or-so ghostly type things wandering 'round waiting for you to play. Press space and you use the arrow keys to control your... whatever it is... Pacman/Wackban. After a while I got bored so held down the right mouse button to change to HARD when. Disaster! Major Crash alert! Oh dear. Have to reset to try out the other features. Not a good sign. The controls are hardly responsive either, and you have to wait for the 'man to get to the next block (a fault by the programmers) before he can turn round. This really detracts from the gameplay and somewhat spoilt it for me. This is really meant for what Minesweeper is meant for Windoze 95 on PeeCees - A break during a long computing session. Hang on a moment! We're Amiga users! We don't get bored and even if we do we just load our favourite game with Workbench running! We don't have to Exit to DOS or any of that stupid stuff stupid people with PeeCees have to do! Pant pant etc... So anyway, Wackban is a good try but only to spice up your Workbench using sessions. The graphics are pretty bad, but I think it configures to your set up. You can choose the music on, but it just gets irritating after a while as it is so short and loops.

Available from: Sweedish BBS 0430-70573

Archived name : Wackban.lha
Archive size : 68k
Graphics : 40%
Sound : 64%
Playability : 70%
Lastability : 57%
Overall : 66% Fix the bugs and it'll be OK.

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1.22 War V1.1

WarV1.1

Now here's a game that looks slightly inspired by the new game Zone 99, the problem being that this was made before anyone had heard of Zone 99, so is it the other way round?

War! V1.1 is a top-down 2-4 player shoot `em up game using Tanks. The game takes place on a rocky battle field, with each player relegated to a small quarter of the screen to look around in as you travel. There are a variety of different weapons you can use to kill the others and you can change the amount of lives you have too. It plays very nicely in 4 player mode, with a good accelerator but not as well in 2 player as you still only have a quarter of the screen - the same goes for 3 player mode!

These problems and the fact that you can't use a 4-player adaptor are quite annoying, as the keyboard controls for players 3 and 4 are quite bad, but there are some really good points too. The graphics, especially the title page, are rather nice to look at, and the sound of your gun shooting is very satisfying, and remarkably Red Alert like at some points (which is nice)!

If you don't yet have a Hard Drive then I would not recommend this as loading times are quite long. A basic `020 slows occasionally, but not too much unless you're all firing at the same time in 4-player mode (but this does happen all the same!).

I do like this game, but it just isn't as fun or playable as games like Extreme Violence, which is one of my favourite PD games of all time (sad I know).

Available from: ???

Archived name : Wackban.lha
Archive size : 68k
Graphics : 78%
Sound : 74%
Playability : 86%
Lastability : 76%
Overall : 80% A good idea, but flawed in some places.

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1.23 Top Ten AIO games

The Top Ten

As you can see some new games have crept in from this issue but we still see places 1 & 2 unchanged. Any program with 90% or above starting from this issue is awarded the *** AIO GOLD product award ***

TOP TEN

1. Evils Doom 93% Issue 2
2. Alien Formula One 91% Issue 1
3. Aerial Racers 90% Issue 4
4. Rez & Sparky 90% Issue 4
5. Genetic Species 89% Issue 2
6. BloodBath 88% Issue 2
7. WBasteroids 86% Issue 4
8. Aggression 85% Issue 2
9. SheepShoot 83% Issue 2
- 10 SpeedRacerFX 82% Issue 3

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1.24 Cheats N Tips

Cheats N Tips

Sorry no cheats this month!!!

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1.25 MakeCD

MakeCD V2.4

Having recently acquired a Cd Writer (Yamaha CDR200t) I took a quick look at the software needed. Although it may seem currently out of most peoples financial reach, the prices of CD Writers are dropping all the time, and for quite a few, they represent the best value for money backups available.

