

**Demo**

**COLLABORATORS**

	<i>TITLE :</i> Demo		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 2, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Demo</b>	<b>1</b>
1.1	The Demo.Guide - Main Menu . . . . .	1
1.2	Other information . . . . .	1
1.3	Some words from the editor . . . . .	2
1.4	Why did I do it and with what? . . . . .	3
1.5	Greetings . . . . .	4
1.6	Demos added in this issue . . . . .	4
1.7	Demos in future issues . . . . .	6
1.8	General information on topics . . . . .	6
1.9	My address . . . . .	7
1.10	How the demos are rated . . . . .	8
1.11	How to contribute . . . . .	8
1.12	History of The Demo.Guide . . . . .	9
1.13	Legal stuff . . . . .	10
1.14	New Demo CD! . . . . .	10
1.15	The Demo.Guide - List sorted by DEMO NAME . . . . .	10
1.16	The Demo.Guide - List sorted by GROUP NAME . . . . .	23
1.17	The Demo.Guide - List sorted by RATING . . . . .	31
1.18	Top 10 Chart . . . . .	44
1.19	2D / Remedy . . . . .	49
1.20	242 / Virtual Dreams of Fairlight . . . . .	49
1.21	9 / .sPOOn. . . . .	50
1.22	9 Fingers / Spaceballs . . . . .	51
1.23	Aerial / Mankind . . . . .	51
1.24	Alien (The Demo) / Scoopex . . . . .	52
1.25	Alien Dream / Passion . . . . .	53
1.26	Ard / Ambrosia . . . . .	54
1.27	Assault / Capsule . . . . .	54
1.28	Atlantica / Nukleus . . . . .	55
1.29	Atome / Skarla . . . . .	56

---

---

1.30 Aurora (Compo version)/ Stellar . . . . .	57
1.31 Big Time Sensuality / Axis . . . . .	57
1.32 Bill's Confession / Three little Elks . . . . .	58
1.33 Birthday / Capsule . . . . .	59
1.34 Bold / Banal Projects . . . . .	60
1.35 Bosnisk Metall / Gigatron . . . . .	60
1.36 Braincell / Union . . . . .	61
1.37 Broken Promises (v. 1.0) / Zenon . . . . .	61
1.38 Burning Chrome / Haujobb . . . . .	62
1.39 C42 / Juliet & Case . . . . .	63
1.40 Captured Dreams / The Black Lotus . . . . .	64
1.41 CCCP / Juliet & Case . . . . .	66
1.42 Chronic / Passion . . . . .	66
1.43 Clichés / Artificial people . . . . .	67
1.44 Closer / CNC D . . . . .	68
1.45 Collage Demo / Anadune . . . . .	69
1.46 Come Find Yourself / Smellon design. . . . .	70
1.47 Cosmic Glide / C-lous . . . . .	70
1.48 Crazy, Sexy, Cool / Essence . . . . .	71
1.49 Cream / Absolute! . . . . .	72
1.50 Cronos / Retire . . . . .	73
1.51 Cryogenia / Logic probe . . . . .	73
1.52 Cyberlogik / Alcatraz & TRSI & TRSI Records . . . . .	74
1.53 Darkside / The Black Lotus . . . . .	75
1.54 Death Greedy / Arsenic . . . . .	76
1.55 Deep / CNC D & Parallax . . . . .	77
1.56 Deep - The Psilocybin Mix / CNC D & Parallax . . . . .	78
1.57 Deep / Destruction . . . . .	79
1.58 Demo Stop / Loonies & Livitas . . . . .	80
1.59 Deus ex Machina / Limited Edition . . . . .	81
1.60 Dim / Mellow Chips . . . . .	82
1.61 Divine / Mellow Chips . . . . .	84
1.62 Do You Believe / Infect! . . . . .	85
1.63 Domination / Contraz . . . . .	85
1.64 Dreamscape Remix v. 1.2 / Triumph . . . . .	86
1.65 Dream With Me / Scania . . . . .	87
1.66 Drugstore / Abyss . . . . .	87
1.67 Dyspepsia / Analogy . . . . .	89
1.68 Elements / Logic Probe . . . . .	89

---

---

1.69 Embryo / Balance . . . . .	90
1.70 Endolymfa / Balance . . . . .	91
1.71 Energy - Fraction II / Gods . . . . .	92
1.72 Everywhere / Candle . . . . .	93
1.73 Exit Planet Dust (compo. version)/ Artwork . . . . .	93
1.74 Exorcism / Oxyron . . . . .	95
1.75 Extreme / Balance . . . . .	96
1.76 Faktory / Virtual Dreams of Fairlight . . . . .	97
1.77 Fear Factory / Arsenic . . . . .	98
1.78 Final condom / Delon Dizayn . . . . .	99
1.79 First Contact / Warp 9 . . . . .	100
1.80 Fish / Sardonyx . . . . .	101
1.81 Flavour / Limited Edition . . . . .	101
1.82 Flora / Death Row . . . . .	102
1.83 Foundation / Anadune . . . . .	102
1.84 Fraction / Gods . . . . .	104
1.85 Friendship-Tro / Honoo . . . . .	104
1.86 Full Moon / Virtual Dreams of Fairlight . . . . .	105
1.87 Galerie / Stellar . . . . .	106
1.88 Galerie Re-mix / Stellar . . . . .	107
1.89 The Gate / Artwork . . . . .	108
1.90 Glow / The Black Lotus . . . . .	110
1.91 Goa / The Black Lotus . . . . .	111
1.92 Golden Rate Killer / Intense . . . . .	112
1.93 Gom Jabbar / Matrix . . . . .	113
1.94 Greenday / Artwork . . . . .	114
1.95 Gudule / Drifters & Syndrom . . . . .	115
1.96 Gröna Geleklumpar fra Planeten Xylop / Ward . . . . .	115
1.97 Groovy / Lemon. . . . .	116
1.98 Guarana / DCS . . . . .	117
1.99 Gyrate / Wrath Design . . . . .	117
1.100Habakuk / Dreamline Entertainment . . . . .	118
1.101Happy Christmas / Three little Elks . . . . .	119
1.102Hardcore / Syndrome . . . . .	119
1.103Harmony / Haujobb . . . . .	120
1.104Hazchemix / Amnesty . . . . .	121
1.105Heartlight / Solaris & Syndrome . . . . .	122
1.106Herten av Halland Avled / Keso . . . . .	122
1.107Hmmm / Doughnut Fetish . . . . .	123

---

---

1.108	Huddersfield / Tony Hartley . . . . .	123
1.109	Hyper / Freezers . . . . .	124
1.110	In the Kitchen / Anarchy . . . . .	124
1.111	Instinct / C-lous . . . . .	125
1.112	IntelInside / Æsthetica . . . . .	126
1.113	Into the Void / Subspace . . . . .	127
1.114	Jam Jam / Incal Posse . . . . .	127
1.115	Ketogane / Puzzle . . . . .	128
1.116	Kiitos? / Extend . . . . .	129
1.117	Kilkenny / Iris . . . . .	130
1.118	Kolor / C-lous . . . . .	131
1.119	Kolor Remix / C-lous . . . . .	132
1.120	Koloseum / Przyjaciele Stefana B. . . . .	133
1.121	Krejisi / Candle . . . . .	133
1.122	Lech / Freezers . . . . .	134
1.123	Life with a G-string / C-lous . . . . .	135
1.124	Limes Inferior / Dinx Project & Skid Row . . . . .	135
1.125	Liquidize / Fnuque . . . . .	136
1.126	Little Cubi / Drifters . . . . .	137
1.127	Magical Box / Grasshopper Design . . . . .	137
1.128	Makaveli / Essence . . . . .	138
1.129	Masque / C-lous . . . . .	139
1.130	Massive Killing Capacity / Ram Jam . . . . .	139
1.131	Megademo / Budbrain Productions . . . . .	140
1.132	Megademo 2 / Budbrain Productions . . . . .	142
1.133	Megademo IV / Artwork . . . . .	143
1.134	Mental Hangover / Scoopex . . . . .	144
1.135	Minabuse / Limited Edition . . . . .	145
1.136	Mindflow / Stellar . . . . .	146
1.137	Mindprobe / The Black Lotus . . . . .	147
1.138	Mind Riot / Andromeda . . . . .	148
1.139	Mindtraveller / Limited Edition . . . . .	149
1.140	Mindwarp / Team Hoi . . . . .	150
1.141	Mint - The next generation / The Blue Locomotive . . . . .	150
1.142	Misery / The Black Lotus . . . . .	151
1.143	Mnemonic / Ephidrena . . . . .	152
1.144	Mobile - Destination Unknown / Spaceballs . . . . .	153
1.145	Models Inc. / Cydonia . . . . .	153
1.146	Moments / Old Bulls . . . . .	154

---

---

1.147Moonwalker / Tulou . . . . .	155
1.148Motion - Origin 2 / Bomb . . . . .	156
1.149Much ADO about Nothing / Duplo . . . . .	158
1.150Mumin / Three little Elks . . . . .	158
1.151Muscles / Impulse . . . . .	159
1.152Mystic - The Demo / Mystic (SF Division) . . . . .	160
1.153Mystique / Appendix . . . . .	161
1.154Necrofthonia / Apocalypse Team . . . . .	162
1.155Nexus / Stone . . . . .	163
1.156Nexus 7 / Andromeda . . . . .	164
1.157Nivel / Banal Projects . . . . .	165
1.158No! / Polka Brothers . . . . .	165
1.159Nothing / Redline . . . . .	166
1.160November Light / Sunshine Productions . . . . .	167
1.161Nude 2 / Honoo . . . . .	168
1.162Origin / Complex . . . . .	168
1.163Panacea - Darkside Second Episode/ The Black Lotus . . . . .	169
1.164Papadeo / Floppy . . . . .	171
1.165Papadeo 2 / Floppy . . . . .	171
1.166Paranoid / Rebels . . . . .	172
1.167Pardone / Tulou . . . . .	174
1.168Passengers / 3 little elks . . . . .	175
1.169Phunky / Craze . . . . .	176
1.170Picturebook / Axis . . . . .	176
1.171Pieces / Ephidrena . . . . .	177
1.172Planet M. / Melon. Design . . . . .	178
1.173Plane Zero / Vector . . . . .	179
1.174.Plong / Contraz . . . . .	179
1.175Point of Sale / Commodore . . . . .	180
1.176Polmos / Przyjaciele Stefana B . . . . .	181
1.177Polygon Heaven / Przyjaciele Stefana B. . . . .	182
1.178Poszly Konie po Betonie/Przyjaciele Stefana B . . . . .	182
1.179Pulse / Nerve Axis . . . . .	183
1.180Puppets / Ephidrena . . . . .	185
1.181Pure Motion / LSD . . . . .	186
1.182Pyt / Subacid . . . . .	186
1.183Que? / The Black Lotus . . . . .	187
1.184Quicktro / Capsule . . . . .	188
1.185Rabies / Rage . . . . .	189

---

---

1.186Rampage / The Electronic Knights . . . . .	190
1.187Rankta / Przyjaciele Stefana B. (Polish division) . . . . .	191
1.188Real / Complex . . . . .	192
1.189Real FD / Focus Design . . . . .	192
1.190ReAppearance (rev. 2.0) / Core Productions . . . . .	193
1.191Red Sector Megademo / Red Sector Inc. . . . .	194
1.192Refuse / Drifters . . . . .	195
1.193ReRun! / Cydonia . . . . .	195
1.194Real Swedish Roadmovie / Banal Projects . . . . .	196
1.195Rodeo / Banal Projects . . . . .	196
1.196Second World / Syndrom . . . . .	197
1.197Seven Sins / Scoopex (Finnish division) . . . . .	198
1.198Sex in a Bubblegum Factory / Movement . . . . .	198
1.199Shaft 7 / Bomb . . . . .	199
1.200Showbase Shape / C-lous . . . . .	200
1.201Showstopper / Cirion . . . . .	202
1.202Smurph / Spaceballs . . . . .	203
1.203So Close / Przyjaciele Stefana B. . . . .	203
1.204Software / Monar . . . . .	204
1.205Soprano / Accept . . . . .	205
1.206Spring / Przyjaciele Stefana B (Dutch division) . . . . .	206
1.207State of the Art / Spaceballs . . . . .	206
1.208Subzero / Syndrome . . . . .	207
1.209Sumea - Factory 2 / Virtual Dreams of Fairlight . . . . .	208
1.210The Sunrise / Anadune . . . . .	209
1.211Real Surreal/Impact DK . . . . .	210
1.212Sweet / Silicon . . . . .	210
1.213Symbolia / Access . . . . .	211
1.214Syndrome / Balance . . . . .	212
1.215Szarik / Przyjaciele Stefana B. (Polish division) & Monar . . . . .	213
1.216Technological Death / Mad Elks . . . . .	214
1.217Television / Bizzare Arts . . . . .	214
1.218Thug Life / Essence . . . . .	215
1.219Tint / The Black Lotus . . . . .	216
1.220Tintology Vogue / Venture . . . . .	218
1.221Toltec 9 / Subspace . . . . .	219
1.222Traffic / Mystic (Finland) . . . . .	220
1.223Twin Peaks / TRSi . . . . .	221
1.224Vertigo / Abyss . . . . .	222

---



---

1.225 Vi Elsker Darkhawk / Depth . . . . .	223
1.226 Vision / Oxygene . . . . .	224
1.227 Wit Premium / Freezers . . . . .	225
1.228 Xenophobia / Subspace . . . . .	226
1.229 X-Files / TBL2 . . . . .	227
1.230 XXX Video / Apathy . . . . .	228
1.231 Y'on / Anadune & Floppy . . . . .	228

---

# Chapter 1

## Demo

### 1.1 The Demo.Guide - Main Menu

```

                                -= Dr. Dreyer presents -=
                                The Demo.Guide # 4

List sorted by DEMO NAME

TOP 10 and STATISTICS

List sorted by GROUP NAME

Other INFO

List sorted by RATING

Some WORDS from the EDITOR

New DEMO CD!
Release no.:          4  No. of demos:      213  Editor:
Dr. Dreyer
Release date: 23/9-'97 Overall rating:  2.69  Message: Co- ↵
editors wanted!
```

### 1.2 Other information

```

New DEMO CD!
- A new exciting Demo CD to be released soon
```

```

General information on topics
- All you wanna know about the reviews
```

```

Demos added in this issue
```

---

- The new demos added

Demos in future issues

- Demos to come

Greetings

- Thanks to these people

Why did I do it and with what

- What makes a person write this guide, which equipments are used

Please contribute

- Very important! Read this!

How to rate

- If you wanna help me read the above and this!

History

- What has happened through times (with the guide :-))

Contact me

- My address and E-mail

Legal stuff

- It wasn't my fault, it was yours!

Back to MAIN MENU

### 1.3 Some words from the editor

Welcome to the 4th issue of The Demo.Guide, the ultimate (?) demo ←  
guide!

Many parties have been held since the previous issue, and a lot of demos have been released at these parties. The quality is mixed, there are both good and bad, and I'm afraid to say that it's mostly bad, the Polish parties are the main reason for this with their Crazy Compos, they might be funny "live" at the parties, but they really suck, especially when you don't understand the Polish language! Don't misunderstand me, Polish people are quite okay, but their crazy demos are some really weird stuff! Anyway, only few of these are included in this issue, but they are probably to find in the next issue (I'm almost sorry to say!). A reader sent me a letter and asked me to remove the existing crazy-productions and in the future not review any of those demos, and I must say that it is tempting, but then The Guide wouldn't be complete, and one of my big goals with this guide is to make it as informative as possible, that's why I review all of them, good

---

and bad. I know that's a bit ambitious, so I would like if anybody would like to join my crew of talented writer!?! Yes, I'm the only one making the guide, and it is quite a job. So if you feel that you want to join TDG then don't hesitate to drop me a mail, better today than tomorrow!

Well, enough about that, let's talk demos! If you have a look in the  
Demos

added

list the sharp eye will probably discover that many of the new ←  
demos

reviewed are from groups starting with some of the first letters of the alphabet. The explanation is that I'm trying to dig my way through a major demo collection I received a couple of month ago, I guess I reached C... I hope I'm able to continue this work, but one of my harddisks (the one with a lot of demos on it) recently found out that it only wanted to recognize one of six partitions :-(! I've succeeded in getting the mountlist for the most important drives, but still it bothers me pretty much! Is there anyone out there that has knowledge of how to handle 4> GB harddrives?!

Finally, I want to hear from you, just drop me a mail and tell me what you think about The Guide, and if you have any questions, error corrections or suggestions they are very welcome too!

Oh, did I forget to mention that The Demo.Guide will be on-line on the net pretty soon? Read more about it in the next issue!

Greetings,

Dr. Dreyer

And remember: Spread the word... And the Guide!

Return to MAIN MENU

## 1.4 Why did I do it and with what?

Demos have always fascinated me. Since I saw my first demo I've ←  
wanted

to make my contribution to The Scene. So now I'm musician and editor of this guide. Hope you like it! I think that The Scene people need a place to look when searching for a demo. Or to see what the average Scener think about their productions (me!).

I don't want to hurt or offend anyone, so don't take it personally if I say that your demo sucks - that's just the way it is :-). I guess that most of the demo makers out there agree that they can actually get better.

All demos were tested on my A1230/40Mhz with a '882 FPU running at 33Mhz. Furthermore 8 MB of fast-RAM and 5.7 GB HD.

It's quite a job to make this guide, so if you want to help me you are welcome to

---

contact me!  
Also if you have suggestions, demos that are not in this guide, ↔  
comments,  
etc. or if you disagree in something or find some eRroRS  
contact me!  
If you send me demos, etc. I will probably greet you in later ↔  
versions of  
this guide. I cannot guarantee that I'll send back your discs (or what is  
might be that you send)! Anyway: Please contribute!  
Do not try to edit this guide yourself! Contact me and I'll do it for you!  
Did I mention my Address? If not, here it is:  
HERE!

Return to MAIN MENU

## 1.5 Greetings

Greetings and thanks goes to (in no particular order):

- \* Cytron/Depth - helped me with some error correction in the first issue!
- \* SubScure - Gave me a demo (nice meeting you at Summer Encounter)!
- \* Flemming - For uploading to Aminet (Aminet:demo/mag/demoguide.lha and Aminet:demo/mag/demoguidepicsx.lha where x is a number)
- \* Andrea Bovo/Amiga Group Italy (Terni) - For suggestions and continued support!
- \* BJSebo/Venus Art - For positive respons and info on some demos!
- \* NoName/Sector 7^Haujobb - For (very) positive response! Let's make a CD!
- \* Rolex/Massive^Apathy - For some information
- \* Dire/Eremation - Your guide is nice (too :)), I've peeked a little in it! (for everyone else have a look at Dire's "The Scene Guide")
- \* Various diskmag's staffs - For interesting background information on demos!
- \* All Haujobb'ers and Sector 7-members who like the guide :-)
- \* RockDaZone/Artwork - For positive letters! Hope our cooperation will be fun and fruitful!
- \* Owl/Haujobb - You are probably the fastest demo collector I know!
- \* Majkel/Venture - For lots of info and in general positive response!
- \* Kure4Kancer/RNO - For missing party results!
- \* All the creative Amigans out there - You made this guide possible!  
Thanks! Contact  
me  
soon!
- \* Bluey - Good luck with your project!

Go to MAIN MENU

## 1.6 Demos added in this issue

---

A list of all the demos that have been added in this issue sorted alphabetically by demo ("the" isn't used for sorting):

(Name / Group):

9 Fingers / Spaceballs  
Atome / Skarla  
Big Time Sensuality / Axis  
    Birthday / Capsule  
    Bold / Banal Projects  
    C42 / Juliet & Case  
    CCCP / Juliet & Case  
Collage Demo / Anadune  
Cosmic Glide / C-lous  
Death Greedy / Arsenic  
    Deep / CNC D & Parallax  
Deep - The Psilocybin Mix / CNC D & Parallax  
    Dim / Mellow Chips  
Do You Believe / Infect!  
    Dyspepsia / Analogy  
    Embryo / Balance  
    Faktry / Virtual Dreams of Fairlight  
    Flavour / Limited Edition  
    Foundation / Anadune  
    Full Moon / Virtual Dreams of Fairlight  
Galerie Re-mix / Stellar  
    Gom Jabbar / Matrix  
    Hazchemix / Amnesty  
In the Kitchen / Anarchy  
    Instinct / C-lous  
IntelInside / Esthetica  
    Jam Jam / Incal Posse  
    Kilkenny / Iris  
    Kolor / C-lous  
Kolor Remix / C-lous  
    Masque / C-lous  
    Megademo / Budbrain Productions  
    Megademo 2 / Budbrain Productions  
Mobile - Destination Unknown / Spaceballs  
    Motion - Origin 2 / Bomb  
    Muscles / Impulse  
    Mystique / Appendix  
    Nivel / Banal Projects  
    Origin / Complex  
Panacea - Darkside Second Episode / The Black Lotus  
    Paranoid / Rebels  
    Picturebook / Axis  
    Planet M. / Melon. Design  
    Point of Sale / Commodore  
    Pulse / Nerve Axis  
    Quicktro / Capsule  
Real Swedish Roadmovie / Banal Projects  
    Rodeo / Banal Projects  
    Showbase Shape / C-lous  
    Showstopper / Cirion  
    Smurph / Spaceballs

---

State of the Art / Spaceballs  
Sumea - Factory 2 / Virtual Dreams of Fairlight  
The Sunrise / Anadune  
Symbolia / Access  
Syndrome / Balance  
Television / Bizzare Arts  
Toltec 9 / Subspace  
Traffic / Mystic (Finland)  
Vertigo / Abyss

Yes, 60 demos, new and old, added in this issue!

Including as good and/or famous productions as Abyss' Vertigo, State of the Art and its follower 9 Fingers by Spaceballs, The Black Lotus' new creation Panacea, a predecessor to Darkside, Gom Jabbar by Matrix and some of the nice CNC D & Parallax and Juliette & Case productions. Also Muscles by Impulse is worth noticing, not to forget Nerve Axis' new superhit Pulse that shows that the British Scene hasn't died, it just slept and grew stronger! I could mention so many demos from the list above that you just have to see, but I'll end here by recommending Budbrain's Megademos, Atome by Skarla, Showbase Shape from C-lous and Capsules little birthday production, Birthday!

Return to MAIN MENU

## 1.7 Demos in future issues

A lot of demos are going to be in the future issues! The newest and famous demos will get the highest priority, the rest won't! Intel Outside, Motorola Inside, Kindergarten, Assembly, etc. are among the demos that will be reviewed first if possible!

Please also read

How to contribute  
! Thanks!

Return to MAIN MENU

## 1.8 General information on topics

Name: The name of the demo!

Group: The name(s) of the group(s) that created the demo!

Year: The year the demo was released

Event: At which event or happening was the demo released

Placing: If the demo took part in a compo, which placing did it get

Size: The demo's size (approximately) measured in megabytes.

---

Requirements: What you need to run the demo!

Recommended: What equipment is recommended to make the demo run well.

Code: The coder(s) who have coded the demo!

Graphic: The graphician(s) who've drawn the graphic for the demo!

Music: The musician(s) who've composed the music for the demo! (etc.)...

Rating: The demos rating!

How is the demo rated and commented on?

The ratings go like this:

\*----- A lousy production! Avoid!

\*\*----- Might contain some positive things, but sucks pretty much anyway!

\*\*\*---- An average production, contains both good and bad. Normally worth watching once, in some cases even worth saving.

\*\*\*\*-- A good demo, normally everything in the demo works together.

\*\*\*\*\*- A very good demo! Everything is cool!

\*\*\*\*\* An exceptional demo. This rating will probably never be used!

Be aware that a demo that scores a low rating actually can be good! An example is Depth's

Vi Elsker Darkhawk

! The code and design

suck, but still it's great!

+: Good things about the demo!

-: Bad things about the demo!

Comment: Comments and description of the demo.

Conclusion: Conclusion... If you don't want to read the rest to find out if a demo is worth watching read this!

Inside information: Rumors, facts and the like about the demo and/or the crew behind it.

Note: Thing you should be aware of

Return to MAIN MENU

## 1.9 My address

My Address is:

```

|_____ |
|                ~~~|()||
|           Dr. Dreyer ~~~|/>>||
|           Arnegårdsvej 31      |

```



```
|           8230 Åbyhøj           |  
|           Denmark             |  
|_____|
```

My E-mail is:

dr\_dreyer@hotmail.com

Return to MAIN MENU

## 1.10 How the demos are rated

In this issue I'm the only one that has rated the demos. As I'm ←  
not in

any real group, not bribed and is a quite honest person I promise you to rate the demos after what I hear and see, not who have made it! The rate is both for the visual (code, graphic and design) and the audio (the music and/or sound effects, and the timing to the rest of the demo). I try not to judge from my personal likings, but this is a quite difficult task, so you're very welcome to give me you're opinion(s) concerning the demos in general and/or a specific demo or more. If you do so it will give the rating a more precise value of what people think about a production. The only things I want you to when you rate a demo is:

- 1) You have to have seen the demo yourself! I want your opinion from you, and others' opinion from themselves! Not the other way around :-)!
- 2) Don't judge a demo by the name of the demo or by the group who made it! An unknown group can also be able to make a great production!
- 3) Don't judge the demo on one or two categories only, there's a lot to think about: The code, graphic, music, design, timing, length, variation etc.
- 4) Is the machine that is running the demo a wild animal or is it just an "ordinary" Amiga? Of course the routines look fastest on the fast machines, please consider this when rating (especially concerning the code).
- 5) Don't be blinded by the good effects, graphic or music. Rate the demo as an overall of the demo.
- 6) Be neutral.

I want to contribute

Return to MAIN MENU

## 1.11 How to contribute

---

You can contribute in many ways: Sending me demos, reviews of ↔  
demos and a  
copy of the demo, error reports, your opinion about the guide, the comments  
and/or the ratings, etc. Feel free to spread this guide as much as you  
like! If you have any suggestions for changes please  
contact me!

I could use some helping hands, eyes and ears (I'm a couple of ↔  
years behind  
schedule...), so please send some test reviews of some demos, and you might  
be the next top editor!

Also if you have information that I haven't (often marked with a ?) about  
release place and year and placing, who made it, etc., then tell me! "Inside  
information" is very welcome too!

How to send me demos: 1) By snail-mail  
2) By E-mail: Attach the file(s) to an E-mail. The  
max. filesize must not exceed more than 710 KB!  
Use LHA, LZX or ZIP.  
3) Tell me where on The Net I can find the demo,  
still the filesize must be under 710 KB!  
4) Visit me! Bring your complete demo collection  
right to my door!

Note: Do NOT edit this guide yourself! Send all information to me instead:

My Address & E-mail

Return to MAIN MENU

## 1.12 History of The Demo.Guide

Issue # 1 - Created in a period of a couple of month, released May ↔  
01 on  
"Aminet:demo/mags/", where you can find all new issues of TDG.  
No. of demos: 61, overall demo rating: 2.54

Issue # 2 - Bugs removed, errors found and corrected.  
61 demos added! The overall quality of the reviewed demos  
dropped a bit (-0.06 points)!  
No. of demos: 122, overall demo rating: 2.48

Issue # 3 - Bugs removed (and added :)), screenshots added!  
31 demos added! The overall quality of the reviewed demos  
gained a little (+0.04 points)!  
No. of demos: 153, overall demo rating: 2.52

Issue # 4 - Bugs removed, non of them were fatal, though! New design to the  
Group Name-menu, redesign of other menus rejected. More  
screenshots added.  
60 demos added! The overall quality of the reviewed demos  
gained 0.17!  
No. of demos: 213, overall demo rating: 2.69

---

Return to MAIN MENU

### 1.13 Legal stuff

This guide can be freely distributed as long as nothing in it has been altered (it's illegal to alter anything in it). You are not allowed to earn any kind of profit distributing this guide! ↔

Use this guide at your own risk!  
The author cannot be made responsible for any damage or loss caused directly or indirectly by this product.

Especially eye and ear damages are not covered :-)

Return to MAIN MENU

### 1.14 New Demo CD!

New Demo CD  
-----

A new demo CD is going to be released, maybe in the end of 1997!  
But it's not just an ordinary demo CD, have a look on the feature list:

- \* Lots of NEW productions, not just old crap
- \* Handsorted, only the best productions are included
- \* Both demos and intros included
- \* User-friendly interface, easy to use
- \* Easy launch of demos, no need to worry about settings, ready to run
- \* Doesn't work on PeeCees and Macs
- \* The Demo.Guide is build into the interface!
- \* As usual: Made for Sceners by Sceners
- \* Links between productions
- \* Made as compatible as possible, intended to work with SCSI-, ATAPI- and Overdrive-Controllers, etc., and both "standard" and multi-sync-monitors!

Return to MAIN MENU

### 1.15 The Demo.Guide - List sorted by DEMO NAME

---

## The Demo.Guide by Dr. Dreyer

Return to MAIN MENU

List sorted by GROUP NAME

List sorted by RATING

Note: All new demos added in this guide are marked with a ↔  
">".

Note: "The" is not used for sorting  
(for example 'The Gate' is under 'G').

```
#
***---
      242
      by Virtual Dreams of Fairlight
*+----
      2D
      by Remedy
*+----
      9
      by .sPOOn.
> ****--
      9 Fingers
      by Spaceballs
A
***---
      Aerial
      by Mankind
***---
      Alien (The Demo)
      by Scoopex
*-----
      AlienDream
      by Passion
*+----
      Ard
      by Ambrosia
**-----
      Assault
      by Capsule
**+----
      Atlantica
      by Nukleus
> ****--
      Atome
      by Skarla
**-----
      Aurora (Compo version)
      by Stellar
B
> ****--
      Big Time Sensuality
```

---

```
by Axis
*+-----
Bill's Confession
by Three little Elks
> **-----
Birthday
by Capsule
> *-----
Bold
by Banal Projects
**+----
Bosnisk Metall
by GigaTron
***----
Braincell
by Union
**-----
Broken Promises (v. 1.0)
by Zenon
****--
Burning Chrome
by Haujobb
C
> ****--
C42
by Juliet & Case
*****-
Captured Dreams
by The Black Lotus
> ****--
CCCP
by Juliet & Case
***----
Chronic
by Passion
***+--
Clichés
by Artificial people
****+-
Closer
by CNCD
> **+----
Collage Demo
by Anadune
**-----
Come Find Yourself
by Smellon design.
> **+----
Cosmic Glide
by C-lous
****--
Crazy, Sexy, Cool
by Essence
**+----
Cream
by Absolute!
**+----
```

---

Cronos  
by Retire  
\*\*+---

Cryogenia  
by Logic Probe  
\*\*\*+--

Cyberlogik  
by Alcatraz & TRSI & TRSI Records  
D  
\*\*\*\*--

Darkside  
by The Black Lotus  
> \*\*\*----

Death Greedy  
by Arsenic  
> \*\*\*----

Deep  
by CNC D & Parallax  
\*+-----

Deep  
by Destruction  
> \*\*\*----

Deep - The Psilocybin Mix  
by CNC D & Parallax  
\*-----

Demo Stop  
by Loonies & Livitas  
\*\*\*\*--

Deus ex Machina  
by Limited Edition  
> \*\*\*\*+-

Dim  
by Mellow Chips  
\*\*\*\*+-

Divine  
by Mellow Chips  
> \*+-----

Do You Believe  
by Infect!  
\*+-----

Domination  
by Contraz  
\*\*-----

Dreamscape Remix v. 1.2  
by Triumph  
\*\*\*----

Dream With Me  
by Scania  
\*\*+---

Drugstore  
by Abyss  
> \*\*-----

Dyspepsia  
by Analogy  
E  
\*+-----

Elements

---

by Logic Probe  
> \*\*\*+--  
Embryo  
by Balance  
\*\*\*+--  
Endolymfa  
by Balance  
\*\*+---  
Energy - Fraction II  
by Gods  
\*-----  
Everywhere  
by Candle  
\*\*\*\*+-  
Exit Planet Dust (compo. version)  
by Artwork  
\*\*\*---  
Exorcism  
by Oxyron  
\*\*\*\*--  
Extreme  
by Balance

F  
> \*\*\*\*--  
Faktory  
by Virtual Dreams of Fairlight  
\*\*\*\*--  
Fear Factory  
by Arsenic  
\*+----  
Final Condom  
by Delon Dizayn  
\*-----  
First Contact  
by Warp 9  
\*\*+---  
Fish  
by Sardonyx  
> \*\*\*---  
Flavour  
by Limited Edition  
\*+----  
Flora  
by Death Row  
> \*\*\*---  
Foundation  
by Anadune  
\*\*\*---  
Fraction  
by Gods  
\*-----  
Friendship-Tro  
by Honoo  
> \*\*\*---  
Full Moon  
by Virtual Dreams of Fairlight

G

---

```
***+--
      Galerie
      by Stellar
> ***+--
      Galerie Re-mix
      by Stellar
****--
      The Gate
      by Artwork
****+-
      Glow
      by The Black Lotus
****+-
      Goa
      by The Black Lotus
**+----
      Golden Rate Killer
      by Intense
> ***----
      Gom Jabbar
      by Matrix
***----
      Greenday
      by Artwork
**+----
      Groovy
      by Lemon.
*+----
      Gröna Geleklumpar fra Planeten Xylop
      by Ward
**----
      Guarana
      by DCS
*-----
      Gudule
      by Drifters & Syndrom
***----
      Gyrate
      by Wrath Design
H
***----
      Habakuk
      by Dreamline Entertainment
*+----
      Happy Christmas
      by Three little Elks
***----
      Hardcore
      by Syndrome
**+----
      Harmony
      by Haujobb
> ***+--
      Hazchemix
      by Amnesty
**----
      Heartlight
```

---



by Solaris & Syndrome  
\*-----  
Herten av Halland Avled  
by Keso  
\*+-----  
Hmmm  
by Doughnut Fetish  
\*-----  
Huddersfield  
by Tony Hartley  
\*\*-----  
Hyper  
by Freezers  
I  
> \*\*+----  
In the Kitchen  
by Anarchy  
> \*\*+----  
Instinct  
by C-lous  
> \*\*-----  
Intel Inside  
by Æsthetica  
\*\*-----  
Into the Void  
by Subspace  
J  
> \*\*\*\*--  
Jam Jam  
by Incal Posse  
K  
\*\*\*-----  
Ketogane  
by Puzzle  
\*\*-----  
Kiitos?  
by Extend  
> \*\*\*----  
Kilkenny  
by Iris  
> \*\*\*----  
Kolor  
by C-lous  
> \*\*\*+---  
Kolor Remix  
by C-lous  
\*-----  
Koloseum  
by Przyjaciele Stefana B.  
\*-----  
Kreijsi  
by Candle  
L  
\*\*\*-----  
Lech  
by Freezers  
\*\*-----

---

---

Life with a G-string  
by C-lous  
\*\*-----

Limes Inferior  
by Dinx Project & Skid Row  
\*+-----

Liquidize  
by Fnuque  
\*+-----

Little Cubi  
by Drifters

M

\*\*-----

Magical Box  
by Grasshopper Design  
\*\*\*\*+-

Makaveli  
by Essence  
> \*\*+----

Masque  
by C-lous  
\*\*\*\*--

Massive Killing Capacity  
by Ram Jam  
> \*\*\*\*+--

Megademo  
by Budbrain Productions  
> \*\*\*----

Megademo 2  
by Budbrain Productions  
\*\*\*\*--

Megademo IV  
by Artwork  
\*\*-----

Mental Hangover  
by Scoopex  
\*\*\*\*--

Mindabuse  
by Limited Edition  
\*\*\*+--

Mindflow  
by Stellar  
\*\*\*+--

Mindprobe  
by The Black Lotus  
\*\*\*----

Mind Riot  
by Andromeda  
\*\*\*\*--

Mindtraveller  
by Limited Edition  
\*\*-----

Mindwarp  
by Team Hoi  
\*+-----

Mint  
by The Blue Locomotive

---

---

\*\*+----  
Misery  
by The Black Lotus

\*\*-----  
Mnemonic  
by Ephidrena

> \*\*+----  
Mobile - Destination Unknown  
by Spaceballs

\*\*+----  
Models Inc.  
by Cydonia

\*\*+----  
Moments  
by Old Bulls

\*\*\*-----  
Moonwalker  
by Tulou

> \*\*\*\*--  
Motion - Origin 2  
by Bomb

\*-----  
Much ADO about Nothing  
by Duplo

\*-----  
Mumin  
by Three little Elks

> \*\*\*\*+-  
Muscles  
by Impulse

\*\*\*-----  
Mystic - The Demo  
by Mystic (SF Division)

> \*\*\*\*--  
Mystique  
by Appendix

N  
\*-----  
Necrofthonia  
by Apocalypse Team

\*+-----  
Nexus  
by Stone

\*\*\*\*\*-  
Nexus 7  
by Andromeda

> \*-----  
Nivel  
by Banal Projects

\*\*\*-----  
No!  
by Polka Brothers

\*+-----  
Nothing  
by Redline

\*\*+----  
November Light

---

by Sunshine Productions  
\*+-----  
Nude 2  
by Honoo  
O  
> \*\*\*+---  
Origin  
by Complex  
P  
> \*\*\*\*---  
Panacea - Darkside Second Episode  
by The Black Lotus  
\*\*\*-----  
Papadeo  
by Floppy  
\*\*+-----  
Papadeo 2  
by Floppy  
> \*\*\*\*---  
Paranoid  
by Rebels  
\*\*+-----  
Pardone  
by Tulou  
\*\*\*\*---  
Passengers  
by Three little elks  
\*\*\*+---  
Phunky  
by Craze  
> \*\*\*-----  
Picturebook  
by Axis  
\*+-----  
Pieces  
by Ephidrena  
\*\*\*+---  
Plane Zero  
by Vector  
> \*\*\*-----  
Planet M.  
by Melon. Design  
\*+-----  
.Plong  
by Contraz  
> \*\*+-----  
Point of Sale  
by Commodore  
\*-----  
Polmos  
by Przyjaciele Stefana B  
\*\*-----  
Polygon Heaven  
by Przyjaciele Stefana B.  
\*-----  
Poszly Konie po Betonie  
by Przyjaciele Stefana B.

---

---

> \*\*\*\*\*-  
Pulse  
by Nerve Axis

\*\*-----  
Puppets  
by Ephidrena

\*\*-----  
Pure Motion  
by LSD

\*\*\*-----  
Pyt  
by Subacid

Q  
\*\*\*-----  
Que?  
by The Black Lotus

> \*\*+-----  
Quicktro  
by Capsule

R  
\*\*\*\*\*--  
Rabies  
by Rage

\*\*\*\*\*--  
Rampage  
by The Electronic Knights

\*-----  
Rankta  
by Przyjaciele Stefana B.

\*\*\*+---  
Real  
by Complex

\*\*-----  
Real FD  
by Focus Design

\*\*\*+---  
Real Surreal  
by Impact DK

> \*+-----  
Real Swedish Roadmovie  
by Banal Projects

\*\*\*-----  
ReAppearance  
by Core Productions

\*+-----  
Red Sector Megademo  
by Red Sector Inc.

\*\*-----  
Refuse  
by Drifters

\*+-----  
ReRun!  
by Cydonia

> \*-----  
Rodeo  
by Banal Projects

S

---

---

\*\*\*---  
Second World  
by Syndrome

\*+-----  
Seven Sins  
by Scoopex

\*-----  
Sex in a Bubblegum Factory  
by Movement

\*\*\*\*+-  
Shaft 7  
by Bomb

> \*\*\*\*--  
Showbase Shape  
by C-lous

> \*\*+----  
Showstopper  
by Cirion

> \*\*+----  
Smurph  
by Spaceballs

\*+-----  
So Close  
by Przyjaciele Stefana B.

\*-----  
Software  
by Monar

\*\*\*---  
Soprano  
by Accept

\*+-----  
Spring  
by Przyjaciele Stefana B

> \*\*\*\*--  
State of the Art  
by Spaceballs

\*\*\*\*+-  
Subzero  
by Syndrome

> \*\*\*\*+-  
Sumea - Faktory 2  
by Virtual Dreams of Fairlight

> \*\*\*---  
The Sunrise  
by Anadune

\*\*\*---  
Sweet  
by Silicon

> \*\*\*\*--  
Symbolia  
by Access

> \*\*+----  
Syndrome  
by Balance

\*-----  
Szarik  
by Przyjaciele Stefana B. & Monar

---

T  
\*\*\*---  
Technological Death  
by Mad Elks  
> \*\*\*+--  
Television  
by Bizzare Arts  
\*\*\*\*+-  
Thug Life  
by Essence  
\*\*\*\*\*-  
Tint  
by The Black Lotus  
\*+-----  
Tintology Vogue  
by Venture  
> \*\*\*+--  
Toltec 9  
by Subspace  
> \*\*\*\*--  
Traffic  
by Mystic Finland  
\*\*+----  
Twin Peaks  
by TRSi  
V  
> \*\*\*\*--  
Vertigo  
by Abyss  
\*+-----  
Vi Elsker Darkhawk  
by Depth  
\*\*\*+--  
Vision  
by Oxygene  
W  
\*\*+----  
Wit Premium  
by Freezers  
X  
\*-----  
X-Files  
by TBL2  
\*\*\*+--  
Xenophobia  
by Subspace  
\*-----  
XXX Video  
by Apathy  
Y  
\*\*\*+--  
Y'on  
by Anadune & Floppy

213 demos - Average rating: 2.69 (previous issue: 2.52)!