MakeCD has been available for quite a while now, and this latest version was recently released, with many upgrades and bug fixes. Most of the available CD Writers are supported, including all the industry standards, so there shouldn't be a problem there, but as a limited edition is freely available on the Aminet system, you can try before you buy. As a newcomer to CD burning, I was pleased to find that MakeCD's documentation contains a section for beginners, with easy to follow guides to making data and audio Cd's. As CDR's are a write once device, a mistake can be costly, so this is a very welcome feature! Unfortunately, CD burning is a VERY hardware intense activity,

and I'd imagine that a fairly powerful Amiga would be needed for even single speed burning of CD's. As most writers available today are at double speed, this means that for most people, a fair investment in ram etc. would be required to even think about recording your own CD's. MakeCD CAN record CD's 'on the fly' without using too much extra hard drive space, BUT this requires an even more powerful computer, otherwise a ruined CDR is the result. If you have a CD Rom drive capable of sending data over the SCSI or IDE bus, then CD to CD copies are possible, but most older or cheaper drives aren't capable of this. Also, the standard Amiga IDE port (A1200's and A4000's) isn't very fast and will also probably cause problems. But if you have the hardware required, MakeCD performs admirably. I've burned about 10 CD's, and apart from a mistake on my part, I've had no problems. I've found that the easiest way to compile a CD is using a whole 650 meg partition on my hard drive, and then setting that up as I would the CD, and then using makeCD to burn a copy from that partition. This results in an exact copy of the partition, including snapshotted icons etc. and produces very pleasing results. The GUI used by MakeCD is provided by the Triton library, which produces clean resizeable windows, and font sensitive support. Also available is a 'bubble help' system, which if you leave the mouse pointer over a button etc., comes up with a window with some help text contained in it. Whilst not replacing tyhe documentation, this helps clear up any small quibbles whilst running the software, and helps to make up for the lack of any printed manuals. On the whole then, MakeCD is a functional and useful program, let down by hardware requirements. Now being distributed by Power Computing also means it is more readily available, and if you have the hardware and need to burn CD's it's the most sensible option currently available.

Available from: Power Computing and limited program on Aminet

Archived name : MAKECD24.LHA

Overall 89% out of 100%

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1.26 APlayer

APlayer V2.22

Well here's another modplayer, they seem to be coming thick and fast this month, don't they? This is another play all, do all kind of modplayer. It uses a system of libraries to play the mods, rather like Eagleplayer and Delitracker do, which is a flexible method of reducing memory usage. This also means that only the kind of mods that you play need to have libraries loaded, and any new formats can be catered for easily. Most of the common formats are catered for by APlayer, with a few noticeable exceptions, like the TFMX 7 channel format, which means that quite a few top notch modules can't be played. At the same time though, APlayer is the only Amiga tracker player that currently supports Impulse Tracker mods from the PC, which is my favourite PC tracker, so it seems like it's horses for courses on that front. Facility wise, APlayer has an impressive list up it's sleeve, marred by a few oversights. For example, if you download an archived mod from a BBS, and then load it into APlayer, ALL the archive

contents are displayed, thus leaving the user to select the actual mod to be played. Compared to Hippoplayer, which is also reviewed this issue, which automatically plays the mod, this is a serious fault. Also, on my system, APlayer occasionally crashed for no reason, although an A4000 with Warp Engine and 38 megs of ram can't be considered a 'normal' system, and I was multitasking several programs at the time! APlayer GUI is also not as clean and tidy as other mod players, needing several clicks on buttons to get to the required page, before the options can be altered. To sum up then, APlayer is a competent mod player, which is let down in a few areas. Unfortunately it isn't as good as Hippoplayer in several areas, and unless you need to play some of the formats it supports, then in my opinion, Hippoplayer has it licked. Try it for yourself, and compare them side by side.