---

```

Return to MAIN MENU

List sorted by GROUP NAME

List sorted by RATING

```

## 1.16 The Demo.Guide - List sorted by GROUP NAME

The Demo.Guide by Dr. Dreyer

```

Return to MAIN MENU

List sorted by DEMO NAME

List sorted by RATING

Note: "The" is not used for sorting
(for example 'The Black Lotus' is under 'B').

```

Another note: All new demos added in this guide are marked with a ">".

```

A
Absolute! ..... **+---
  Cream
> Abyss ..... ****--
  Vertigo
                                     . **+---

  Drugstore
  Accept ..... ***---
  Soprano
> Access ..... ****--
  Symbolia
  Alcatraz & TRSI & TRSI Records ... ***+--
  Cyberlogik
  Ambrosia ..... *+----
  Ard
> Amnesty ..... ***+--
  Hazchemix
  Anadune & Floppy ..... ***+--
  Y'on
> Anadune ..... ***---
  Foundation
>                                     . ***---
  The Sunrise
>                                     . **+---
  Collage Demo
> Analogy ..... **----
  Dyspepsia
> Anarchy ..... **+---
  In the Kitchen
  Andromeda ..... *****-
  Nexus 7

```



```

. ****--
Mind Riot
  Apathy ..... *-----
XXX Video
  Apocalypse Team ..... *-----
Necrofthonia
> Appendix ..... ****--
Mystique
  Arsenic ..... ****--
Fear Factory
> . ****--
Death Greedy
  Artificial People ..... ****--
Clichés
  Artwork ..... ****+
Exit Planet Dust (compo. version)
. ****--
Megademo IV
. ****--
The Gate
. ****--
Greenday
> Axis ..... ***--
Big Time Sensuality
> . ****--
Picturebook
B
> Balance ..... ****--
Extreme
. ****+
Embryo
. ****+
Endolymfa
> . **+
Syndrome
> Banal Projects ..... *+
Real Swedish Roadmovie
> . *-----
Bold
> . *-----
Nivel
> . *-----
Rodeo
> Bizarre Arts ..... ****+
Television
  The Black Lotus ..... *****
Captured Dreams
. *****
Tint
. ****+
Glow
. ****+
Goa
. ****--
Darkside
. ****--
Extreme

```

---

```

> . ****--
Panacea - Darkside Second Episode . ****+--

Mindprobe . ***----

Que? . **+----

Misery
  The Blue Locomotive..... *+----
Mint
  Bomb ..... ****+--
  Shaft 7
> . ****--
Motion - Origin 2
> Budbrain Productions ..... ****+--
Megademo
> . ***----
Megademo 2
C
> C-lous ..... ****--
  Showbase Shape
> . ****+--
  Kolor Remix
> . ***----
  Kolor
> . **+----
  Cosmic Glide
> . **+----
  Instinct
> . **+----
  Masque . **-----

  Life with a G-string
  Candle ..... *-----
  Everywhere . *-----

  Kreijsi
> Capsule ..... **+----
  Quicktro . **-----

  Assault
> . **-----
  Birthday
  Cirion ..... **+----
  Showstopper
> CNCD & Parallax ..... ***----
  Deep
> . ***----
  Deep - The Psilocybin Mix
  CNCD ..... ****+--
  Closer
> Commodore ..... **+----
  Point of Sale
> Complex ..... ****+--
  Origin . ****+--

  Real

```

---

```

    Contraz ..... *+----
    .Plong
                                . *+----
    Domination
    Core Productions ..... ***----
    ReAppearance
    Craze ..... ***+--
    Phunky
    Cydonia ..... **+----
    Models Inc.
                                . *+----
    ReRun!
    by Cydonia
D
DCS ..... **-----
    Guarana
    Death Row ..... *+----
    Flora
    Delon Dizayn ..... *+----
    Final Condom
    Depth ..... *+----
    Vi Elsker Darkhawk
    Destruction ..... *+----
    Deep
    Dinx Project & Skid Row ..... **-----
    Limes Inferior
    Doughnut Fetish ..... *+----
    Hmmm
    Dreamline Entertainment ..... ***----
    Habakuk
    Drifters & Syndrom ..... *-----
    Gudule
    Drifters ..... **-----
    Refuse
                                . *+----
    Little Cubi
    Duplo ..... *-----
    Much ADO about Nothing
E
The Electronic Knights ..... ****--
    Rampage
    Ephidrena ..... **-----
    Mnemonic
                                . **-----
    Puppets
                                . *+----
    Pieces
    Essence ..... ****+-
    Makaveli
                                . ****+-
    Thug Life
                                . ****--
    Crazy, Sexy, Cool
    Extend ..... **-----
    Kiitos?
F
Anadune & Floppy ..... ****+-

```

```

Y'on
  Floppy ..... ***----
  Papadeo
                                . **+----

  Papadeo 2
    Fnuque ..... *+----
  Liquidize
    Focus Design ..... **-----
  Real FD
    Freezers ..... ***----
  Lech
                                . **+----

  Wit Premium
                                . **-----

  Hyper
  G
GigaTron ..... **+----
  Bosnisk Metall
    Gods ..... ***----
  Fraction
                                . **+----

  Energy - Fraction II
    Grasshopper Design ..... **-----
  Magical Box
  H
Haujobb ..... ****--
  Burning Chrome
                                . **+----

  Harmony
  by Haujobb
Honoo ..... *+----
  Nude 2
                                . *-----

  Friendship-Tro
  I
Impact DK ..... ***+--
  Real Surreal
> Impulse ..... ****+-
  Muscles
> Incal Posse ..... ****--
  Jam Jam
> Infect! ..... *+----
  Do You Believe
  Intense ..... **+----
  Golden Rate Killer
> Iris ..... ***----
  Kilkenny
  J
> Juliet & Case ..... ****--
  C42
>
                                . ****--
  CCCP
  K
Keso ..... *-----
  Herten av Halland Avled
  L
Lemon. .... **+----

```

---

```

Groovy
  Limited Edition ..... *****
Deus ex Machina
. *****

Mindabuse
. *****

Mindtraveller
> . ****-

Flavour
  Loonies & Livitas ..... *-----
Demo Stop
  Logic Probe ..... **+-
Cryogenia
. *+-----

Elements
  Loonies & Livitas ..... *-----
Demo Stop
  LSD ..... **-----
Pure Motion
M
Mad Elks ..... ***-
  Technological Death
  Mankind ..... ***-
  Aerial
  > Matrix ..... ***-
  Gom Jabbar
  > Mellon. Design ..... ***-
  Planet M.
  > Mellow Chips ..... ****+-
  Dim
. ****+-

Divine
  Przyjaciele Stefana B. & Monar.... *-----
  Szarik
  Monar ..... *-----
  Software
  Movement ..... *-----
  Sex in a Bubblegum Factory
  > Mystic (Finland) ..... ****-
  Traffic
. ****-

Mystic - The Demo
N
> Nerve Axis ..... *****-
  Pulse
  Nukleus ..... **+-
  Atlantica
O
Old Bulls ..... **+-
  Moments
  Oxygene ..... ****+-
  Vision
  Oxyron ..... ***-
  Exorcism
P
> CNCD & Parallax ..... ***-
  Deep

```

---

```

> . ***----
Deep - The Psilocybin Mix
  Passion ..... ***----
Chronic
. *-----
AlienDream
  Polka Brothers ..... ***----
No!
  Przyjaciele Stefana B. & Monar.... *-----
Szarik
  Przyjaciele Stefana B. .... **----
Polygon Heaven
. *+-----
So Close
. *+-----
Spring
. *-----
Koloseum
. *-----
Polmos
. *-----
Poszly Konie po Betonie
. *-----
Rankta
  Puzzle ..... ***----
Ketogane
R
Rage ..... ****--
  Rabies
  Ram Jam ..... ****--
  Massive Killing Capacity
> Rebels ..... ****--
  Paranoid
  Red Sector Inc. .... *+-----
  Red Sector Megademo
  Redline ..... *+-----
  Nothing
  Remedy ..... *+-----
  2D
  Retire ..... **+----
Cronos
S
Sardonyx ..... **+----
  Fish
  Scania ..... ***----
  Dream With Me
  Scoopex ..... ***----
  Alien (The Demo)
. **-----
  Mental Hangover
. *+-----
  Seven Sins
  Silicon ..... ***----
  Sweet
> Skarla ..... ****--
  Atome
  Dinx Project & Skid Row ..... **----

```

---

```

Limes Inferior
  Smellon Design. .... **-----
Come Find Yourself
  Solaris & Syndrome ..... **-----
Heartlight
> Spaceballs ..... ****--
  9 Fingers
> ..... ****--
  State of the Art
> ..... **+----
  Mobile - Destination Unknown
> ..... **+----
  Smurph
    .sPOOn. .... *+----
  9
    Stellar ..... ****+--
  Galerie
> ..... . ****+--
  Galerie Re-mix
    ..... . ****+--

Mindflow
    ..... . **-----

Aurora (Compo version)
  Stone ..... *+----
Nexus
  Subacid ..... ***----
Pyt
> Subspace ..... ****+--
  Toltec 9
    ..... . ****+--

Xenophobia
    ..... . **-----

Into the Void
  Sunshine Productions ..... **+----
November Light
  Drifters & Syndrom ..... *-----
Gudule
  Solaris & Syndrome ..... **-----
Heartlight
  Syndrome ..... ****+--
Subzero
    ..... . ***----

Hardcore
    ..... . ***----

Second World
T
TBL2 ..... *-----
  X-Files
  Team Hoi ..... **-----
Mindwarp
  Three little Elks ..... ****--
Passengers
    ..... . *+----

Bill's Confession
    ..... . *+----

Happy Christmas
    ..... . *-----

```

```

Mumin
  Tony Hartley ..... *-----
Huddersfield
  Triumph ..... **-----
Dreamscape Remix v. 1.2
  TRSi ..... **+----
Twin Peaks
  Alcatraz & TRSI & TRSI Records ... ***+--
Cyberlogik
  Tulou ..... ***----
Moonwalker
                                . ***----

Pardone
U
Union ..... ***----
  Braincell
  V
Vector ..... ***+--
  Plane Zero
  Venture ..... +-----
  Tintology Vogue
> Virtual Dreams of Fairlight ..... *****+
  Sumea - Faktory 2
>                                . *****--
  Faktory
                                . ***----

  242
>                                . ***----
  Full Moon
W
Ward ..... *+-----
  Gröna Geleklumpar fra Planeten Xylop
  Warp 9 ..... *-----
  First Contact
  Wrath Design ..... ***----
  Gyrate
Z
Zenon ..... **-----
  Broken Promises (v. 1.0)
Æ
> Æsthetica ..... **-----
  Intel Inside
    213 demos - Average rating: 2.69 (previous issue: 2.52)!

```

Return to MAIN MENU

List sorted by DEMO NAME

List sorted by RATING

## 1.17 The Demo.Guide - List sorted by RATING



## The Demo.Guide by Dr. Dreyer

Return to MAIN MENU

List sorted by DEMO NAME

List sorted by GROUP NAME

Note: All new demos added in this guide are marked with a ←  
">".

5 (4) (+1)

\*\*\*\*\*-

Captured Dreams  
by The Black Lotus

\*\*\*\*\*-

Nexus 7  
by Andromeda

> \*\*\*\*\*-

Pulse  
by Nerve Axis

\*\*\*\*\*-

Tint  
by The Black Lotus

4.5 (11) (+3)

\*\*\*\*\*+

Closer  
by CNCD

> \*\*\*\*\*+

Dim  
by Mellow Chips

\*\*\*\*\*+

Divine  
by Mellow Chips

\*\*\*\*\*+

Exit Planet Dust (compo. version)  
by Artwork

\*\*\*\*\*+

Glow  
by The Black Lotus

\*\*\*\*\*+

Goa  
by The Black Lotus

\*\*\*\*\*+

Makaveli  
by Essence

> \*\*\*\*\*+

Muscles  
by Impulse

\*\*\*\*\*+

Shaft 7  
by Bomb

> \*\*\*\*\*+

Sumea - Factory 2  
by Virtual Dreams of Fairlight

\*\*\*\*\*+

Thug Life

---

4 (29) (+15)  
> \*\*\*\*--  
by Essence  
9 Fingers  
by Spaceballs  
> \*\*\*\*--  
Atome  
by Skarla  
\*\*\*\*--  
Burning Chrome  
by Haujobb  
> \*\*\*\*--  
C42  
by Juliet & Case  
> \*\*\*\*--  
CCCP  
by Juliet & Case  
\*\*\*\*--  
Crazy, Sexy, Cool  
by Essence  
\*\*\*\*--  
Darkside  
by The Black Lotus  
\*\*\*\*--  
Deus ex Machina  
by Limited Edition  
\*\*\*\*--  
Extreme  
by Balance  
> \*\*\*\*--  
Faktory  
by Virtual Dreams of Fairlight  
\*\*\*\*--  
Fear Factory  
by Arsenic  
> \*\*\*\*--  
Jam Jam  
by Incal Posse  
\*\*\*\*--  
Massive Killing Capacity  
by Ram Jam  
\*\*\*\*--  
Megademo IV  
by Artwork  
\*\*\*\*--  
Mindabuse  
by Limited Edition  
\*\*\*\*--  
Mindtraveller  
by Limited Edition  
> \*\*\*\*--  
Motion - Origin 2  
by Bomb  
> \*\*\*\*--  
Mystique  
by Appendix  
> \*\*\*\*--

---

---

Panacea - Darkside Second Episode  
by The Black Lotus

> \*\*\*\*--  
Paranoid  
by Rebels

\*\*\*\*--  
Passengers  
by Three little elks

\*\*\*\*--  
Rabies  
by Rage

\*\*\*\*--  
Rampage  
by The Electronic Knights

> \*\*\*\*--  
Showbase Shape  
by C-lous

> \*\*\*\*--  
State of the Art  
by Spaceballs

> \*\*\*\*--  
Symbolia  
by Access

\*\*\*\*--  
The Gate  
by Artwork

> \*\*\*\*--  
Traffic  
by Mystic Finland

> \*\*\*\*--  
Vertigo  
by Abyss

3.5 (22) (+8)  
\*\*\*\*+--  
Clichés  
by Artificial people

\*\*\*\*+--  
Cyberlogik  
by Alcatraz & TRSI & TRSI Records

> \*\*\*\*+--  
Embryo  
by Balance

\*\*\*\*+--  
Endolymfa  
by Balance

\*\*\*\*+--  
Galerie  
by Stellar

> \*\*\*\*+--  
Galerie Re-mix  
by

> \*\*\*\*+--  
Hazchemix  
by Amnesty

> \*\*\*\*+--  
Kolor Remix  
by C-lous

---

---

> \*\*\*+--  
Megademo  
by Budbrain Productions

\*\*\*+--  
Mindflow  
by Stellar

\*\*\*+--  
Mindprobe  
by The Black Lotus

> \*\*\*+--  
Origin  
by Complex

\*\*\*+--  
Phunky  
by Craze

\*\*\*+--  
Plane Zero  
by Vector

\*\*\*+--  
Real  
by Complex

\*\*\*+--  
Real Surreal  
by Impact DK

\*\*\*+--  
Subzero  
by Syndrome

> \*\*\*+--  
Television  
by Bizzare Arts

> \*\*\*+--  
Toltec 9  
by Subspace

\*\*\*+--  
Vision  
by Oxygene

\*\*\*+--  
Xenophobia  
by Subspace

\*\*\*+--  
Y'on  
by Anadune & Floppy

3 (40) (+14)  
\*\*\*---  
242  
by Virtual Dreams of Fairlight

\*\*\*---  
Aerial  
by Mankind

\*\*\*---  
Alien (The Demo)  
by Scoopex

> \*\*\*---  
Big Time Sensuality  
by Axis

\*\*\*---  
Braincell

---

---

by Union  
\*\*\*----

Chronic  
by Passion  
> \*\*\*----

Death Greedy  
by Arsenic  
> \*\*\*----

Deep  
by CNC D & Parallax  
> \*\*\*----

Deep - The Psilocybin Mix  
by CNC D & Parallax  
\*\*\*----

Dream With Me  
by Scania  
\*\*\*----

Exorcism  
by Oxyron  
> \*\*\*----

Flavour  
by Limited Edition  
> \*\*\*----

Foundation  
by Anadune  
\*\*\*----

Fraction  
by Gods  
> \*\*\*----

Full Moon  
by Virtual Dreams of Fairlight  
> \*\*\*----

Gom Jabbar  
by Matrix  
\*\*\*----

Greenday  
by Artwork  
\*\*\*----

Gyrate  
by Wrath Design  
\*\*\*----

Habakuk  
by Dreamline Entertainment  
\*\*\*----

Hardcore  
by Syndrome  
\*\*\*----

Ketogane  
by Puzzle  
> \*\*\*----

Kilkenny  
by  
> \*\*\*----

Kolor  
by C-lous  
\*\*\*----

Lech

---

---

by Freezers  
> \*\*\*----  
Megademo 2  
by Budbrain Productions  
\*\*\*----  
Mind Riot  
by Andromeda  
\*\*\*----  
Moonwalker  
by Tulou  
\*\*\*----  
Mystic - The Demo  
by Mystic (SF Division)  
\*\*\*----  
No!  
by Polka Brothers  
\*\*\*----  
Papadeo  
by Floppy  
> \*\*\*----  
Picturebook  
by Axis  
> \*\*\*----  
Planet M.  
by Melon. Design  
\*\*\*----  
Pyt  
by Subacid  
\*\*\*----  
Que?  
by The Black Lotus  
\*\*\*----  
ReAppearance  
by Core Productions  
\*\*\*----  
Second World  
by Syndrome  
\*\*\*----  
Soprano  
by Accept  
> \*\*\*----  
The Sunrise  
by Anadune  
\*\*\*----  
Sweet  
by Silicon  
\*\*\*----  
Technological Death  
by Mad Elks  
2.5 (30) (+11)  
\*\*+----  
Atlantica  
by Nukleus  
\*\*+----  
Bosnisk Metall  
by GigaTron  
> \*\*+----

---

---

Collage Demo  
by Anadune  
> \*\*+----

Cosmic Glide  
by C-lous  
\*\*+----

Cream  
by Absolute!  
\*\*+----

Cronos  
by Retire  
\*\*+----

Cryogenia  
by Logic Probe  
\*\*+----

Drugstore  
by Abyss  
\*\*+----

Energy - Fraction II  
by Gods  
\*\*+----

Fish  
by Sardonyx  
\*\*+----

Golden Rate Killer  
by Intense  
\*\*+----

Groovy  
by Lemon.  
\*\*+----

Harmony  
by Haujobb  
> \*\*+----

In the Kitchen  
by Anarchy  
> \*\*+----

Instinct  
by C-lous  
> \*\*+----

Masque  
by C-lous  
\*\*+----

Misery  
by The Black Lotus  
> \*\*+----

Mobile - Destination Unknown  
by Spaceballs  
\*\*+----

Models Inc.  
by Cydonia  
\*\*+----

Moments  
by Old Bulls  
\*\*+----

November Light  
by Sunshine Productions  
\*\*+----

---

---

Papadeo 2  
by Floppy  
\*\*+---

Pardone  
by Tulou  
> \*\*+---

Point of Sale  
by Commodore  
> \*\*+---

Quicktro  
by Capsule  
> \*\*+---

Showstopper  
by Cirion  
> \*\*+---

Smurph  
by Spaceballs  
> \*\*+---

Syndrome  
by Balance  
\*\*+---

Twin Peaks  
by TRSi  
\*\*+---

Wit Premium  
by Freezers  
2 (24) (+3)  
\*\*-----

Assault  
by Capsule  
\*\*-----

Aurora (Compo version)  
by Stellar  
> \*\*-----

Birthday  
by Capsule  
\*\*-----

Broken Promises (v. 1.0)  
by Zenon  
\*\*-----

Come Find Yourself  
by Smellon design.  
\*\*-----

Dreamscape Remix v. 1.2  
by Triumph  
> \*\*-----

Dyspepsia  
by Analogy  
\*\*-----

Guarana  
by DCS  
\*\*-----

Heartlight  
by Solaris & Syndrome  
\*\*-----

Hyper  
by Freezers

---



---

> \*\*-----  
Intel Inside  
by Esthetica

\*\*-----  
Into the Void  
by Subspace

\*\*-----  
Kiitos?  
by Extend

\*\*-----  
Life with a G-string  
by C-lous

\*\*-----  
Limes Inferior  
by Dinx Project & Skid Row

\*\*-----  
Magical Box  
by Grasshopper Design

\*\*-----  
Mental Hangover  
by Scoopex

\*\*-----  
Mindwarp  
by Team Hoi

\*\*-----  
Mnemonic  
by Ephidrena

\*\*-----  
Polygon Heaven  
by Przyjaciele Stefana B.

\*\*-----  
Puppets  
by Ephidrena

\*\*-----  
Pure Motion  
by LSD

\*\*-----  
Real FD  
by Focus Design

\*\*-----  
Refuse  
by Drifters

1.5 (29) (+2)  
\*+-----  
.Plong  
by Contraz

\*+-----  
2D  
by Remedy

\*+-----  
9  
by .sPOOn.

\*+-----  
Ard  
by Ambrosia

\*+-----  
Bill's Confession

---

---

by Three little Elks  
\*+-----  
Deep  
by Destruction  
> \*+-----  
Do You Believe  
by Infect!  
\*+-----  
Domination  
by Contraz  
\*+-----  
Elements  
by Logic Probe  
\*+-----  
Final Condom  
by Delon Dizayn  
\*+-----  
Flora  
by Death Row  
\*+-----  
Gröna Geleklumpar fra Planeten Xylop  
by Ward  
\*+-----  
Happy Christmas  
by Three little Elks  
\*+-----  
Hmmm  
by Doughnut Fetish  
\*+-----  
Liquidize  
by Fnuque  
\*+-----  
Little Cubi  
by Drifters  
\*+-----  
Mint  
by The Blue Locomotive  
\*+-----  
Nexus  
by Stone  
\*+-----  
Nothing  
by Redline  
\*+-----  
Nude 2  
by Honoo  
\*+-----  
Pieces  
by Ephidrena  
> \*+-----  
Real Swedish Roadmovie  
by Banal Projects  
\*+-----  
Red Sector Megademo  
by Red Sector Inc.  
\*+-----  
ReRun!

---

by Cydonia  
\*+-----  
Seven Sins  
by Scoopex  
\*+-----  
So Close  
by Przyjaciele Stefana B.  
\*+-----  
Spring  
by Przyjaciele Stefana B. (Dutch division)  
\*+-----  
Tintology Vogue  
by Venture  
\*+-----  
Vi Elsker Darkhawk  
by Depth  
1 (24) (+3)  
\*-----  
AlienDream  
by Passion  
> \*-----  
Bold  
by Banal Projects  
\*-----  
Demo Stop  
by Loonies & Livitas  
\*-----  
Everywhere  
by Candle  
\*-----  
First Contact  
by Warp 9  
\*-----  
Friendship-Tro  
by Honoo  
\*-----  
Gudule  
by Drifters & Syndrom  
\*-----  
Herten av Halland Avled  
by Keso  
\*-----  
Huddersfield  
by Tony Hartley  
\*-----  
Koloseum  
by Przyjaciele Stefana B.  
\*-----  
Kreijsi  
by Candle  
\*-----  
Much ADO about Nothing  
by Duplo  
\*-----  
Mumin  
by Three little Elks  
\*-----

---

```

Necrofthonia
by Apocalypse Team
> *-----
Nivel
by Banal Projects
*-----
Polmos
by Przyjaciele Stefana B
*-----
Poszly Konie po Betonie
by Przyjaciele Stefana B
*-----
Rankta
by Przyjaciele Stefana B.
> *-----
Rodeo
by Banal Projects
*-----
Sex in a Bubblegum Factory
by Movement
*-----
Software
by Monar
*-----
Szarik
by Przyjaciele Stefana B. & Monar
*-----
X-Files
by TBL2
*-----
XXX Video
by Apathy
    
```

213 demos - Average rating: 2.69 (previous issue: 2.52)!

The columns below represent how many demos that are present in the different categories, the exact numbers are the ones next to the columns.

The two rows to the right shows how many points that are in each category showed as numbers and percentage. Extremely interesting, isn't it :-)?

Last issue		This issue				category %	points	points %
%		%						
20		20	+	5	1.88	20.0	3.49	
	+ *		*					
15	* *	15	++	5	5.16	49.5	8.64	
	*****		+ **	4	13.62	116.0	20.24	
10	+++++	10	*****	4	10.33	77.0	13.44	
	*****		*****	3	18.78	120.0	20.94	
5	*****	5	*****+	3	14.08	75.0	13.09	
	*****		*****	2	11.27	48.0	8.38	

```

0 *****      0 *****      13.62      43.5      7.59
 5 4 3 2 1      5 4 3 2 1      1 11.27      24.0      4.19
Points          Points
    
```

Return to MAIN MENU

List sorted by DEMO NAME

List sorted by GROUP NAME

### 1.18 Top 10 Chart

General info

-----

```

Issue 1: 61 demos - Average rating: 2.54!
Issue 2: 122 demos - Average rating: 2.48!
Issue 3: 153 demos - Average rating: 2.52!
Issue 4: 213 demos - Average rating: 2.69!
    
```

Last issue		This issue				
%		%		category %	points	points %
20		20	+			
	+ *		*	5	1.88	20.0
15	* *	15	++		5.16	49.5
	++++		+ ***	4	13.62	116.0
10	++++	10	*****		10.33	77.0
	*****		*****	3	18.78	120.0
5	*****	5	*****+		14.08	75.0
	+*****		+*****	2	11.27	48.0
0	*****	0	*****		13.62	43.5
	5 4 3 2 1		5 4 3 2 1	1	11.27	24.0
Points		Points				4.19

Top 10 demo group

-----

Based on the ratings. At least two productions must be rated to be in this category.

Numbers in () are last issue's placings

N: New, U: Going up, D: Going down, S: Same as last issue

Group name	Prod.	Average	Best	Worst	
1. Mellow Chips	2	4.5	4.5	4.5	(N) U

2. Essence	3	4.33	4.5	4.0	(1)	D
3. Bomb	2	4.24	4.5	4.0	(N)	U
4. Artwork	4	4.125	4.5	3.0	(2)	D
5. Andromeda	2	4.0	5.0	3.0	(3)	D
The Black Lotus	9	4.0	5.0	2.5	(3)	D
Juliet & Case	2	4.0	4.0	4.0	(N)	U
8. Virtual Dreams F.	4	3.875	4.5	3.0	(N)	U
9. Budbrain Prod.	2	3.75	4.0	3.5	(N)	U
Limited Edition	4	3.75	4.0	3.0	(3)	D

No groups were kicked, the following groups are on the edge to enter the chart: Balance (3.375), Abyss, Haujobb, Spaceballs (all 3.25) and Stellar (3.125).

I've decided to expand the chart to ten instead of only five groups, because the groups are very close to each other. It's decimals that makes the difference.

Mellow Chips just past the two-demo-limit with an average score of 4.5, which is exactly the same rating that their demos got. A surprise is that the Budbrains suddenly entered at the 9th place, thanks to their crazy, but cool demos. Limited Edition has dropped a lot, 6 places, if I haven't found Flavour they would now be at the 5th place together with the two "big ones" and the newcomers Juliet & Case...

#### Best Demos

-----

Demo name	Group	Rating
Nexus 7		
Andromeda		5.0
Captured Dreams		
The Black Lotus		5.0
Tint		
The Black Lotus		5.0
Pulse		
Nerve Axis		5.0

Wow! Nerve Axis did it! They managed to enter the most sought after chart in the Scene (!)! Their brand new demo was a real killer at the Assembly '97 and contains the most brilliant 3D-mountain landscape I've ever seen, especially the water in it is an experience! A big warm welcome back to the British Scene (that's where Nerve Axis come from) who haven't managed to make a difference until now! And what a difference!

Return to MAIN MENU

List sorted by RATING

Statistics

-----

This list contains information on rating, number of productions, and an Average rating (all ratings of a group's demos : no. of prods.). This is my personal list where I keep all the demo statistics. I've included it if anybody should be interested in these dry numbers. And trust me: It's not funny to handsort this!

Note: "The"are not used for sorting  
(for example 'The Black Lotus' is under 'B', not 'T').

Group	Points/Prods./Average/Comment
A	
Absolute! .....	: 2.5 1 2.5
Abyss .....	: 6.5 2 3.25
Accept .....	: 3.0 1 3.0
Access .....	: 4.0 1 4.0
Alcatraz .....	: 3.5 1 3.5 (One with TRSI)
Ambrosia .....	: 1.5 1 1.5
Amnesty .....	: 3.5 1 3.5
Anadune .....	: 12.0 4 3.0 (One with Floppy)
Analogy .....	: 2.0 1 2.0
Anarchy .....	: 2.5 1 2.5
Andromeda .....	: 8.0 2 4.0
Apathy .....	: 1.0 1 1.0
Apocalypse Team .....	: 1.0 1 1.0
Appendix .....	: 4.0 1 4.0
Arsenic .....	: 7.0 2 3.5
Artificial people .....	: 3.5 1 3.5
Artwork .....	: 16.5 4 4.125
Axis .....	: 6.0 2 3.0
Balance .....	: 13.5 4 3.375
Banal Projects .....	: 4.5 4 1.125
Bizarre Arts .....	: 3.5 1 3.5
The Black Lotus .....	: 36.0 9 4.0
The Blue Locomotive ...	: 1.5 1 1.5
Bomb .....	: 8.5 2 4.25
Budbrain Productions ..	: 7.5 2 3.75
C-lous .....	: 20.0 7 2.857
Capsule .....	: 6.5 3 2.167
Candle .....	: 2.0 2 2.0
Cirion .....	: 2.5 1 2.5
CNCD .....	: 10.5 3 3.5 (Two with Parallax)
Commodore .....	: 2.5 1 2.5
Complex .....	: 7.0 2 3.5
Contraz .....	: 3.0 2 1.5
Core Productions .....	: 3.0 1 3.0
Craze .....	: 3.5 1 3.5
Cydonia .....	: 4.0 2 2.0
DCS .....	: 2.0 1 2.0
Death Row .....	: 1.5 1 1.5
Delon Dizayn .....	: 1.5 1 1.5

---

Depth .....	:	1.5	1	1.5	
Destruction .....	:	1.5	1	1.5	
Dinx Projext .....	:	2.0	1	2.0	(One with Skid Row)
Doughnut fetish .....	:	1.5	1	1.5	
Dreamline Entertainment	:	3.0	1	3.0	
Drifters .....	:	4.5	3	1.5	(One with Syndrom)
Duplo .....	:	1.0	1	1.0	
The Electronic Knights	:	4.0	1	4.0	
Ephidrena .....	:	5.5	3	1.83	
Essence .....	:	13.0	3	4.33	
Expand .....	:	2.0	1	2.0	
Floppy .....	:	9.0	3	3.0	
Fnuque .....	:	1.5	1	1.5	
Focus Design .....	:	2.0	1	2.0	
Freezers .....	:	7.5	3	2.5	
Gigatron .....	:	2.5	1	2.5	
Gods .....	:	5.5	2	2.75	
Grasshopper Design ....	:	2.0	1	2.0	
Haujobb .....	:	6.5	2	3.25	
Honoo .....	:	2.5	2	1.25	
Impact DK .....	:	3.5	1	3.5	
Impulse .....	:	4.5	1	4.5	
Incal Posse .....	:	4.0	1	4.0	
Infect! .....	:	1.5	1	1.5	
Intense .....	:	2.5	1	2.5	
Iris .....	:	3.0	1	3.0	
Juliet & Case .....	:	8.0	2	4.0	
Keso .....	:	1.0	1	1.0	
Lemon. ....	:	2.5	1	2.5	
Limited Edition .....	:	15.0	4	3.75	
Logic Probe .....	:	4.0	2	2.0	
LSD .....	:	2.0	2	2.0	
Mad Elks .....	:	3.0	1	3.0	
Mankind .....	:	3.0	1	3.0	
Matrix .....	:	3.0	1	3.0	
Mellon. Design .....	:	3.0	1	3.0	
Mellow Chips .....	:	9.0	2	4.5	
Monar .....	:	2.0	2	1.0	(One with Przyjaciele Stefana B.)
Movement .....	:	1.0	1	1.0	
Mystic .....	:	7.0	2	3.5	
Nerve Axis .....	:	5.0	1	5.0	(!)
Nukleus .....	:	2.5	1	2.5	
Old Bulls .....	:	2.5	1	2.5	
Oxygene .....	:	3.5	1	3.5	
Oxyron .....	:	3.0	1	3.0	

---



Passion .....	:	4.0	2	2.0	
Polka Brothers .....	:	3.0	1	3.0	
Przyjaciele Stefana B. ....	:	10.0	8	1.25	
Puzzle .....	:	3.0	1	3.0	
Rage .....	:	4.0	1	4.0	
Ram Jam .....	:	4.0	1	4.0	
Rebels .....	:	4.0	1	4.0	
Redline .....	:	1.5	1	1.5	
Red Sector Inc. ....	:	1.5	1	1.5	
Retire .....	:	2.5	1	2.5	
Sardonyx .....	:	2.5	1	2.5	
Scania .....	:	3.0	1	3.0	
Scoopex .....	:	6.5	3	2.167	
Silicon .....	:	3.0	1	3.0	
Skarla .....	:	4.0	1	4.0	
Skid Row .....	:	2.0	1	2.0	(One with Dinx Project)
Smellon Design .....	:	2.0	1	2.0	
Solaris .....	:	2.0	1	2.0	(One with Syndrome)
Spaceballs .....	:	13.0	4	3.25	
.sPOOn. ....	:	1.5	1	1.5	
Stellar .....	:	12.5	4	3.125	
Stone .....	:	1.5	1	1.5	
Subacid .....	:	3.0	1	3.0	
Subspace .....	:	9.0	3	3.0	
Sunshine Productions ..	:	2.5	1	2.5	
Syndrome .....	:	11.5	4	2.875	(One with Solaris)
TBL2 .....	:	1.0	1	1.0	
Team Hoi .....	:	2.0	1	2.0	
Three little Elks .....	:	8.0	4	2.0	
Tony hartley .....	:	1.0	1	1.0	
Triumph .....	:	2.0	1	2.0	
TRSI .....	:	6.0	2	3.0	(One with Alcatraz)
Tulou .....	:	5.5	2	2.75	
Union .....	:	3.0	1	3.0	
Vector .....	:	3.5	1	3.5	
Venture .....	:	1.5	1	1.5	
Virtual Dreams of Fairlight.....	:	15.5	4	3.875	
Ward .....	:	1.5	1	1.5	
Warp 9 .....	:	1.0	1	1.0	
Wrath Design .....	:	3.0	1	3.0	
Zenon .....	:	2.0	1	2.0	
Esthetica .....	:	2.0	1	2.0	

213 demos - Average rating: 2.69 (previous issue: 2.52)!

Return to MAIN MENU

List sorted by RATING

## 1.19 2D / Remedy

Name: 2D

Group: Remedy

Year: 1993

Event: ?

Placing: ?

Size: 0.47 MB

Code: Grap, Mpire, Rage, Hosot, Ramses

Graphic: Phil'ui, Creeps, Kophien, Desert

Music: M.C. MP, Argon

Rating: \*+-----

+ Okay design

- Not a "real" demo, only few routines

Comment: A little production which cannot really be called a demo as there is only about one real routine in it, a pixel routine which isn't that nice. Most of the demo is made using purple colors, looks good. The start is good too, a vector man jumps and is frozen, then the title and group name appears. Also in the "demo" is a chip tune part with six small melodies that you can listen to. If you wanna continue the demo you have to press a key, this goes for the rest of the demo as well. All music are chip tunes, and if I'm not wrong it's the same tunes as in the tune part.

Conclusion: Not recommended

## 1.20 242 / Virtual Dreams of Fairlight

Name: 242

Group: Virtual Dreams of Fairlight

Year: 1993

Event: Assembly

Placing: ?

Size: 0.91 MB

Requirements: Needs a patch to install on HD

Code: Doctor Scull, Zany

Graphic: Jaco, Alien

---

Music: Papa Smurf  
Design: Alien  
Digitizing: Alien, Jaco, Doctor Scull

Rating: \*\*\*---

+ Different, good music, nice design  
- A little monotone

Comment: This demo is different, it isn't what you would normally call a demo. Through most of the demo we follow a person walking through a party place. All of it has been digitized from a video recording, then packed. It says in the endscroller that they've made 29 MB fit on one disc!!! On the other hand it isn't exactly broadcast quality video, there are only few colors and it flicks pretty much. But it's fast! Regularly there are some texts and symbols shown in front of the video sequence, they are shown in short flashes. The music is a good piece of techno which reminds me a little of the theme from the film "Jaws" (directed by Steven Spielberg). It is timed well to the demo.  
Unfortunately the show lasts a little to long to keep one's interest, despite a nice design and nice changes you are bored watching the "movie" after a while.

Conclusion: Worth watching once! No more, no less!

## 1.21 9 / .sPOOn.

Name: 9  
Group: .sPOOn.

Year: 1995  
Event: The Party 5  
Placing: 8 of 22

Size: 0.5 MB

Code: ?  
Graphic: ?  
Music: Christina de la Queen

Rating: \*+----

+ Nice texture-plasma  
- Too long and monotome. Music and graphic are below average.

Comment: A boring demo with effects that have been seen better, including a zoomer in a small window (a little buggy) and a pretty nice morph. The "Calvin & Hobbes"-plasma is very nice, though. Both Music and graphics are below average. The routines last too long, some of them even way too long!

Conclusion: Watch it only to see the plasma routine

---

## 1.22 9 Fingers / Spaceballs

Name: 9 Fingers

Group: Spaceballs

Year: 1993

Event: The Party 3

Placing: 4 of 28

Size: ?

Requirements: Need a HD-fix to install on HD

By: Paul Endresen, Sverre Rekvin, Tore Blystad, Rune Svensen, Rune Winsewik

Rating: \*\*\*\*--

+ Different, pretty nice routines, good music

- In many ways it's just an enhanced (?) copy of  
State of the Art

(but on the other hand that's a good one), no quit

Comment: Another one of Spaceballs' "music videos". Reminds me a lot of

State of the Art  
, but still it's different.

The demo consists of a lot of digitized and manipulated small video sequences showing dancing people, kanji (Chinese letters) and a few "real" routines. All of it is shown in a hurry, the picture is constantly changing into new effects. Unlike

State of the Art  
the dancers aren't

just shown in silhouettes, no, you can actually see the person (still using only few colors, though). One of the few "real" routines is a big cube with a small video sequence running on its sides, nice!

The techno/house music is good and fits the demo well.

Conclusion: Highly recommended!

Note: Is considered to be the follower of

State of the Art  
without

officially being it.

## 1.23 Aerial / Mankind

Name: Aerial

Group: Mankind

Year: 1995

Event: GASP

Placing: 4 of 10

---

Size: 0.73 MB

Code: Backlash, Redshift, Tex

Graphic: Krabob, Firehawk

Music: Krabob

Rating: \*\*\*---

+ Pretty nice design, some good routines

- Bad music, low resolution

Comment: Right from the start you'll notice the nice design. Transparent vector texts are flying around on a white background, but instead of showing the white background there's a nice raytraced Mankind-logo, which are shown when all the texts has disappeared. From here a nice change leads us to the title which is presented in front of a plasma routine. Unfortunately the resolution is so low that you can hardly read the it, and the plasma also suffers from the resolution. Another lowres routine is on: The Doom routine. Still the resolution is too low, but the nice textures and the routine's speed make a bit up for it. A nice little detail is the man that is walking around in it (I think it's a scan). This routines changes to a so called "lady blur", that is the Doom routine gets purple and pink, and gets blurred a little... Looks pretty nice, but is on a bit to long. I really noticed how totally weird the music is when the next routine came on: Some kind of plasma which flows over the screen in different patterns, constantly changing. They call it "bio-plasma"... The routine is about as strange as the music, and the music is technically lousy performed. So is the routine with its low resolution and quite buggy (but interesting) look. After some text a texture mapped spinning ball is shown behind a drawing of a man, after that the man and ball disappears and the screen is taken over by a small, slow texture mapped violin. Getting nearer to the end two transparent plasmas is shown above (or under?) each other, looks good. And finally there's some kind of zooming flame routine, doesn't look too good.

Conclusion: Could be a lot worse and a lot better...