Available from: Aminet/BBSes

Archived name : APLAY222.lha

Overall 87% out of 100%

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1.27 HippoPlayer

Hippoplayer V2.40

I'm sure that most of you have lots of music modules hanging about on your hard drives. Well the latest version of Hippoplayer is here, and it's probably the best all round mod player available! Support for ALL the major formats is included, and the replay routines for the most common of these is built into the program, saving memory and storage space. Other lesser known formats use a player-group file, which can be loaded as and when needed, thus conserving memory if required. Support for the AHI device is also included so that people with soundcards are able to utilise their full potential and/or save modules to disk as AIFF files to master to CD's. (see review of MakeCD V2.4 in this issue) There is also a neat little GUI to compliment Hippoplayer, and this makes the task of loading and playing mods quick 'n' easy, with support for custom screens, custom fonts and general preferences. All in all this makes Hippoplayer a breeze to use and Hippoplayer also possesses an AREXX port, so people can write their own scripts to make a fully customised playing system. Whilst playing mods, very little CPU time is required, unless multichannel mods like Octamed SoundStudio and/or PC style mods are used, which means multitasking is unaffected. Thus Hippoplayer can play away whilst you continue to work on your latest projects! It can even be used to compile a list of favourite mods and play them at random, jukebox style for added listening pleasure! Overall, I have no hesitation in recommending Hippoplayer. In it's latest version it is ALMOST the complete mod player, just a few tweeks here and there would make it untouchable. As it is however, it is the best all round solution to your mod playing needs. As far as I know, there aren't any bugs either, so full marks go out to the author K-P Koljonen.

Available from: Aminet/BBSes

Archived name : HIP240.lha

Overall 95% out of 100% - *** AIO GOLD product award ***

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1.28 MultiCX

MultiCX 2.74

Multi CX (or MCX for short) is an all singing and dancing commodity designed to provide some enhancements to AmigaDOS V2.04 and up. Now available in version 2.74, it's been around for a long time, with numerous updates and bugfixes, and has been ever present on my system since version 2.41. When placed in your WBStartup drawer, in called from startup-sequence, it provides many useful features in a small 23k package. These include a versatile screen blanker, mouse acceleration, clock and memory minder, improved workbench about command, automatic mount wedge, and much more. For example, say that you clicked on a program, and a certain volume or device wasn't mounted. Well normally the program in question would exit sharpish, but with MCX, a requester comes up allowing you to mount the device etc. This feature alone makes MCX a worthy addition to any system, and coupled with loads of other features help make using you Amiga even more productive. What's more, MCX seems very stable, bug free, and is highly configurable. However, to fit into a small program, MCX uses tootypes in the icon, and can be hard to configure from scratch. Once setup though, it works like a dream, and can be left in the background and forgotten. This proves that small CAN be beautiful, and really is indispensable once installed. Totally recommended to ALL serious Amiga users.

Available from: Aminet/BBSes

Archived name : MCX274.lha

Overall 91% out of 100% - *** AIO GOLD product award ***

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1.29 MClock V1.0

MClock V1.0

OK, OK, there's been loads of these before, 1,522 before this one to be exact (It's in the docs - I'm not THAT sad!). This is basically a clock that hangs around at the bottem right hand side of the screen in a nice black and white window (although you can't move it) with a nice friendly quit button. This shows the time and the date, and that's about it. As these go, it does the job, but offers nothing new.

Obviously, you'll need a battery backed up clock to run it, but no doubt you've got one of them, and a few hundred of these utilities too.

Overall 80% out of 100% - Looks nice, does the job, but offers little new.

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1.30 Interview

Interview with Epic Marketing

We spoke to Epic Marketing to find out what they plan to do now with the Amiga.

CS = Chris Seward (Editor of AIO)

VP = Vince Pike (Epic Marketing)

CS : Firstly could you tell me a little bit about your company and how it was started?

VP : Epic Started up from the ashes of Virus Free PD

CS : You sell Amiga CDs and PC CDs which have sold better for your company and why do you think they have sold better?

VP : We currently sell 50/50 for Amiga & PC CD-ROM's. The PC CD-ROM market is much bigger and there are hundreds of distributors/developers on that platform.

CS : You already have four games signed for the Amiga are you going to carry on signing Amiga games?

VP : We currently have Seven now and more to follow..... Testament, Kargon, Marbleous, Blockhead, Master AXE, World Golf, Cygnus 8, etc

CS : I have heard rumours that you have signed Alien Formula One, is this true?

VP : ????? Who Knows?

CS : If so why did you decided to sign it?

VP : N/A

CS : Can you give me a release date and price for Alien Formula One and what media will it be released on (CD or Disk)?

VP : If it is ours then CD

CS : Can you give me release dates for Marbleous, Kargon, Sixth Sence and Testament?

VP : Marbleous NOW, Kargon NOW, Sixth Sence SOON and Testament NOW

CS : In an recent review of Testament the price was shown as 19.99 but in your adverts it is 24.99 please can you clear up the real price?

VP : It's 19.99

CS : You have already released the Epic Encyclopedia and the Paranormal Encyclopedia have you got any plans for other encyclopedias?

VP : That would be telling!

CS : What other Games/CDs do you have planned?

VP : The only DSA licenced written test thingy.

CS : Thanks for your time!

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1.31 Why so many re-releases

Re-Releases, do we need 'em?

Over the past few months i've noticed a lot of adverts saying that such and such a program is going to be re-released and everyone goes mad over it especially the Amiga computer mags. Whenever something is re-released Amiga magazines feel the duty to re-review them thus filling up pages that could be better used for something more interesting. Mentioning no names a company is about to release some old Electronic Arts and Bullfrog games, do we really need them? ok some games you can't get any more but things like Theme Park and Fifa are easily available from almost everywhere. To get to re-release this software these companys have to ring up places like Bullfrog and EA to get permission and maybe give them a percentage of the profits they make from selling the re-releases but what impression does it give to companys that used to make good games for the Amiga, most of them are probably thinking the Amiga is dead now and they don't have enough software they've got to re-release our old software. Insted of these companys thinking they are helping by re-releasing why don't they sign up some programmers and get new games/utills out.

Written by : Chris Seward (Editor)

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1.32 Wzonkalad V0.80 tutorial FINAL PART

Wzonkalad Tutorial - Part 2

Part 1 : The basics (Issue 3)

Part 2 : Getting the hang of things (Issue 4 - This issue)

Part 2 :

After last months 'The basics' tutorial you should of got the basic hang of things.

This month we are going to concentrate on the preferences and what you can change with them. Explained below are what each option does.

FRMSKIP : Frameskip allows some of the frames to be skipped while in play, this option is useful if you have a slow machine so the slower your machine the more frames you should set to skip. DO NOT pick 'all' as you won't get any picture.

RENDER : Render is used to select which screen you would like the games to be displayed on. First is 'Win+Screen' this will display your games in the main Wzonkalad WB window. Second is 'Screen' this will display the game in a window with no border on its own screen. And last is 'AGA H/W' this will display the game on its own screen at proper size, this is my favourite screen and is also the fastest.

REFRESH :

XPB LIB : This is to select what compactor you want to compact the cartridges with.

CONTROL : This is to select what method of control you want to use, either Keyboard, CD³² Joypad or Joystick. Keyboard stays half working with Joystick.

BDROP : This turns on/off the backdrop on the Wzonkalad screen.

DEBUG :

At the bottom of the prefs window there will be three buttons 'useable' the first is to save your prefs, the second is to select what screenmode you want Wzonkalad in and the third is the palette prefs. You can load in certain palettes for certain games.

That's it for our WzonkaLad V0.80 tutorial, we'll try and sort something out for next issue and don't be afraid to ask if you would like a tutorial on a certain program.

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1.33 33,600bps Dynalink modem

33,600bps Dynalink modem reviewed

I have been a long user of a 14400 X-link modem and I thought it was about time I upgraded mainly to cut phone bills down. I selected the Dynalink modem from Active Software as they specialize in modems and Amiga internet software. When I received my modem I was very pleased with it, even though it was two days late. The modem is very small and compact which is good, the casing is made of plastic, less safe than my 14400 made of metal but plastic does the job. The design is very nice and the LED's are well explained and clear. The downloading depends on what serial port you have, I'd recommend getting a faster serial port because if you have the standard A1200 one sometimes you will download at 38000 but most of the time you download at about 28000 and on really bad times (only occasionally) you will download at about 20000. The modem is really for a PC because it comes with PC software and some PC manuals but who needs them it's just a modem. If you have a 14400 or lower I would defiantly recommend this as it cuts downloading in half but if you own a 28800 you'd better get a 56 baud modem. This modem is great the only problem I had with it is the serial connector is too short so make sure it's going to be close.