## 1.24 Alien (The Demo) / Scoopex

Name: Alien (The Demo)

Group: Scoopex

Year: 1995

Event: Abduction

Placing: 2

Size: 0.54 MB

Requirements: AGA-Amiga, 2 MB chip-RAM

Recommeded: Accelerator-board

Code: Antibyte, Stelios/CNCD (startup-code)

Graphic: Made, Absurd

Music: Laxical, Fred

Rating: \*\*\*---

---

- + Pretty nice design, good graphic, some nice routines
- Vector torus

Comment: The demo starts with a blast while the screen is still dark. The synth music starts and the names of those who've made the demo is shown. A very nice logo is shown afterwards, and after that the title with a simple vector torus flying around in front of it. Shortly after we're flying inside this torus, and even though it's smooth vector objects aren't exactly state of the art, not in 1995 either. The torus dissolves and we're on with the next routine, a little rotating box with textures on its sides. On one side there's even a little effect. Besides from the size of the cube it's quite okay. This routine is taken over by some kind of plasma, a rather strange effect where circles are moved over each other giving a special look. Hard to explain. After a picture a morph routine which morphes a skull is on, but it's not very nice, seen much better. More morph, this time a little gouraud shaded box. The shading looks a little odd, though. The music changes to a silent piece of techno, which slowly evolves to a "normal" piece of techno. Also the effect changes, a kaleidoscope appears, it matches brilliant with the music and looks brilliant (I could look on these things for hours without getting bored!). The last effect is another vector object, it somehow seems to be rather misplaced, as if the coder had a routine too much or so. While the scrolltext is on the music changes to heavy rock. This demo contains music for most people!

Conclusion: Worth having a look at.

The title picture

## 1.25 Alien Dream / Passion

Name: Alien Dream  
Group: Passion

Year: 1994  
Event: The Party 4  
Placing: 19 of 22

Size: 0.26 MB

Code: The Whistle or Bogeyman (?)  
Graphic: Blizzart  
Music: Subject

Rating: \*-----

- + Nice intro picture
- Made in a hurry

Comment: Coded in just one month. And you can see that. The best effect, I guess, is a pixel tunnel, which is pretty nice, but nothing special. A very low resolution is used for most routines. The intro picture is nicely drawn (comic style), the music is typical demo music, average.

---

And by the way: It's a dentro...

Conclusion: Needs some serious work to be done - not worth watching.

## 1.26 Ard / Ambrosia

Name: Ard  
Group: Ambrosia

Year: 1996  
Event: The Gathering  
Placing: ?

Size: 2.64 MB  
Requirements: 4 MB fastmem

Code: Syntax & Powdi  
Graphic: Cain, Cyboman, Access!  
Music: Cyboman

Rating:\*+-----

+ Okay cube  
- Blitterscreen is used during a lot of the routines. Bad graphic.

Comment: Only every second pixel is used in many of the routines, which is rather ugly. Texture-plasma, tunnel-like thing and a cube inside a cube are the main contents in this demo. Last mentioned is actually quite nice (except for the every second pixel display), it's a cube with twirling faces on the sides (some sides, anyway), which is inside another cube with unreadable names on the sides. You are inside this cube. The music is a fair piece of techno, nothing special, but not bad. The graphic is lousy (also because of the display). The cube is the reason for the \*+-rating.

Conclusion: Watch the cube - forget the rest.

## 1.27 Assault / Capsule

Name: Assault  
Group: Capsule

Year: ?  
Event: ?  
Placing: ?

Size: 0.77 MB

Code: Kustom, (Ludde/Encore)  
Graphic: -  
Music: Evelred  
Anim background: Ludde/Silicon

---

Rating: \*\*----

- + Some fast routines
- Blitterscreen used for showing some effects

Comment: Starts with a pretty fast voxel landscape, after that there's some very blurred gouraud shaded 3D-objects (including the three classics: A torus, a duck and a mask), this routine is okay, but lasts too long. In the background of the credits there are some stone-like spots zooming towards you. The credits themselves are shown with jelly letters that are stretched when changing into another text. Also to mention is a nice texture tunnel, unfortunately a blitterscreen display is used. The demo is timed OK to the music (or the other way around).

Conclusion: Everything in this demo have been seen better before.

## 1.28 Atlantica / Nukleus

Name: Atlantica  
Group: Nukleus

Year: 1996  
Event: Just after The Party 6 (a preview was released at The Party 6)  
Placing: (Preview) 12 of 15

Size: 0.65 MB

Code: Balder  
Graphic: Brawalia  
Music: Sleipner

Rating: \*\*+----

- + Original
- Everything could have been made better (the code is not bad, though)

Comment: This demo doesn't win because of the code, music or graphic, but because of the originality. The code is fair, but could probably be better, and both music and the pictures are below the average (actually the demo/techno music is way below average). Well, let's see what it is: In the beginning we are flying through the universe, destination: Earth. The picture is constantly zooming while rotating and it looks pretty cool, the resolution is pretty low, though. When we reach the Earth we're flying to Sweden or Norway, still zooming we meet a cow and zoom into its skin! Cute. After that another original routine is on, something they call a funnel. At first it looks like an ordinary env-mapped tunnel, but then it starts twisting around so that you can see it from the sides. Fancy! The music now changes into a lousy performed flute tune, and the scenery to the sea. A gouraud fish is swimming around while the low-res background tries to keep up with it. This part isn't that great, but pretty original (not that I haven't seen a fish in a demo before, they are actually quite popular, but this one has something the others don't - I don't know what). The music changes back to the demo/techno music and there's a picture of

---



a smiling cow. Talking about demo's pictures, it's a special style, not that nice I think, but like the fish there's something about it... Well, in front of this cow face there's a transparent circular object flying around, and after that another object where you can only see the reflections from it, not the object itself. It all ends with a scrolltext which uses the same ugly font as the rest of the demo.

Conclusion: Watch it because of its originality!

## 1.29 Atome / Skarla

Name: Atome  
Group: Skarla

Year: 1995  
Event: Saturne Party 3  
Placing: ?

Size: 1.22 MB  
Requirements: AGA, 1 MB chip-RAM, 2 MB fast-RAM  
Recommended: '030/50MHz

Code: Jamie  
Graphic: Norm  
Music: Marvin  
Objects: Horus

Rating: \*\*\*\*--

+ Fine phongs and other good code, good graphic and music  
- Simple vector scenes, no quit

Comment: The show starts with a great picture presenting an ugly guy's face looking at you. Then we move on to the first routine, a quite disappointing one too, especially when Jamie is behind it. It's a vector scene, no texture mapping, no lightsources, just a plain and vector scene that doesn't run too well either and has some minor bugs. In front of it the credits are shown. The next routine on the other hand is good, it's a big phong ball with spikes sticking out of it. It's fast and the resolution is good too. Also this fullscreen routine has some small errors in it, but still it's very good. Afterwards it's time for some Z-buffered objects, mostly square balls which fly through each other as such things do. The next effect is a really great water effect, except for its surface that doesn't look like water, but its movement and waves do. Words slowly rises from the water, then suddenly fall back down into the water causing waves to... er, wave. A picture is shown for a short time, then a new alternative phong object is on, and it doesn't seem to suffer from any small bugs. And now we are with the alternative "re-runs" a new vector scene is on, and the Z-buffer objects too, now just bigger but not so many. Another picture is shown, before a metal mask that reminds me a bit of the old Egyptian gold masks. Some kind of lightsource is used for making the surface look metallic. The resolution is good, the speed too and this effect is actually really cool! So is the next one. A phong chess piece is mirrored in a very big bend phong torus running quite smooth, and it just looks great! This is one of the routines that are really worth

---

watching twice! Down to Earth again: The endscroller is on as the last thing. And you discover that you can't quit the demo, so a reset is necessary...

The music is a nice piece of funk. If it fits the demo is a matter of taste, but I think it's okay.

Conclusion: Should be in your collection!

Note: The words that are mentioned now and then in the demo is the titles of demos that are released later by the same crew, but not always under the same label.

### 1.30 Aurora (Compo version)/ Stellar

Name: Aurora (Compo version)

Group: Stellar

Year: 1995

Event: Scenario Party '95

Placing: 1

Size: 0.56 MB

Code: Juliet, Case

Graphic: Neuresten

Music: Groo

Rating: \*\*----

+ Good music, fast routines

- Few routines, monotone, blitterscreen display

Comment: After the group name and the title has been shown the routines start. Unfortunately they all use blitterscreen, which make especially the phongs, which there are a lot of, look grumsy. Actually there are only two routines in this demo, as mentioned the phong routine and a Descent-routine, which also uses blitterscreen. Furthermore it's "jumpy", that is it can't really decide if it should be where it is or at the line above or below, so it jumps up and down. Both this routine and the phong routine are pretty fast, but it's far from enough to save the demo: Two routines are way too little. In the end it says "a two days production", to bad that they didn't use two month...

A bright spot is the music, a piece of funk. The thing that raises this over the ordinary mods is a brilliant use of a flute, great!

Conclusion: Besides from the blitterscreen display it all seems quite good. It's a bit boring during the long run, but then there's the music...

### 1.31 Big Time Sensuality / Axis

Name: Big Time Sensuality

Group: Axis

---

Year: 1994  
Event: ?  
Placing: ?

Size: ?  
Requirements (for the used HD-fix): AGA, 2 MB chip-RAM, 2 or 2.5 MB  
fast-RAM, HD...

Code: Anthony  
Graphic: Lowlife, T'vaan, Sob  
Music: Hollywood, Iso  
Ideas: Steroid, Frans v. N.

Rating: \*\*\*---

+ High quality pictures, good music, ideas and design  
- Few routines, patch fucks up some routines if it runs on better than '020  
(but this has nothing to do with the demo or rating)

Comment: It starts with some very nice hi-res pictures, traced, presenting the demo (names, etc.). All of this is wrapped into a nice design, and not only the pictures are hi-res, also the small effects in between are. Afterwards it's time for some TV, the screen is transformed into a TV-screen (even if you haven't got a tuner :)), and after a short while a effect appears on one of the channels, a voxel landscape I guess. Unfortunately this effect is trashed because of a bad (?) HD-fix. But from what I could see this is pretty nice. Next on is a very nice fullscreen plasma effect really showing of AGA's capabilities, great colors! The zoom/rotator routine that is on afterwards are also trashed because of the fix, but again I guess it's nice. After a commercial break (BBS) the intro (that's what they call it, a two disk intro!) is, for a while, changed into a mini-slideshow with three great pictures shown in a row, one by T'vaan, one by Lowlife and one by both. The most impressive part is that they are drawn in hi-res using only 16 colors, still they almost look like photos!!! Last effect is a fullscreen rotator using blitterscreen. Nice and fast.  
The music is (as the title suggests) Big Time Sensuality, taken from Björk's CD "Debut" and then mod-ified. Axis liked it so much that they couldn't help using it! And it is a good tune, and then we could discuss wether it's fair to use anothers artist's work in one's own production... The tune that is played while the endcroller scrolls is pretty good too, it's rock/funk.

Conclusion: Recommended mostly because of the graphic

## 1.32 Bill's Confession / Three little Elks

Name: Bill's Confession  
Group: Three little Elks

Year: ?  
Event: Compusphere 6  
Placing: ?

---

Size: 0.15 MB

Code: Tabasco, Explorer

Graphic: Ant

Music: Laz

Idea: Bill (!?)

Rating: \*+----

+ "Exciting" story, nice phong  
- Only one effect (but on the other hand: More isn't "necessary")

Comment: The tale of a phong called Bill... The text is shown in front of a nice yellow phong object (2x2). A company called TBL is mentioned a lot. I wonder who that is.....

Conclusion: He he.

### 1.33 Birthday / Capsule

Name: Birthday

Group: Capsule

Year: 1996

Event: Capsule's birthday!

Placing: Non

Size: 0.21 MB

Code: Peskanov

Graphic: Patxi, Estrayk

Music: Estrayk

Rating: \*\*----

+ A very nice routine, catchy tune  
- Only one routine (the one mentioned above)

Comment: This little intro (as they call it, but I would say it's at least a dentro) is made to celebrate Capsule's one year birthday. It only contains one routine, but that is on the other hand a very nice one. At first the only thing present is a background texture, shortly after a kube with this texture on zooms away from the background and starts spinning. Then it stops and points one of its sides towards the viewer, while it starts to get closer. And now the texture is a mirror that reflects the cube in infinity (in theory). It starts to turn around, first on only one axis, soom after on all axis still displaying infinity on its sides. Looks terrific! The tune is a very melodic and catchy chip tune, and I'm pretty sure that I've heard it in a PeeCee demo before. It's good anyway... :) The demo ends with a nice scrolltext where Capsule accuses other Spanish groups to be inactive and lazy... Happy birthday!

Conclusion: Watch it. It's short, but the routine is cool, so is the music!

---

### 1.34 Bold / Banal Projects

Name: Bold  
Group: Banal Projects

Year: 1996  
Event: Assembly  
Placing: 10 of 11

Size: Small

Director: Epik Forrester

Rating: \*-----

+ Nothing  
- Everything

Comment: Another gag-demo, a miserable one too. As the title suggests it's about The Bold and the Beautiful, the too well-known TV-series. All that happen in this "slideshow" is that the actor's faces are shown (bad scan quality) and the music from the series is played (sampled). How interesting!?

Conclusion: Crap (like the series)!

### 1.35 Bosnisk Metall / Gigatron

Name: Bosnisk Metall  
Group: Gigatron

Year: 1995  
Event: Hackerence XI  
Placing: 1

Size: 0.7 MB

Code: Jah  
Graphic: Boogeyman  
Music: Uncle Ben

Rating: \*\*+---

+ Humorous  
- Low resolution

Comment: This a quite funny demo, especially because of a morph routine. It shows a scan of a face (the coder?) which is (de)formed into lots of different faces. The resolution is low in all parts of the demo, except for the funky pictures that are shown now and then. Also to mention are a "flame"/blur routine, a voxel and some rotating colors in two or three layers. The music is well timed to the rest of the demo. It is some kind of heavy metal, fits well into the demo.

---

Conclusion: For a good laugh watch this demo!

One of the pictures

### 1.36 Braincell / Union

Name: Braincell  
Group: Union

Year: 1995  
Event: Intel Outside II  
Placing: 2 of about 16

Size: 0.5 MB

Code: Hali, Amst  
Graphic: Pic  
Music: Root

Rating: \*\*\*---

+ Generally nice routines  
- Lack of design

Comment: Starts with some nice fast texture tunnels, after that there's a "wormhole" spitting up yellow colors that are changed into blue when reaching the edge. Then three gouraud shaded boxes fly about and through each other. Then there's a texturemapped ball, a nice plasma and at last we're inside a torus with moving textures on the sides. The torus effect is great and so are most of the others, but this demo has no design at all. It's just effect after effect, which isn't that great in the long run.

The only graphic are textures (I guess, I don't remember any pictures), and they are good.

The music is an okay piece of techno.

Conclusion: Well, another average production...

### 1.37 Broken Promises (v. 1.0) / Zenon

Name: Broken Promises (v. 1.0)  
Group: Zenon

Year: 1997  
Event: Abduction  
Placing: 1

Size: 4.0 MB  
Requirements: 2 MB chip-RAM, 8 MB fast-RAM  
Recommended: Fast '060

By: Marc, Buzzer

---

Rating: \*\*----

- + Probably good on '060...
- Needs a fast '060 to run well (!)

Comment: Strange production this one, aimed only at '060 it seems, and the effects are pretty much the same throughout the demo, phongs and landscapes, a single tunnel is also shown, and a face with a "moving" surface, looks that way because of the lightsource (which you can't see). Almost all phong objects are terrible slow on a '030, but on the other hand it's not just phong objects, they're texture mapped and lightballs is often to find around them, blinding the spectators. The lightballs is also found in the 3D landscapes and the last routine, a bumpmap, are illuminated by multiple lightsources. The pictures in the demo are good, the music is a mainstream synth pop mod which is not at all timed to the show.

Conclusion: Might be fun to watch for '060 owners, not for anyone else.

## 1.38 Burning Chrome / Haujobb

Name: Burning Chrome  
Group: Haujobb

Year: 1996  
Event: South Sealand  
Placing: 3 of 12

Size: 1.1 MB  
Requierments: 4 MB fastmem  
Recommended: 68030/50Mhz

Code: Fastjack  
Graphic: Wave, Cyclone/Illusion  
Music: Mortimer/Royal

Rating: \*\*\*\*--

- + Nice effects
- The changes could be better

Comment: A very nice demo, indeed! At first there's a "different" phong which is rather difficult to explain, so I won't try to explain it, but it looks very nice. While the phong is shown the credits consisting of zooming transparent vector letters are shown. Then there are the usual phong torusses, blurred, env-mapped and also some other phongs (blobs), one of them is a quite nice transparent, light sourced one. In between some of the routines there are some flickerscreens with zooming texts and some pictures (that's probably design...). The second best effect in the demo is a silver colored tunnel. At first it looks just like an ordinary tunnel where you're just looking at the center wondering where it's gonna end, but suddenly the "camera" starts moving around so that you can see the tunnel's sides. It's fast and very nice, no slow routines here (which goes for the rest of the demo as well). The tunnel is taken over by

---

another more colorful tunnel, but suddenly it zooms a little away from the viewer and you see that it is only one side of a cube, which contains three different routines on its sides: The tunnel, a rotating face and another twisting cube also with a picture on its sides! And it's smooth! This is one of the best effects I've ever seen! I wonder if it's all animation or what? Well, the last routine is another box, this time without any fancy things on its sides, but this one is kind of wall wrapped, that is a part of the screen is bend towards (or away) from the viewer while other parts of the screen are far away (or close) to the viewer. A kind of plasma, I guess. It all ends with another flickerscreen.

Conclusion: Sure worth having a look at!

The beautiful title picture by Wave

### 1.39 C42 / Juliet & Case

Name: C42  
Group: Juliet & Case

Year: 1995  
Event: Assembly  
Placing: 5 of 15

Size: 0.51 MB  
Requirements: AGA, doesn't work with '060  
Recommended: Fast-RAM

Code, photo, objects, design: Juliet, Case  
Music: Groo

Rating: \*\*\*\*--

+ Fast code, nice design, original  
- The music is pretty acid-like, but I guess that's a matter of taste (as always), minor complaints

Comment: This demo is different from most other demos I've seen, both concerning design and originality. The code is splendid, fast and bug-free (!), and the way that they've (Juliet and Case) combined two rather simple effects into one, adds a completely new dimension to the demo. Furthermore they haven't tried to make PeeCee-like effects, that is very CPU-hungry routines that are nearly impossible to do on a '030 and below (and above?). The design is also worth mentioning. The demo runs in a square placed in the middle of the screen, the colors are a bit dark creating a good atmosphere, and some of the transistions are nice. Also the demo runs at a great speed, the effects are not shown for long, so you don't get bored watching it, even when some of the routines are shown more than once in different variations. For example the simple tunnel effect that starts the show, or the gouraud routine afterwards presenting the demo's title, among other things. Then the credits are shown with a breaking-wall effect: At first you see the credits on the screen, suddenly it breaks into several pieces and behind it is a new screen with more credits. This is followed by some kind of voxel routine, but the interesting part about it is the butterflies flying around above it. Very



nice! I doubt it's a "real" voxel-routine, but that doesn't really matter as long as the visual is that good. Later in the demo same routine is used, but with two bees that fly through each other, and an animated bird. A flatscape is used instead of voxel when a gearwheel makes it way jumping across the endless flat land. A nice texturemapped flower that unfolds its crown is on for a short while afterwards, and is taken over by a picture that waves in different ways. An unsuccessful part of the demo must be the ball-effect, where some texture-mapped balls are moved around on half of the used square of the screen, while the other half is a sick yellow color, and the same happens later with a plasma routine. It might be design (but I hope not!) or an error?!

Worth mentioning is also a 3D-scene with gearwheels doing what gearwheels do, a trip in a cave where columns rise from the floor to the ceiling and a man hitting the "camera" causing the demo to have a blackout for a while! It all ends with the beautiful flower that folds and unfolds. The music is an acid piece of rock. Sounds as if Groo gets more and more drunk by composing this piece!

Conclusion: A necessity!