Overall 91% out of 100% - *** AIO GOLD product award ***

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1.34 Australian Amiga Gathering 97

Australian Amiga Gathering 97

It has to be said that the Amiga's presence in Australia is small indeed when compared to the number of PC's that are now on everyone's desktops.

This show however, is proof that whatever the case, the Amiga itself is still far

from dead Down Under. On the weekend of the 28th (Saturday) and 29th (Sunday) of June, the Australian Amiga Gathering 97 (AAG 97) was held in Sydney, at the Sydney showgrounds (Kensington Exhibition Centre) Moore Park. The show itself was a product of the efforts of the team producing Australia's only remaining Amiga publication, the Australian Amiga Gazette. I must confess that although I had intended to attend both days, the second days weather was so poor with heavy rain that a long slog on public transport did not appeal to me.

The show was to begin at 10am and I arrived around that time, following another bunch of people who looked as if they were headed in the same direction. True to form, they led me right to the entrance! There were no actual signs to lead people to the Exhibition centre, although there was a big "Amiga" banner at the entrance. I paid for my tickets (for the 2 days) and went in. Some people were still setting up their stands, and at that stage people were only beginning to trickle in. As the day progressed however, many more people came to have a look and I was suitably impressed. At last count, almost 1000 people ended up coming to the show over the 2 days I was told.

I didn't expect too much from the show, and it certainly wasn't big by any means, a smattering of stands and a tent at the end where demonstrations and speeches were delivered. There was even a quiz show game played there during the day, with questions all Amiga related! The surprise to me was the presence of Power Computing all the way from England, and the only overseas retailer present. Due to customs problems, they only brought in small goods such as A1200 accelerators, copies of the game "Big Red Adventure" and some graphics boards such as the PicassoIV. Tony Ianiri, Power Computing's director was friendly and very easy to chat with, and he had a fairly positive attitude about being an Amiga retailer. He did mention to me that Phase5 were having a few problems, and that apparently they had lost some engineers, although this would have to be counted as rumour. Worrying though.

The list of companies present were:

- Amadeus Computers
 - GSoft
 - Software Buyers Service
 - Power Computing UK
 - GP Software
 - Computa Magic
 - Tech Media
 - Resource Management Force
 - Amiga Genius
 - Unitech Electronics
-

- Unicorn Solutions
- Australian Amiga Gazette

Most of these were retailers showing off their goods, but having not expected as large a turnout, were perhaps understocked, especially those who came from outside Sydney! There were a few nice touches however. The Australian Amiga Gazette ran a shareware booth where you could get your favourite shareware and be registered all in the one spot. There wasn't a big range, but the idea was a good one. Unfortunately I was informed that some shareware authors were reluctant to give away keyfile programs for AAG's use. This meant that some of the biggest shareware such as SASG's Magic User Interface and Magic Workbench were not among the choices. Regardless, the stand was still very popular. You could subscribe here too!

Tech Media's stand continuously drew a crowd due to their running demonstrations of Macrosystem's Casablanca digital video editing suite and the Draco. The Draco in particular impressed me when they took a tape from someone in the crowd and immediately edited both sound and picture and played it back. Wow. St. John's Park High School were there demonstrating a few animations and pictures done by students on video playing a slideshow, and a few A1200's being used by some students with Dpaint just to draw. They seemed very familiar with it. Unitech Electronics sponsor the school.

Jonathan Potter and Greg Perry were there plugging Dopus and the now customary Dopus t-shirts. They were very enthusiastic in their presentation and demonstrations of Dopus at the stand, and during the day there was also a demonstration in the tent of Dopus Magellan's capabilities by Greg Perry. Plenty of people stopped by this stand to have a chat.

There were some user groups as well, but I didn't find the opportunity to chat to anyone there.

I had expected to see Phase5 there, but they never showed. There was no Gateway2000 presence at the show either, but Amiga International had a representative present, one Mr. Basil Flinter. He's also the driving force behind TAEN (The Amiga Education Network), an effort to promote the use of Amigas in schools. From speaking to Basil I learnt that Petro Tyschtschenko (president of Amiga International if you didn't know) was unable to come to Australia due to other commitments, but had a speech faxed to Basil to be read to those at the show. The speech had a strong emphasis on working together with partners (and the search for potential partners), and there was mention of interest at working with companies like Phase5. Apart from that, the strategy set out at the UK World of Amiga show has not changed, but was reiterated here.