## 1.40 Captured Dreams / The Black Lotus

Name: Captured Dreams

Group: The Black lotus

Year: 1997

Event: The Gathering

Placing: 1

Size: 5.14 MB

Requirements: AGA, '020, 3.2 MB fast-RAM, 1.4 MB chip-RAM

Recommended: A VERY fast '030 (or better if it runs on better)

Code: Dig-it, Equalizer, Offa

Graphic: Danny, Rodney, Louie, Tudor

Music: Fndr, Radix

Rating: \*\*\*\*\*-

+ Lots of nice routines, Pretty nice design, excellent graphic

- Some processor hungry routines, in the end the design seems to disappear

Comment: TBL does it again! Another great production and another winner demo, and as usual the design and graphic are nice, the music good (however, some say that it's a little monotone - a matter of taste). Somehow it reminds me of their previous superhit that one TG'96

Tint

with the choice of colors and the nice design. Tint's design may be a little better, though. Well, to the demo:

A TBL logo is flashing to something that sounds like a broken sonar. It's getting more and more clear. Then a galaxy is created, and shortly after it explodes in a flash. Looks okay (but not as nice as the one in Andromeda's

Nexus 7

). A nice picture by Rodney is shown. A nice, but a little slow tunnel routine is up next. The tunnel is bend. In front of it flies a plate with some of the credits written on it. The plate is split up into a lot of small plates which turn, so that you see the backside of them where more credits are shown. This routine runs until there are no more credits. Looks great! After that the title picture is shown. In the middle of this picture is a little circle with some colors in it, and suddenly we zoom into the circle, and keeps zooming and zooming discovering new hidden images! Excellent! But that's not all, it is changed into a 3D-tunnel with a flashing spotlight in the end. Then we zoom backwards and end up in a 3D-scene with a lot of TV-screens showing different pictures. The resolution is low, but it looks okay anyway. Of course (?) the "camera" turns towards one of the screens and the quiet techno changes to a peaceful flute tune, while the scene changes to a close-up picture of a skyscraper. An animated phong dolphin quietly passes the building and is mirrored in the big windows. The resolution is quite low and I guess the dolphin could have moved a little smoother, but it's beautiful (I wonder how they've managed to make the Dolphin fly :-))... Unlike previous TBL productions, which have always contained pixel perfect pictures, many of Captured Dreams' pictures look more like collages. Alternative and atmospheric. One of such pictures is shown, and the music changes back to techno. After the picture an animated, texturemapped dinosaur appears, may be a Tyranosaurus Rex. We slowly move around it and discover that it's a little buggy (there's a few holes in it) and a bit slow. The excellent changes from routine to routine which was in the start of the demo seems to have disappeared. They're not bad, though, just more simple. We fly away from the dinosaur and some kind of colored bumpmap appears, it's a little slow, but on the other hand there are five lightsources. An excellent (pixel perfect) picture by Danny and Louie is shown afterwards. And then we go underwater, down into the ocean. It's a beautiful place, and the flute tune is back. You see the bottom of the ocean with small hills and so on, and all over the place there are reflections from the sun that shines through the ocean's surface. Very nice indeed. Also a picture with some of the statues from Easter Island is shown with the same effect. Later we have a look in the direction of the surface, and that's one of the most realistic water effects I've ever seen! The next routine takes place above the ocean, it's a flatscape with a lightsource in the middle, and it looks OK. And then it's time for one of the most hardcore tunnel routines ever seen! A jelly, texturemapped, fast, 3D-thing with a lightsource in the end (which results in lensflares of course...). The "camera" freely moves around in the tunnel. Suddenly it sees a lightball far away and shortly after the lightball lights up the tunnel. Great! Getting nearer to the end we have a phong scene with different phong objects moving around, sometimes it's a little slow, that is when to much happens on the screen, but else it quite nice. The last effect is a traditional 3D-scene, and it's slow. What happens is that four or five butterflies flies around a temple. I guess you need to have a quite powerful processor to run this smoothly. Finally an OK picture by Rodney is shown, and then the dreams have been released...?

Conclusion: Great!

Note: In

Tint

the song sounds something like "Where is the key that unlocks all my dreams?", it seems as if they've found the key! Or maybe this is just a coincidence?

---

## 1.41 CCCP / Juliet & Case

Name: CCCP

Group: Juliet & Case

Year: 1994

Event: ?

Placing: ?

Size: 0.53 MB

Code: Juliet, Case

Music: Groo, Defaulter

Rating: \*\*\*\*--

+ Fast, innovative

- A few routines are ugly

Comment: A political demo demonstrating against the communistic government in the former Soviet?! Yes, it looks that way! It all starts with a screen that flickers with red and black colors, like peeking in the memory. In the bottom there's a silhouette of a city, and above it the title and credits are shown, followed by a short poem. Sigh :). A, I guess, Russian song is played to make the atmosphere right. This sequence ends when the screen fades to black, and shortly after the demo's main part has started. And what a part! I don't remember I've seen such a fast demo. The pace is very fast, one effect after another is thrown right in your face constantly, while the quite good techno music play in the background! Tunnels, Russian symbols and slogans, zoom/rotator routines, 3D objects and plasma effects are shown fast after another, sometimes combined with brilliant transitions, are shown repeatedly in different variations. And besides from a few ugly routines it looks great! After a couple of minutes the show ends, and so did the communism!

Reminds me of

State of the Art

by Spaceballs because of its great speed

and fast changes.

Conclusion: Watch this one!

## 1.42 Chronic / Passion

Name: Chronic

Group: Passion

Year: 1996

Event: South Sealand

Placing: 1 of 12

---

Size: 0.73 MB

Code: Boogeyman  
Graphic: Prowler  
Music: Slide

Rating: \*\*\*---

+ Some nice routines  
- Needs some design

Comment: Another average production with mostly pretty nice routines, but lack of design. At first the credits are shown with a wallwrap in the background, and it isn't the best wallwrap I've seen but it's acceptable. It's taken over by a quite good bumpmap which tells us the demo's name, it's both fast and in a good resolution. And then the obligatory (?) phong, but unlike lots of other phongs these are pretty interesting: Flying animated mushrooms! Or is it jellyfishes? Well, no matter what they are they look very nice, the resolution is high, while the objects move smooth. Great! After that there are different kinds of tunnels and also another phong object. One tunnel is a plasma thing, which looks okay, then there's a tunnel with mountain peaks coming out of its sides (I've seen this one or one very similar to this one before, but, anyway, It's nice) and finally not just one tunnel, but two transparent on top of each other. This tunnel is pretty great! Near the end of the demo there's we are to fly around in a little spaceship in a nice 3D-scene. The ship flies through some torusses while it's viewed from different angles. The resolution is a little low, but everything (except for the background) moves smoothly around. The last routine is a green waving 3D-grid, where the lines get brighter when they are in front of each other - the more lines the brighter it gets. Too bad it is in blitterscreen, but except for that it's terrific. There isn't much graphic in the demo, but the passion picture in the start of the show is very nice. The music is a piece of laid back techno/demo music, pretty good and it's timed okay to the rest of the demo.

Conclusion: Worth having a look at.

## 1.43 Clichés / Artificial people

Name: Clichés  
Group: Artificial people

Year: 1996  
Event: Assembly  
Placing: 9 of 11

Size: 1.78 MB  
Requirements: AGA, 3 MB fastram  
Recommended: '030 CPU

Code: Kalsu  
Graphic: Thain/Sensible (raytracing), Kalsu  
Music: Falcon, Kalsu

---

Objects & design: Iodine  
Moral support: Cob

Rating: \*\*\*+--

+ Nice routines  
- Better transitions would have been nice

Comment: I must say that I'm a little impressed - they say that this is their first demo, but you can't really see that. All routines are nice, the graphics are pretty good while the music is average, but it fits the demo well. I would have liked if the changes from one routine into another had been better instead of just always fading, though. As the title suggests there aren't (m)any new routines in the demo, however I wouldn't called it unoriginal. Instead of traditional env-mapped torusses they use a transparent man, while the cloudy background scrolls around, instead of showing an ordinary voxel landscape they show both voxel above and under water (nice!), instead of using just one lightsource on the bumpmap they use three (this is a little slow) and instead of just showing a tunnel they show a tunnel while the greetings flies (zooms) through it... One of the best routines is a picture consisting of many small pictures (model's faces) which is rotated, zoomed and exposed to different kinds of plasma, this one is great! Finally there's a fire rotation routine, nothing particular about it. The endscroller starts and the synth music with triphop drums changes into a piano/synth piece.

Conclusion: Have a look at this - you won't regret it! Almost a \*\*\*\*'er.

## 1.44 Closer / CNCD

Name: Closer  
Group: CNCD

Year: 1995  
Event: The Party 5  
Placing: 1 of 22

Size: 4.7 MB  
Note: Needs an assign to run

Code: Juliet, Case  
Graphic: Destop, Kube  
Music: Groo

Rating: \*\*\*\*+-

+ Nice routines, pictures and music  
- Lacks design, blitterscreen display

Comment: It could have been brilliant, but as it is now it's "only" good. To things do that this demo isn't better than it is: It lacks design, it's one effect after another, there are no fancy changes or the like, which is to bad with an in other ways good demo. The second thing is that it uses blitterscreen display in almost all routines, sure it makes the routines run smoothly, but also it makes them look grumy and unclear. But besides

---

from that it's a well made production. Both the graphic and music is top class (a picture by Kube is incredible and the industrial techno module by Groo is marvelous (if you like that kind of music - I do!)). Well, to the show: At first a logo is shown with a glinsing phong thing with rubber arms flying n front of it. The music is still some atmospheric sounds, but that changes for sure when the next routine is on: A fullscreen glinsing env-mapped phong object. Then there are different kinds of plasma (also some kind of tunnel), a moving bumpmap and the before mentioned great picture. The credits are brilliant (and quite unexplainable), they have to be seen! After that a foggy, texture mapped 3D landscape appears, shortly after it disappears. All of the routines are shown for only a short period of time, which does that the demo is worth watching more than ones, you have to see the routines once again. More plasma is on afterwards, then a lot of phong balls with a pulsating background, then a bumpmapped tunnel (look pretty good despite the blitterscreen display). Another quite unexplainable effect is the next, some kind of rotator routine where a lot of squares a rotated. Watch it! Another phong object scene with pulsating background is shown as the last routine. Again the objects are env-mapped and moves pretty smooth, also when there are many.

Conclusion: Watch it!

## 1.45 Collage Demo / Anadune

Name: Collage Demo

Group: Anadune

Year: 1995

Event: Eastern Conference

Placing: ?

Size: 0.86 MB

Code: Acryl, Dr. Greg

Graphic: Kazik

Music: Zeebi

Rating: \*\*+---

+ Non of the routines are directly bad... In some ways a bit different  
- ... But they aren't good either! The music and graphic are (sometimes below) average

Comment: As usual with Anadune's demos their logo is shown while preparing to take of. The group name and title are shown using pictures, average quality which goes for the rest of the pictures in the demo too (luckily Kazik has improved much since then!). And then we have a look at a much improved Workbench: A custom WB-screen with two windows running different effects, a pink and blue plasma and a pixel-routine. The routines themselves aren't impressive in any ways, but not bad either (which goes for the rest of the demo's effects), but it's a cute idea. Afterwards the plasma routine that ran in the window is shown as fullscreen plasma, still fast, but the resolution is a bit low. Afterwards the classic vectorballs are dancing across the screen, not exactly state of the art. Another average picture showing a future city with, among other things, a

---

wall in front it is shown, the fine thing about it is that a scrolltext is running on the wall, original! The next couple of effects have been seen better before, both before and since, but I'll mention them anyway: A line-routine that makes a simple cone, a buggy ball with a texturemap scrolling around on its surface (some times the picture disappears), another plasma that zooms from the top of the screen and is squeezed towards the middle, then getting bigger as it's getting closer to the bottom of the screen. Finally (besides from the credits and greetings-parts) a dot-effect is on showing an object that morphs into other objects. The synth/demo-music is, like the pictures, not too good, lacks especially technical qualities.

Conclusion: Not recommended

## 1.46 Come Find Yourself / Smellon design.

Name: Come Find Yourself  
Group: Smellon design.

Year: 1997  
Event: The Gathering  
Placing: Last (I guess)

Size: 0.79 MB

Code: Celtic  
Graphic: From Bottom, computerized by Celtic  
Music: Walt, Orlingo, Celtic

Rating: \*\*----

+ Funny (especially if you have seen the English TV-series Bottom)  
- Nothing

Comment: This "demo" mainly consists of one part: The end scene from the TV-series Bottom! It is taken directly from Bottom and then converted to black/white. If you have never seen Bottom I would highly recommend you to do it! It's very funny! And so is this production. For you that have not yet seen it I'll explain what's going on: The two main characters are "dancing" and fighting... That's quite simple, but amusing. The music is probably also ripped from the Bottom, but I don't remember.

Conclusion: Hahahaha!

## 1.47 Cosmic Glide / C-lous

Name: Cosmic Glide  
Group: C-lous

Year: ?  
Event: ?  
Placing: ?

---

Size: 1.56 MB  
Recommended: '030/50MHz

Code: Origo  
Graphic: Frame  
Music: Mr. Mygg

Rating: \*\*+---

+ Some nice routines  
- Low resolution during many routines, lacks design

Comment: A little unimpressive production, one of those with one routine after another with no real design, and no real ideas. It starts with some funky letters telling us the demo's name, followed by the first routine, a nice gouraud shaded, lava colored torus. It flies around for a while, then it disappears, and for a couple of seconds nothing else happens. Next one is a cube in "disguise", as the first thing you see is just a little square on the middle of the screen with a texture zoom routine running in it, but suddenly it shows up to be a cube with this zoom routine, and rotator for that matter, on all of its sides. Nice. Next up is, besides from a lot of text, two boxes, a normal and a long one that flies through each other. They are texture mapped and one of them a bit buggy. Finally a new gouraud routine is on. Five or six small objects in different colors are zoomed to the screen, later they are zoomed back were they came from. The music is techno, one of those pieces you won't remember the minute after it stopped, but the quality is okay.

Conclusion: You could spend your time better

Inside information: The routines were supposed to be used in a 40k intro they say...

## 1.48 Crazy, Sexy, Cool / Essence

Name: Crazy, Sexy, Cool  
Group: Essence

Year: 1995  
Event: The Party 5  
Placing: 5 of 22

Size: 0.88 MB

Code: Touchstone  
Graphic: Louie, Insane  
Music: Virgill

Rating: \*\*\*\*--

+ Very nice everything (including design)!  
- Short demo with too many 3D-objects in the end

Comment: Nice graphic, nice music, nice code! We get to know different

---



kinds of shading when different shaded torusses (how original!) are shown one after another (flat shaded, gouraud shaded...). Pictures are shown between each new routine and they are excellent (some of them have competed in a GFX compos)! The music is a funky funk which fits well into the demo.

A cube with different pictures on each side, a transparent cube with a picture on it and phong objects (including the duck...) are also in this demo. And that's that. It's short and the phong part is long.

Too long. Too bad, since it's very well designed, and I would like to see more different routines designed as well as the ones shown.

Conclusion: A must see!

Inside information: Touchstone started coding this in November 1995. He convinced people that it was almost ready during that time, but the fact was that it wasn't. The day before TP5 he worked until 3:00, and still the pictures, music and design had not yet been included. When he arrived at The Party he immediately started to code. After 30 hours of coding the demo was finished, 10 minutes before deadline! (Source: ROM 6)

## 1.49 Cream / Absolute!

Name: Cream

Group: Absolute!

Year: 1995

Event: Hammering

Placing: ?

Size: 0.4 MB

Code: Edge

Graphic: Rack

Music: T-Bozz

Rating: \*\*+---

+ Some good routines, pretty nice graphic

- Some slow routines, no design

Comment: This demo was released at Absolute!'s own party, so it is a shame that it isn't better. Hopefully the Party was! It starts with a lot of text introducing the demo, including the title. This is taken over by a texturemapped 3D object that only rotates on the x-axis, but it is pretty fast. After a while the textures starts to rotate. To bad that it doesn't move on all three axis. Next effect is a zooming rotator, probably the same as on the 3D object, it's fast. The resolution is a bit low. A nice picture of a bodypainted lady is shown between this effect and the credits. When they disappear a different twirl routine is on. The different thing about it is that it's build from small blocks, so that there's a black line between every block. Unfortunately that idea isn't a success. Afterwards a slow cube with a picture on each side is shown. That's probably why the object in the beginning of the demo was only rotating on one axis, the code is simply to slow to handle two axis talking about 3D objects. It ends with a lot of greetings and texts which

---

is rather boring, but fortunately you can quit it here.  
The music is a straight forward techno pop/pop thing, which could have been better, the quality is about the same as the demo's.

Conclusion: Not worth watching.

## 1.50 Cronos / Retire

Name: Cronos  
Group: Retire

Year: 1995  
Event: Blackbox Symposium  
Placing: ?

Size: 1.35 MB

Code: Todi  
Graphic: Chaos, Hijack, Todi, Exon/Riot  
Music: Diesel

Rating: \*\*+---

+ Fast routines  
- Simple routines

Comment: This dentro looks a bit older than it is. Most of the effects could be made on an A500, but that doesn't necessarily mean that they are ugly, but they are simple. For example the starfield, which is show after a very nice logo, is quite beautiful. Another nice effect that is shown later in the demo is a shaded vectorbox in front of a fast (maybe precalced) tunnel. Of more average effect there are a small pixel ball with sticks sticking out of, a pixel tunnel that changes its shape, a transparent blue ball and a "walking" box. The design is okay, the music is ditto and timed well to the demo (but is faded in the end). It's a piece of synth/techno.

I wonder why they've called it Cronos :)

Conclusion: Not a must, but it is recommended for nostalgic people.

## 1.51 Cryogenia / Logic probe

Name: Cryogenia  
Group: Logic probe

Year: 1996  
Event: Halloween  
Placing: 2

Size: 2.17 MB  
Requirements: Hard drive, 4 MB fastram  
Recommended: '060 CPU

---

Code: Joyce, Werk  
Graphic: Virvulent, Diztinct  
Music: Werk (probably)

Rating: \*\*+---

+ Probably looks nice on a fast machine ('060 or the like)  
- (Very) slow and few routines, crashes your system after exit

Comment: This is one of these demos made with a fast machine in mind - all the routines are slow on a '030, but they probably look great on '060. The readme-file confirms that it was actually made for '060, but runs on '020 too. I would say that it merely limps... It can't be hard to create a "fast" demo - you just need the right equipment, that's a '060, PowerPC or Pentium 166> :-). Well, enough about the (lack of) speed. At first a flying, twisting, zooming, blurred and rotating text presents the title and the group's name. The group is written with texture mapped letters, while the other texts are plain white. The demo's title is displayed (a graffiti picture) while a transparent phong glass flies in front of it. More phong, this time with ordinary texturemapping and then the slowest texturemapped 3D-scene I've ever seen. Almost as sad to watch as to see a PeeCee demo running on a '486 or a slow Pentium... The last routines (except for the scroller, which is actually also a routine) are three phong torusses with something that looks like shining fog flying above it. Pretty hard to explain and imagine, but it's pretty nice. The torusses disappear and the "fog" starts to rotate making circles on the screen. Then there's the endscroller. The text is bumpmapped and behind it is a tunnel. And guess what: It's not very smooth... Finally it crashes your system shortly after it exits...

Conclusion: Only for the owners of '060 or better. Maybe a fast '040 would be enough (if it runs on such a thing).

## 1.52 Cyberlogik / Alcatraz & TRSI & TRSI Records

Name: Cyberlogik  
Group: Alcatraz & TRSI & TRSI Records

Year: 1995  
Event: The Party 5  
Placing: 7 of 22

Size: 2.26 MB

Requirements: AGA chipset, '020 running at min. 28MHz, 4 MB fast-RAM

Code: Poseidon, Quedex  
Graphic: Lazur, A-Tom, 2Sign, Bridgeclaw, GS, Viola Bros., Pigment,  
Lukas A.  
Music: Archangel, Nightshade

Rating: \*\*\*+---

+ Runs smooth and fast, great 3D

---

- Some effects are below average and/or very old, Escom is greeted (!)

Comment: The first thing you'll notice about this demo is probably the speed that the routines are shown with. All effects last for only few seconds (tops) and then changes into a new one. It looks as if it's a mix of new and old routines, some are very simple, some a little more advanced. I like the way that some 3D-animations are used, they look great: The screen is filled with the same little animated 3D-object placed in rows. A short fullscreen animation of an armored knight looks great too (?). What I also like about this demo is that all of the effects run smoothly, the coders haven't tried to make routines that are too demanding for the machine (maybe they are on old Amigas?).

The graphics are good (especially a picture by Lazur that is shown both as fullscreen and in a zoom routine).

The music is a noisy piece of techno which fits well into the demo, furthermore it's timed to the effects. The endtheme is a quiet piece which is played while a Star Wars scroller tells us who made this possible (except for Amiga). Excellent.

Worth noticing is that Escom and Petro is greeted!

Conclusion: Watch it! Great mixture of good and old! Especially for nostalgists and speed freaks!

Inside information:

- Cyberlogik was a very unexpected release because that Alcatraz had said that they would cut down on divisions from other countries.
- In fact there's a lot of mess with the name Alcatraz, but the main-Alcatraz is the one in Austria.
- The routines (more than 30) was written in only four weeks!
- Some music CD's containing Scene music is called Cyberlogik and is made by Alcatraz Entertainment Software.
- Bridgeclaw wasn't aware that some of his work was in the demo, Alcatraz had not even asked him of his permission! He knew when it was shown at The Party! (Source: ROM 6)

## 1.53 Darkside / The Black Lotus

Name: Darkside

Group: The Black Lotus

Year: 1996

Event: Remedy

Placing: 1 of 6

Size: 1.72 MB

Code: Noy, Rubberduck, Offa

Graphic: Facet, Danny, Tudor

Music: Lizard

Rating: \*\*\*\*--

+ OK 3D-scenes, nice pictures

- Low resolution

---

Comment: Containing 3D-scenes, textureplasma (both a transparent 2-layer one and one with a lightsource), a water routine and a 3D-tunnel. Especially a transparent 3D-scene with animated thinking statues looks quite nice. The colors in the routines are bright (darkside?) in opposition to the nice, hand drawn pictures. Last to mention is the great music. It's not some traditional techno or demo-music, it's more like film music which is timed to the demo. Great!  
A minus in the demo is that the resolution is a little low in most of the routines, and you'll need a pretty fast CPU to make it all go smoothly.

Conclusion: Worth watching.

Inside information:

- Was delivered two hours after the deadline (but it seems as if it competed anyway.
- A two weeks production (they say!)

Some parts of this demo (especially a picture) have insulted and offended some sceners who say that it's worse than showing Nazi signs and the like! The picture represents a person called Jesus on a cross showing his middle finger...

There's so much violence in the world, I wonder why?...

(Source: Various)

Many were disappointed with this demo after they've seen other TBL productions with better code and happier style (for example

Tint  
).

Rubberduck says that time caught up with the team behind the demo, and that he wanted to create a dark demo, instead of the usual happy style.

(Source: ROM 7)

The title picture

[Click here to go to Panacea - Darkside Second Episode](#)

## 1.54 Death Greedy / Arsenic

Name: Death Greedy

Group: Arsenic

Year: 1996

Event: The Party 6

Placing: 7 of 15

Size: 4.25 MB

Code: Axis

Graphic: Yazoo

Music: ?

Rating: \*\*\*---

---

- + Some well coded routines
- Both music and graphic are below average, some routines need lots of CPU power

Comment: One of the first things you notice about this demo is the rather primitive graphic and the "dance-pop-from-the-radio"-sound that flows out from speakers (of course with a woman's voice included...). The sequence where the demo is introduced consists of primitive logos and ditto backgrounds. But after the start it begins to look better (if you ignore the graphic put in here and there). A bumpmapped 3D-object that is put together from some boxes appear, it's both fast and nice, and the resolution is good. But it gets even better when this object disappears and a glass that is also bumpmapped enters the screen followed by three small bumpmapped and texture mapped objects. These three objects fly around the glass and are mirrored in it. Really good! Also the next effect is nice, a fast voxel routine running in 1x1 resolution. The catch is that it's shown in a matchbox format, and a matchbox isn't big! Well, maybe it is more the size of a small cigar-box on a 14" monitor, but anyway... Talking about boxes: A box is on as the next routine, not an ordinary box, not a magic box, but a texture mapped box where you only get to see one of its sides one at a time. The texture is a picture of a face, and suddenly the face starts to get out of the box, looks as if you take a piece of plastic and press it against your face (by the way don't! It's very dangerous! :)). It's one of the better routines of its kind, very nice! Before the next routine a Dali-like picture is shown, and actually this is not bad at all, unlike the rest of the graphic! Then there's a small 3D-scene starring a phong silver cat that sits in the middle of a room with patterns on the walls. The "camera" is pointed towards the cat all the time, no wild flights here, but that's maybe the best as the routine need a fast processor to run well! But besides from that it's fine. Also the next routine is some kind of minor 3D-scene. It is taken place on the bottom of the sea where three bumpmapped fish swim around above a voxel landscape, and like the previous routine this needs a powerful CPU. The demo ends with a horizontal scrolltext that follows the surface of picture that is below it, cute...

Conclusion: If just the rest was as good as the code is, but it isn't...

## 1.55 Deep / CNCD & Parallax

Name: Deep

Group: CNCD & Parallax

Year: 1995

Event: ?

Placing: ?

Size: 1.56 MB

Recommended: '030/50MHz

Code: Debug, Simply, Bandog

Graphic: Destop

Music: Yolk, Legend

Rating: \*\*\*---

- + Some nice routines, good graphic
- Generally low resolution

Comment: The show starts with a kaleidoscope effect (a lot of colorful patterns) with cycling colors, these are always nice. A texture plasma is on as the next where the texture is some ladie's face, how original. By some reason only very few colors are used, and combined with the low resolution, which is a characteristic for many of the later effects. On the other hand it's fast, but that doesn't save it. Suddenly it is zoomed away from the screen, and you discover that it was just one side of a cube that now turns and zooms back towards the screen with a new effect, a twirling colorful tunnel. Later it stops twirling, the tunnel is still running, though, and a strange shaded box enters the screen through the wall. Except for the low resolution it looks good. A picture is shown next, a nice one too, and in front of it flies a little transparent symmetric object that causes the picture to be a bit displaced. After this routine that was different from most of the other routines as it was in a good resolution, the techno/jungle changes to a similar piece, and the effect changes to another tunnel, but this one with mountains coming out of its sides. Unfortunately it's ruined pretty much, especially because of the resolution, but also its colors and speed aren't my favorites. Next routine is a bit unexplainable, but anyway I'll try to do my best: First of all it's bumpmapped, second a zooming box that is slowly zooming towards the viewer and is exposed to this bumpmap effect (without being bumpmapped itself) causes an area around the box to be painted with the box's color, this paint gets bumpmapped. Hmm, I guess you have to see it to get the idea. And better bring the fast processor for the purpose, it's a pretty slow routine, but on the other hand the resolution is quite good. 3D objects have been seen many times before, and the one that is on next is no exception. This one is gouraud shaded or something similar and morphes into different objects. Still it's not exactly state of the art. After a picture a low-res doom routine is on, pretty fast, very colorful and it's lightly blurred too. The demo ends with this routine without having reached a higher goal, but also without being a total failure. All in all it's actually okay.

Conclusion: Recommended

Note: Destruction has also released a demo called Deep! Confusing!

[Click here to go to the remixed version of this demo](#)

[Click here to go to Deep  
by Destruction](#)

## 1.56 Deep - The Psilocybin Mix / CNCD & Parallax

Name: Deep - The Psilocybin Mix

Group: CNCD & Parallax

Year: After 1994

---

Event: ?  
Placing: ?

Size: 2.77 MB  
Recommended: '030/50MHz

Code: Debug, Simply, Bandoq  
Graphic: Destop, Kube  
Music: Yolk, Legend

Rating: \*\*\*---

+ Some nice routines, some good pictures  
- Generally low resolution

Comment: As the title suggests this is a remix of the demo

Deep  
, and I

must recommend you to read this review if you want to know the details for the routines in this demo. Except for the very talented Kube the team behind this production is same, most of the routines are too, but there are some new ones that surely are worth mentioning. The first routine for example wasn't in the original demo, but anyway it's nice. It's a waving 3D field with cycling colors slowly spinning around. The next couple of routines are from the original demo (tunnel with mountains sticking out of its sides, a variation of the kaleidoscope routine, texture plasma, a colorful Doom routine and a picture with a big transparent, blue blob in front of it). Something that is not in the original is the part of models that are spread randomly throughout the demo, some times put together to bizarre "creatures", if you could say that about models. Also the pretty, fast env-mapped phong routine, and a rather slow, but beautiful party twister is newcomers. One of the last routines is one of the old, a twisting, colorful tunnel.

The music is a pretty noisy piece of techno, doesn't sound too nice, but fits the show okay.

Conclusion: In some ways an improvement of the original, in some ways not

[Click here to go to the original version of Deep](#)

## 1.57 Deep / Destruction

Name: Deep

Group: Destruction

Year: ?  
Event: ?  
Placing: ?

Size: 0.19 MB

Code, graphic, music: Pacman  
Logo graphic: Magius

---



Rating: \*+-----

+ Nice twister  
- Few routines, monotone

Comment: There are about two effects in this demo: A strange, rather unexplainable one (something about two layers of graphic moving around) and a nice twister (a bar is twisted). And that's it. The music is okay, but nothing special, the graphic (intro text) is a bit ugly (some would say different...).

The twister-routine is the reason for the "+".

Conclusion: Even though it's short your time is spend better watching another demo.

Note: CNCD & Parallax have also released a demo called Deep! Confusing!

[Click here to go to CNCD & Parallax's version of Deep](#)

## 1.58 Demo Stop / Loonies & Livitas

Name: Demo Stop  
Group: Loonies & Livitas

Year: 1997  
Event: ?  
Placing: ?

Size: 0.21 MB

Code: ?  
Graphic: ?  
Music: ?

Rating: \*-----

+ Nothing  
- Danish text, no quit

Comment: This is one of the strangest productions I've seen. After a short introduction telling us which groups are responsible a picture of two heads is shown. They look like rockers. The only thing that happens is that these two ugly, primitive guys are talking nonsense. Their speech is written on the screen of course, and it is in Danish only. The weird thing is that it's just as un-understandable to me as if it was Polish or another very foreign language (and if you should have missed it I'm Danish)...

An extremely noisy hardcore module is played while they're talking, and there doesn't seem to be any end. They just keep on talking and talking... And you can't quit it!

---

Conclusion: For Scandinavians who need company... No, it's crap!

## 1.59 Deus ex Machina / Limited Edition

Name: Deus ex Machina  
Group: Limited Edition

Year: 1997  
Event: The Gathering  
Placing: 3

Size: 2.26 MB

Code: PG  
Graphic: Skize, Skutt, MRK  
Music: Radix, Jazz  
Design & objects: Skize

Rating: \*\*\*\*--

+ Fast routines, pretty nice design, some original ideas, nice pictures  
- The resolution is generally not good (but acceptable)

Comment: Yet another of LED's fast phong filled demos. This time the environment is the future: All backgrounds look technical, there's a scene with ED-209 (the evil robot from Robocop) and the techno music combined with the rest of the demo make a very futurist atmosphere. Also two good pictures by MRK help it on its way.

The demo's name is shown with shaking letters and is taken over by the colored bumpmapped credits that are shown in a small band across the screen. A cartoonish drawing of an angry astronaut is shown, which is nice, but I think it doesn't fit too well to the rest of the demo. Then the "real" routines start: A fast voxel landscape. You're flying over it looking down at it obliquely so that you rarely see the horizon. And sometimes the "camera" even makes a 360\textdegree{} rotation. And then to the phong: ←

It's fast, the resolution is a little low (but acceptable), but in overall nice. Behind the object (which you can't see what is) a technical background moves around. Then it's time for some kind of 3D-scene. The ED-209 robot (or one very similar to it, anyway) is walking lightened by a spotlight from above. It is of course texturemapped and we see it from about all angles as we fly around it. Nice and pretty smooth. After that there's a not completely normal tunnel (looks like a plasma tunnel). First of all it twists and wrenches, and second small phong blobs zoom towards you without being slow! More phong: The technical background is back on, the phong too, this time it morphs (even though it has some problems morphing back to it original state, but I think this is design). The next routine which takes over where the other ends is pretty original. It's a texturemapped box (wow, that sure is original!). The cool thing about it is that suddenly a red laserbeam starts cutting in it, so that the textures is marked with dark burns! And finally we have reached the last routine which is also pretty original. The technical background is still on, a new phong object is on (wow, that sure is original!). But there's also a technical foreground which is made with a lot of holes, so that you can still see what's happening behind it (if these holes haven't been there

this routine could have been a bommer :-)). And that's not all. The light source is placed in front of the foreground, so you can see the shadows from it on the phong object! Great! And then it's over.

Conclusion: Watch it!

Inside information:

- Deus ex Machina means a person that suddenly appears in a play and turns everything to the best possible!

## 1.60 Dim / Mellow Chips

Name: Dim

Group: Mellow Chips

Year: 1996

Event: Assembly

Placing: 2 of 11

Size: 3.5 MB

Recommended: At least '040 if it runs on such thing

Code: Braindead, Jogi

Graphic: Lich, Tequila, Ola

Music: Icebeat

Design: Freak, rest of Mellow Chips

Rating: \*\*\*\*+-

+ Magnificent show!

- Needs a powerful CPU

Comment: This one was one of the top candidates to win the Assembly demo compo, in my opinion it's at least as good as the winner

Sumea  
, but

then again you can't really compare those two as it is two different styles. The other one won as you can see above, probably because of its originality and it's less processor hungry nature. The resolution is now and then a bit low, but the routines are smooth so that you don't really notice that. Anyway, let's get on with the review.

First of all: It's a long demo, but that doesn't mean that it becomes monotone, the Mellow Chips have succeeded in making it interesting from the start to the end. The coders are fund of colorful phong routines, small flying lightballs and blur effects here and there on most of the routines (last mentioned also partly hiding that it needs a rather fast CPU).

Also the colorful backgrounds are a mark of this demo and for the Chips in general. The first thing that happens after you start the demo is that a metallic voice counts down to from five, when reaching zero the demo starts for real with a good synthesiser piece of music that through the demo changes from being real music to just some floating sounds. What happens on the screen is that a plane with long tails of bright smoke behind it takes off, the smoke actually causes the background picture to be brighter where the smoke is (must be environmental compatible plane! :-)). It shortly after shows to be a space craft as it flies towards a

---

big brown planet. The crew's name is the next thing that is on, not just with an ordinary still-picture, also with 3D. The letters fly one by one towards you with a tail of blur behind them, when they reach the screen they disappear so that you can see the letter behind them. Nice! The credits are shown in a space scene with stars, lensflares, etc. The next routine is a blurred voxel landscape with lightballs flying around, the blur gives them a long bright tail. The sun that is partly hidden behind a hill sometimes the screen get almost completely white, a nice detail. Up next is a colorful tunnel with where a texture mapped space craft suddenly enters and makes it all a bit more interesting, and lightballs in different colors are flying through the tunnel at the same time. The next routine is especially brilliant, still it's 3D, and it's phong and it's for sure inspired by the movie Terminator 2 - Judgement Day, to be more explicit the scene where the T1000 has disguised himself as the checked floor in the asylum and then transforms into the guard. It's the same thing that happens here, except that we only get see first half of the process (only half of the body gets up before next effect), and that it isn't exactly a complete floor, but a plate that we slowly fly around. It's phong, it's morphing, it's hungry, but so cool! Afterwards a bumpmap morph routine is on. Words are slowly morphed out of a transparent plate, with the obligatory lightballs in the background, and when one word fades out the other word fades in at the same time. It's almost to much with these lightballs and the mess with the colors, but it sure is impressive. The next effect is actually quite ordinary, except for the heavy blur that has been added to it: A box is spinning around and changing its color, and the tale behind is therefore a rainbow of different colors. Also the next routine is a variation of a well-known one, the water routine where everything is seen from above and invisible objects causing the water to wave behind them. The idea is the same, but they've replaced the water with jelly! A new little 3D-scene follows afterwards, an object consisting of a floor, four columns, a reversed pyramid as roof and a big ball in the middle that looks quite electric inside. Next effect really proves that they have been watching Terminator 2, they've made a fire effect where the bottom of the screen is on fire, the flames are rising high, and through them is the head of a metal terminator (with red eyes of course) zoomed towards you, it doesn't stop untill you've looked it deep in the eyes! The demo now changes to being a bit more humoristic, as the next thing that happens is that a little animation is shown, where two men are about to shoot each other in a duel, one of them is quite normal, the other equipped with strange cartoonish stuff. And then there's a commercial brake! A total style change, and I can't really decide if it's good or bad, one thing is for sure: It doesn't fit in here (that's a little bad). The commercial itself is a picture of some junkfood with MC written on the packing, and a commercial voice saying some words... And after this commercial a picture of a dead man is shown! The next part is the greetings part, but as anything else this is different from most other demos. A rotating texture as background, a texture mapped object as middleground and the greetings as foreground. Very nice indeed. The next scene is one of my favorite scenes, a futuristic city, blurred with texture mapped buildings. We're flying around above the city looking down at the successful texture maps, enjoying the view. A traced picture with the demo's name is shown afterwards, and a short endscroller ends the demo.

Conclusion: Highly recommended, especially for people with fast processors!

---

## 1.61 Divine / Mellow Chips

Name: Divine

Group: Mellow Chips

Year: ?

Event: Demolition II

Placing: 1 of 9 (mixed Amiga and PeeCee competition, 6 of the demos were PeeCee demos)

Size: 3.61 MB

Code: Braindead

Graphics: Ola, Jogi

Music: Kalsu

Objects: Tequila

Rating: \*\*\*\*+-

+ Great 3D-scenes, nice graphics

- Needs lots of CPU power to run smoothly.

Comment: 3D-scenes are the main contents of this demo. After a short credit and title sequence (nice graphics, good film like music) the show starts for real: The letters MC are shown in a "room" with round checked walls, which is mirrored in the letters. It runs perfectly smooth, and you don't see that the resolution is a little low (I saw it, though...). In this part, and almost in the rest of the demo, the music is a fine piece of techno. After that there are some env-mapped objects, then there's a tunnel with a lightsource at the end of it, this part needs a powerful CPU! Actually, most of the routines need a powerful CPU to run smoothly, but most of them run acceptable on a 1230-40 or 50. Later there's a very nice picture by Jogi which is "twisted" and stretched, looks a (very) little like when you throw a stone in a pool of water.

Then we're visiting a planet in space shooting fireballs (3D).

Another 3D-scene is on, a marble surface morphs into different shapes.

Wow! And another, this time a blurred room with some kind of mirror in the middle of the floor. Cool! The coder must be fond of reflections and light, the next 3D-sequence is a "thing" with legs reflecting a sharp light when it is in the right position. A great, but slow routine which is shown a little too long.

The greetings are a water-effect that instead of rings in the water form the group names. And instead of using a watery background a fire like background is used, looks great.

The last effect is maybe the greatest of all: A 3D-object rotates above some water. When it hit the surface of the water, you can see the small waves spreading. And when it dives, the color changes, so that it actually looks as if it's under water!

The end scroller reminds me a little of the one in the film "Seven", strange design. In the background you see some screenshots from the demo.

Conclusion: A must see! An overlooked demo.

---

## 1.62 Do You Believe / Infect!

Name: Do You Believe  
Group: Infect!

Year: ?  
Event: ?  
Placing: ?

Size: 1.55 MB

Code: Smack  
Graphic: Spiv  
Music: DJ MellowNoise  
Anim: Andreas Maschke

Rating: \*+----

+ Two nice animations  
- Some ugly animations, quite boring

Comment: Infect! who is mostly known because of their fine wild demos is the team behind this production, and just like their wild demos it's made from animations rather than code. Most of the animations looks like drawings drawn by a child, but there are two good ones: A tunnel with a ball in the middle and a flight above a landscape. Both of these animations uses a small palette, would be nice to see them in full color. The demo gets quite boring, generally it isn't pretty, and most of the time either the ugly animations or BBS-adds are shown. A nice feature is that you can make some of the animations run at maximum speed by pressing F10, I think every demo should have a such button!  
The music is techno (of course), quite strange, but then again it fits the demo.

Conclusion: Not recommended

## 1.63 Domination / Contraz

Name: Domination  
Group: Contraz

Year: ?  
Event: Kindergarten 6  
Placing: 1

Size: ?

Code: Skjeggspir, Brekke, etc.  
Graphic: Nirvana, Mr. Figaro  
Music: Fro-D, Pinnochio

Rating: \*+----

+ Nice (but SLOW) routines

---

- Needs a hell of a CPU to run at an acceptable speed, few routines

Comment: Contains some of the slowest routines I've ever seen! More precise I'm talking about a env-mapped, rotating bumpmap-like thing with a wave starting from the middle and (very) slowly moves towards the edges of the map. Only half the screen is used, on the other half of the screen is Arnie in his "Terminator 2" outfit and a text saying something like: "They must be elite! 1x1 in 8-bit planes". That might be true, but hell it's slow. Another effect is a 3D flat scene with a woman lying on it (like Arnie she's in front of the effect). Last routine is a picture that is "twisted" from the middle and out...  
The graphics are average, the scans below average. The music is techno... Either the machine used at the KG6 party was a monster (FAST!) or else the other demos where miserable!