Overall the show must be considered a success. The number of people who attended, the enthusiasm displayed and the fact that support is still present in Australia for the Amiga means that we as Amiga users are still far from extinction Down Under.

Report by : Daniel Kitingan - Australian Reporter for AIO

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1.35 Update list of Amiga games for '97

Major games for '97 update{fg text}

AMIGA CD-ROMS:

 Title Description Publisher Date Of Release

Auto Racing High Speed Race The Rios/Lebed

Battlecraft Strategy

Betrayed Action Adventure Aurora Works Nov 1997

Black Sanctuary The Rios/Lebed

Breed 2001 Space Action Strat. Vulcane Software

Demistar The Rios/Lebed

3D Pinball Pinball The Rios/Lebed

Forgotten Forever C Clone Charm Design

Fortress Of Fear Racing Digital Reality End 1997

Foundation Strategy PB/Sadeness Mid 1997

Flying High Racing P.U.R.E. Design/Isлона

Genetic Species Doom Clone Vulcane Software

GOLEM Action Adventure Underground Software

Hellpigs Action Adventure Vulcan Sofware

Kargon Isлона July 1997

Myst Adventure ClickBOOM Summer 97

Maim & Mangle Strategy Deimos Design

Necromantics Puzzling Effigy Software

Nothingness Adventure Melina Soft/Cassiopee Dev.

OnEscapee Action Adventure Invictus Team

OPThe Total Chaos Shoot'em Up 3PA

Phantasmagoria Adventure Direct Software

Phoenix Adventure Future Tales/ Isлона Mid/Summer 97

Pinball Brain DamagePinball Vulcan Sofware

SOFAForgotten World Strategy Vulcan Sofware

SSInvestigations Adventure CineTech/ Isлона May/June 97

Strangers Beat'em Up Vulcan Sofware May/June 97

The Haunted Adventure Direct Software

The Final Odyssey Action Adventure Vulcan Sofware

TShadow OTThird MoonFlight-Sim BBlade Soft/Titan Comp Spring '97

Trapped 2 Role Playing O/NewGenerationS/Isлона September

Uropa 2 Puzzling Shoot'em Vulcan Sofware

Wasted Dreams Adventure Vulcan Software

AMIGA:

Title Publisher Date Of Release

Abduction Digital Arts Software

Alien F1 Islona

Alien Presence: Dawn Of The Sixth Sun Apex Systems Spring'97

Almagica - Scions of the Forgotten WorldDSP/ Vulcan Software

Auto Racing The Rios/ Lebed Project

Basket Island Manyk Software/ Guildhall Leisure

Battlecraft

Betrayed Aurora Works November'97

Black Sanctuary The Rios/ Lebed Project

Blitz Bomber RWhenExcited/GuildhallL July'97

Blitz Tennis Guildhall Leisure

Boulderdash 3D Siltuna Software

BrainKiller Titan Computer

Breed 2001 Vulcan Software July/August

Burnout Expansion Disk Vulcan Software

Championship Manager 2 Eidos Interactive

Championship 96-97 Eidos Interactive

Cygnus 8 Applaud Software September

Cyber Force Mirage Software

Dan Wilder Mirage Software

Damage Suomi-Peli OUT!

Death Angel Alternative

Demistar The Rois/ Lebed Project

Domain Mirage Software

Double Agent Flair

DNA Psyche

Diversia Ablaze Entertainment/ Vulcan Software

3D Pinball The Rios/ Lebed Project

Enigma(scrolling shoot`em up)

Explorer 2260 Digital Anarchy Software

Ffigy Effigy Software

Fire Mission 3D GeoSync Media

Forgotten Forever Charm Design

Fortress Of Fear DigitalRealitySoftworx Mid/End 1997

Foundation PaulBurkey/SadenessSoft Mid 1997
Flying High P.U.R.E. Design/ Islona July
FUBAR Q-Group
Gate 2 Freedom Mirage Software
Genetic Species Ambrosia/ Vulcan Software
Gibert Goodmate Prelusion
GOLEM Underground Software
Goldrake Pixel Dreams
Gun Fury Binary Emotions/ Guildhall Leisure
H.A.R.D. Corps GeoSync Media
Hell Pigs Vulcan Software July/ August
In Shadow Of Time Shadow Elks
Jetpilot Vulcan Software OUT!
Jetpilot Expansion Disk Vulcan Software June/ July
Jurajski Mirage Software
Kargon Islona July
Legend of Rome MBM
Machines of the Wasteland Pandemonium
Magic Island Islona
Maim & Mangle Deimos Design
Matrix Assault GeoSync Media
Max Rally Fortress August
Mikro Mortal Tennis CPU Italian System
Mortal Weapon Mirage Software
Myst ClickBOOM Summer
Necromantics Effigy Software
Nothingness Melina SoftWorks/ Cassiopee Development
Olofight The Real Ologram Winter
OnEscapee Invictus Team
Operation Blindstorm The Total Chaos 3PA
Pang 3PA
Phantasmagoria Direct Software
Phoenix Future Tales/ Islona Mid/ Summer
Project Battlefield Mirage Software
Pro Rugby League Alternative
Quasar Wars Light Designs OUT!
Rally World GeoSync Media
Rock Star Mirage Software
Rugby Boss Alternative

Shadow Of The Devil
 Skimmers Team Mango
 Sixth Sense Investigations CineTech/ Islona May/ June
 Spacefighter BPM Promotions
 Speris Legacy 2 Binary Emotions
 Spherical Worlds Neo
 Starfighter GeoSync Media
 Strangers AblazeEntertainment/VSoFMay/ June
 Super Blob Kombat Islona
 Super Taekwondo Master Mirage Software
 Teen Agent Siltuna Software/ Guildhall Leisure
 The Daring Adventures Of Robin Hood BPM Promotions
 The Enforcer Vulcan Software Spring
 The Final Odyssey Peter Spinaze/ Vulcan Software
 Testament Islona OUT!
 The Haunted Direct Software
 The Shadow Of The 3rd Moon Black Blade Software/ Titan Computer
 The Joy Of Killing Mirage Software
 Thunderstorm Alternative
 Trapped 2 Oxyron/ New Generation Software
 Uropa 2 Austex Software/ Vulcan Software
 Valhalla 4 Vulcan Software
 Wasted Dreams Vulcan Software July/ August
 Wendetta 2175 Vortex Design/ Islona June
 Wingnuts Forgotten Myths
 World Of Formula One Apex Systems
 Yokozuna Digital Warp
 Zone 99 Aurora Works Spring
 Source : Unknown

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1.36 Digital Candy

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| Connect Yourself to the Uks Hottest bbs |

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ViriCheck V1.0

Viricheck is a FAKE virus checker that is good to scare

AMiGA newbies into thinking that they have a virus on their
computer

Available from Digital Candy BBS

(look for advert in this issue for number)

Archive Name : ViriCheck.lha

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1.39 Join Nicron Productions

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:--(Productions)--:

bACK aND kICKIN' iN '97

wELCOME

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After about 8 months away from Nicron Productions we are pleased  
to be back :) We've scrapped all the old projects and are starting again  
with new stuff. At the moment only two small projects have been completed  
but we hope to make that tally rise quickly, with your help (hopefully!!)

wHAT wE nEED

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We are looking for people who can do anything, we want good utils,
games, mods, pics, ascii and anything else good. If any good ansii artists
want to join we will definalty welcome them, we are thinking of doing a
monthly ansii collection if anyone is interested. We are NOT a cracking
group or any pirate related group we are here to save the AMiGA with
freely distributable software. Real names or handles are excepted. We are
not really classed as a group more as software producers.

pRODUCTS sO fAR

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: Name : Type : Release date :

:.....:.....:.....:

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: ViriCheck WbHack/Gag OUT :

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: WBF1 WbHack/Gag OUT :

:.....:

cONTACT

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To get in touch contact Cool96 on Digital Candy BBS or leave him an email at the address below :-

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or to Cool96 on DCandy BBS : 01785 607207

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