Conclusion: If your eyes update just as slow as the routines in this demo it might look nice...

## 1.64 Dreamscape Remix v. 1.2 / Triumph

Name: Dreamscape Remix v. 1.2

Group: Triumph

Year: 1996

Event (the party version): The Gathering

Placing (the party version): 2 of 11

Size: 4.28 MB

Requirements: '020

Recommended: '030/50MHz they say in the readme-file, that's not true. I'll recommend a '060 and a CV64!

Note: Supports CyberVision64 (fx 32-bit and 16 bit RGB or 8 bit grayscale), runs on ECS too

Code: Nils "Darkman" Corneliusen, Carl "Smeagol" Aaby

Graphic: Ivan Moen, Morten Johnsen, Carl "Smeagol" Aaby

Music: Kim "Quest" Berg

Rating: \*\*----

+ CV64 support

- It's SLOW! Few routines

Comment: A strange demo this one, not because of the routines, but because of the way it's made. When you're going to start it (from CLI/Shell) you are able to give some options, for example you can choose to use CyberVision 64. Nice! But unfortunately I haven't got such a thing, therefore I had to run it using AGA in HAM-mode. The result: SLOW! So I tried to run in grayscale mode which help a lot on the speed, but it isn't the same without colors. And still it's slow.  
I think this is just one big animation more or less, I wonder how they've put it together, and not least why!  
At first a 3D-logo is slowly zoomed away from the viewer. After some text the first "real" routine starts, it is a raytraced, transparent sign coming from the top of the screen, and the top of a column from the lower

part of the screen. The screen changes to a text again (which it does after every routine), and afterwards the next raytraced 3D object is on: A gear wheel. The last raytraced objects are about six small different objects flying around in a circle. Then it's time for the Dreamscape (tm). It's a 3D scene taking place in the desert among a lot of pyramids. It's seen from different angles while where following five futuristic airplanes are shot down by another airplane. I can't help thinking of Kefrens' Desert Dream , the Triumph crew neither!  
The music is typical demo music, not bad.

Conclusion: For CV64 owners only I guess!

## 1.65 Dream With Me / Scania

Name: Dream With Me  
Group: Scania

Year: 1995  
Event: The Party 5  
Placing: 12 of 22

Size: 0.84 MB

Animation: Simon Ekstrand  
Code: PB  
Additional graphics: Simon Ekstrand, Wildcat  
Music: Kervin, Lex/Nova

Rating: \*\*\*---

+ Nice changes into new scenes, original, well timed music  
- Primitive animation (but then again it's charming)

Comment: I don't know if I should call this a demo, as it only consists of a presentation, a long animation (2036 frames) and an end scroller. The animation is made using simple lines, most of it looks like something drawn by a child. The real cool thing about this demo is the "morphing" into new scenes. Very original. Another great thing is how the last animation frame changes into an end-picture. The music in the demo is a piece of well timed techno, the end theme is a quiet, old melody.

Conclusion: Watch this one! One of the most original "demos" yet!

## 1.66 Drugstore / Abyss

Name: Drugstore  
Group: Abyss

Year: 1995  
Event: Released two month after The Party 5  
Placing: Non

---



Size: 1.25 MB

Requirements: OCS or better, 1/2 MB chip-RAM, ditto fast-RAM, or just 1 MB of chip-RAM.

Code: Moon

Graphic: Toxic, Jumping Pixel

Music: Neurodancer

Ideas: Toxic

Design: Moon, Toxic

Rating: \*\*+---

+ Okay design

- Non-AGA causes of course few colors, rather primitive routines

Comment: This is Abyss' last non-AGA demo (they say), and I think that a fair and wise decision they've made there. Most Amigans out there own an AGA-machine, I guess. The lack of AGA means lack of colors, and as it is able to run on the non-AGA machines, which are rather slow, the routines are mostly pretty primitive compared to today's standards. But that doesn't mean that they are ugly, just simple. After a "legal" message the show starts with synth music and a rotating pixel landscape. Landscape maybe isn't the right word, the idea is the same, but the "landscape" is a small picture of an eye. Suddenly a ball drops from the top of the screen and bounces down on the eye causing it to behave like a trampoline.

More pixels are coming up, this time they fly in a long string making beautiful patterns. A head interrupts and introduces some vector routines: A cube which is somehow being displaced a little, so that it sometimes looks as if it is about to be torn apart. Furthermore two grids are slowly moving in front and behind it. In the end of the effects a mosaic is shown in the cube. Another face tells us how cool pixel effects are (and how lame vector routines are...) which causes another pixel routine: A text-scroller moving in a waving circle while pushing a picture of a face. Cute idea. The next effect is a very transparent box in front of a picture. The only way you can see the box is that it displaces the pixels a little. It doesn't act like glass at all, and doesn't look as nice, either. The next effect is some kind of color zoomer in a small box. The resolution is low, the display area little and the effect isn't so very nice. After that a lot of credits are on, and afterwards the pixel routine is back making beautiful circular patterns. Another dot landscape is on, much bigger than the first one and the speed is the same. Finally there's the endscroller and in the background the color zoomer routine runs fullscreen, and with the same speed as before! The last part tends to be too long with lots of text and addresses.

The pictures that are shown between some of the routines are quite good, especially considering that it is non-AGA pictures. The first piece of music is an okay techno tune, the second a synth/techno tune, the last one a quiet synth tune with a to loud synth. Non of it is timed to the music, but fits anyway.

Conclusion: For those who haven't bought an AGAmiga yet.

Note: Abyss' last non-AGA demo

Inside information:

- Wasn't finished for The Party 5 because some members always had some suggestions.

- Developed in 2-3 years time.
- Mainly designed for A500.

Dot scape with bouncing ball  
Sinus dots, simple and beautiful  
The "flower"-shaped pixel scroller pushes the picture

## 1.67 Dyspepsia / Analogy

Name: Dyspepsia

Group: Analogy

Year: ?

Event: Aggresive Party

Placing: ?

Size: 0.9 MB

Code: Synx

Graphic: Stephen (not a member of Analogy)

Music: Slaverider

Rating: \*\*----

+ In a way it's impressive

- It's short, the quality is really low, no quit

Comment: This is a very short demo, or rather movie. It's a short digitized piece of home video talking place in the city (?). The quality is very low, you might even have problems figuring out what's actually going on, and it's black/white. Furthermore you can't quit it.  
The music is an okay piece of funk with some synth elements in it.

Conclusion: Not recommended. If you want digitized video I would rather recommend for example

242

.

## 1.68 Elements / Logic Probe

Name: Elements

Group: Logic Probe

Year: 1997

Event: Berzan Party # 19

Placing: ?

Size: 1.82 MB

Code: Joyce, Werk

Graphic: Pulse, Diztinct, Virvulent

---

Music: Pulse

Rating: \*+----

+ Pretty nice plasma  
- Few and slow routines

Comment: Let me start with the end. When the demo is over it says: "This was made in an Extreme hurry"... And it obviously is. There are two routines in it, a slow 3D scene taking place in some kind of dark room with bend columns standing in a circle, and in the middle of this circle are four small lightning balls, and a nice red and yellow plasma routine where you (unfortunately?) can see it's rallying point. Furthermore there are three average pictures and some fair atmospheric synth/techno music.

Conclusion: Too bad that this production was released so early. It could have been nice, but it isn't.

## 1.69 Embryo / Balance

Name: Embryo

Group: Balance

Year: 1995  
Event: Assembly  
Placing: 8 of 15

Size: 1.72 MB

Requirements: AGA, '020 or above, detects FPU and fast-RAM, if run on machine with no fast-RAM runs slower (!) and needs 1.8 MB chip-RAM

Recommended: '030/50MHz, fast-RAM

Code: Confidence  
Graphic: Grid  
Music: Atheist, Deelite

Rating: \*\*\*+--

+ Some nice routines, okay music that is well timed, nice pictures  
- Uses a strange ball-display for several routines

Comment: A quite nice little production. It starts with the demo creator's names that are shown using a transparent font, so that you can see a texture through them. Furthermore they slowly move around and the "main"-words are zoomed a bit, cute. The first "real" effect is a fast texture mapped cube with small different pictures on each side (close-ups of a woman's face I guess). One reason why it is so fast is probably the strange mini-ball-display that is used, the box simply looks as if it is made from lots of small balls. I don't really know if it's nice, I don't think so, but different, yes! All effects which are exposed to this display tends to be unclear, blurred with a low level of details and precision. And many of the effects later in the demo uses this display. Still I think it's better than standard blitterscreen display. Well, back to the box. The texture on its sides starts to rotate, zoom and twirl!

---

Pretty cool! Afterwards an okay picture is shown, and a couple of seconds after this picture is used in a ball-display plasma routine, a nice one too. Time for a ride! Next up is a picture zoomer routine, you are simply zooming into a lot of pictures. The routine is fast, but also very unprecise and a bit jumpy everytime a picture is changed, the display is not that ball-display, now it's just pretty unclear... If you want to see a good zoomer (and a great demo) try TBL's

Captured Dreams

...

A short black/white video sequence where a guy kicks the screen (!) is on, the greetings are written on the shoe's sole. Original I must say! After a nice picture a fast phong is shown using ball-display which ruins it pretty much (or adds another dimension?!). After that some kind of blur/rotator routine is used on a picture, and finally the letters BLC (I wonder what that stands for :)) is shown in this strange display that makes the texture mapping on the letters look unsharp.

The endscroller are for very fast readers, in the beginning it runs at a normal speed, but after the credits it accelerates and is over after a few seconds. Nobody ever read those texts anyway? A logo is on at last and you can exit with a click on the mouse.

The music is a quite okay synth/techno piece timed well to the demo.

Conclusion: Worth having a look at

## 1.70 Endolymfa / Balance

Name: Endolymfa

Group: Balance

Year: 1996

Event: The Party

Placing: 3 of 15

Size: 0.83 MB

By: Confidence, Gorg & Smartass

Rating: \*\*\*+--

+ OK 3D-scenes, nice design

- Low resolution, needs a lot of CPU power

Comment: Not all of the routines are fast enough to run on a '030-40MHz, but they are acceptable. It starts out with a 3D-scene showing some TV-screens with different animations in them. The colors are blue, green and red and this goes for the rest of the demo as well. After that there's a very cool effect, where a moving blurred box reflects some letter flying in front of it (needs quite a lot of CPU power). The torus-routine (how original!) is by some reason rather slow. A torus that is reflected in another 3D-object is nice, though. In the end there's is another 3D-object (star-shaped), but this time a text is scrolled on the surface. The music is a mixture of heavy rock and techno. Fits the demo.

Conclusion: Could need to be optimized, but anyway, it's worth taking a

---

look at.

The TV-screen sequence  
 The title with a big torus behind it  
 A torus is reflected in another object  
 Star-shaped phong object with scrolltext on it

## 1.71 Energy - Fraction II / Gods

Name: Energy - Fraction II

Group: Gods

Year: 1997

Event: The Gathering

Placing: 5

Size: 1.12 MB

Code: Odin, Xbarr

Graphic: Bridgeclaw, Typhoon

Music: Liszt

Rating: \*\*+---

+ Good pictures

- Slow routines

Comment: This demo is the successor to

Fraction

, but unfortunately

the quality is almost the same, maybe this one is a little worse than the first

Fraction

. And as far as I remember it has nothing to

do with

Fraction

(besides the name). Well, to the demo:

An ugly B/W sign with the demo's name is shown. Then the first routine starts: A lot of bright spots are flying around, looks a little like a 3D-starfield, except that the stars are not stars, they're more like small cotton-pieces. This routine is a little slow, and so is the next: A vector scene taking place in a hightech hallway or the like. While we're flying around the credits are shown. It looks like something that would be nice for a dusty A500 (maybe even for a clean one:-)), but not for a A1230! After this failure (!) a nice picture by Typhoon is shown. But unfortunately Gods (who doesn't really live up to their name...) have chosen to have another vector-scene of some kind, this time it's a lot of small things flying around, and a big thing in the middle. After that there's a not too smooth plasma routines followed by a pretty nice twirl effect. After that there's a slow phong object, with a quite limited palette. A picture is shown which disappears in a flash. A very slow texturemapped box with credits on its sides is the result of the flash. And then a possible explanation about the previous vector scenes, because the next routine is a texturemapped 3D-scene talking place in a tower with a winding staircase, and it is very slow! We are moving up the

stairs, and when reaching the top there's another flash, and a Gods-picture is shown. The demo is over. The music is a quiet piece of techno, quite good.

Conclusion: Not essential.

[Click here to go to the prequel Fraction](#)

## 1.72 Everywhere / Candle

Name: Everywhere

Group: Candle

Year: 1996

Event: The Party 6

Placing: 14 of 15

Size: 0.84 MB

Code: Aeroba

Graphic: Aeroba, Cloud

Music: Cloud

Rating: \*-----

+ I don't have to say anything positive  
- Lots of negative things to say - read on...

Comment: This "demo" starts with a piece of sampled music from some kind of McDonald's commercial, while an ugly McDonald's-logo is shown in the background (I won't hide that I don't like McDonald's). A pixeltext flying around shows the text that is sung ("What ever you want..."). Suddenly both picture and sound are cut (yes!) and a very ugly fire routine and a noisy techno module is on. After that there's a slow awful pixel routine, while the guys behind the demo try to be funny. I don't think they are.

Conclusion: Supposed to be a joke. But it doesn't work at all. Avoid this.

## 1.73 Exit Planet Dust (compo. version)/ Artwork

Name: Exit Planet Dust (compo. version)

Group: Artwork

Year: 1997

Event: The Gathering

Placing: 2

Size: 4.75 MB

---

Requirements: 8 MB fast-RAM, '030 CPU

Recommended: 8 MB fast-RAM (?!), '040/40 MHz, no unfragmented memory, clean boot (what have our footwear to do with this :-)?

Code: Azure, Tron, Graham, Scout

Graphic: Fiver2, Skyphos

Music: Skyphos, RockDaZone

Rating: \*\*\*\*+-

+ Very nice effects, great graphic, colorful

- Seems more like a lot of small demos than one big one, as all effects are split up with a black screen between them

Comment: Another great production from the (mainly) German group Artwork! The package includes two executable files, which are executed by a little script. The first one is a plain 3D landscape with rocks lying around and some scanned people standing (well, actually it's the same person copied a lot). You fly around above and sometimes it even turns 360\textdegree{}, so that you

fly upside down. When you fly around the person(s) you can see them from different angles. But a negative thing is that you can clearly see that the person is just a scanned picture that is changed with a new one when you change the viewpoint. There are some frames missing between the existing frames. And it's in grayscale, unlike the rest of the demo which is pretty colorful. But anyway, it looks nice and moves rather smoothly. Suddenly the effect changes to a very fast bumpmap where the credits are shown. And then it changes back to the 3D-scape where some of the stones have started to fly? And then back to the bumpmap which shows more credits. And back again, now about all stones are flying and also the person from before. Hehehe... Seen to many Sci-Fi movies lately? :-)

The second executable file is the main part of the demo. It starts with a very nice 3D planet scene where you fly around in the universe, seeing some light sourced planets and the suns where the light comes from. Of course there are lensflares... The next effect also takes place in space (I guess), we see a texturemapped spaceship from the outside flying right through a brick wall! The background is colorful though, and so they are in most parts of the demo. Almost all the demo's effects are separated by a black screen that is shown for a short very short period of time. The "problem" about this is not the time it takes, it is that you feel that the demo is a lot of small demos instead of one great production. It's just routine after routine after routine etc., very nice routines, but anyway... The next effect is that some small stars fly through two transparent pipes. The stars are used a lot later in the demo together with different kinds of phong objects. But before the first phong there's a 3D tunnel which is a bit slow, but nice! The "camera" rotates in all directions in it. Then there's some kind of a light sourced 3D sign with two of the mentioned stars flying around it (it doesn't seem as if they are the light sources, but I could be wrong). And finally: The phonges. There are many! All kinds of phong (texturemapped, ordinary and bumpmapped... Ups, did I say ALL kinds? There doesn't seem to be any transparent ones)! And all of them are objects that look like stones, beans and blobs. At one point in the demo there even is a jelly phong "grid". It is simply a grid that is placed all over the screen, slowly waving in the artificial wind. Also to mention is a slow, but in spite of everything beautiful 3D-scene, where a person is standing in a big room on a platform in front of a pool filled with water. The resolution is good,

but you'll need the '040/40 that Artwork has recommended to make this go smoothly. More effects of the same kind that has already been described are shown before the demo ends with three light sourced signs shown one after another saying the demo's name (just in case that you missed it in the beginning...). The music is a piece of well-timed techno which is also atmospheric when it needs to be.

Conclusion: Very nice indeed. You MUST see this one!

Note: Because of problems with the demo's size, which had to be below 5 MB according to the rules at The Gathering, and because of time problems some of the demo's effects are restricted, and the endpart (with music by Virgill) is cut off. A final version is also released.

Inside information: Azure forgot to credit RockDaZone in the demo, he made the intro-tune together with Skyphos, and is also the one with the tired voice!

## 1.74 Exorcism / Oxyron

Name: Exorcism

Group: Oxyron

Year: 1995

Event: The Party 5

Placing: Probably 13 of 22

Size: 3.83 MB

Requirements: 2 MB chip-RAM, 3.8 MB fast-RAM, HD

Code: Axis, Graham, TTS

Logo: Gandalf

Music: No-XS

Rating: \*\*\*---

+ Generally nice routines

- The music doesn't fit the demo and is suddenly cut off. No design.

Comment: Starts with a nice zooming scroller with a texture on the letters. The title picture isn't that nice and you can see the mouse pointer when the picture is shown... Oxyron should have used a little more time creating this production, as this is not the only small error in the demo: the music, which is an average piece of techno that doesn't fit the demo, is suddenly cut off before the last part of the demo, some (or one anyway) effects aren't centered.

A very nice routine is a zooming fractal that runs smooth, a voxel landscape is nice too, and so are the tunnel with mountains rising from its walls. Of course there's also a torus...

The endpart is a doom-routine by TTS (who also made the winner intro from The Party 6 called Phongfree which contains a doom routine much like the one in this demo). It's a little slow and the sounds (there's no music in this part) are the same primitive noises as in the original Doom game.

Conclusion: Not bad. The doom routine separates this demo from lots of

---



others. But on the other hand it takes up almost four megs of HD...

Inside information:

- Was supposed to have a better design, but because of a crash 10 minutes before the deadline at TP5 TTS had to take an old version of the demo. He refused to make a "final"-version because that the routines would become to old.
- The Doom-routine is actually made for a game (called Trapped). (Source: Generation 20)

## 1.75 Extreme / Balance

Name: Extreme  
Group: Balance

Year: 1996  
Event: The Summer Party  
Placing: 1 of 3

Size: 3.07 MB

Code: Confidence  
Graphic: Gorg, Grid  
Music: Atheist, Deelite

Rating: \*\*\*\*--

- + Nice routines, design, pictures and music
- Some slow routines

Comment: It starts with a big gray 2D object with a hole in the middle zooms towards you. Through the hole you can see a phong face which is lightened by a moving lightsource. Very nice. The music is very atmospheric too. Then we see a slow phong face that is very close to the screen moving from side to side, and suddenly a line saying "Balance" scrolls over it. It's pretty slow, but nice on a faster machine I guess. The face stops moving and the screen is split into two by a bumpmap in the middle of the screen, reaching from left edge of the screen to the right. Letters slowly, but smoothly, appear on the map. Nice! The screen changes and the credits are shown with zooming, blurred, rotating text, the resolution is pretty low, but it looks fine.

A nice picture by Grid is shown, then the screen becomes black and the other half of the demo starts.

The music changes into some melodic demo music and a glinting purple phong object is shown. Rather tasteless, but it's pretty smooth. Then there's a tunnel with rings of light moving on its sides, and then there is a very special routine that I think hasn't been seen before: A 3D object combined with a moving bumpmap. Actually I think it's a 3D object and a tunnel which is bumpmapped. Looks terrific, but is a bit slow! Finally there's an ugly phong. There seems to be an error in my demo, so that the last two routines aren't shown - would someone please send me a new copy?

Conclusion: Watch this one!

---

A 2D object with a phong face in the center  
The phong face with a text scrolling across it  
The tasteless (?), glinting phong object  
The tunnel with rings of light

## 1.76 Faktory / Virtual Dreams of Fairlight

Name: Faktory

Group: Virtual Dreams of Fairlight

Year: Before 1996

Event: ?

Placing: ?

Size: ?

Code: ?

Graphic: ?

Music: ?

Rating: \*\*\*\*--

+ Nice code, graphic and music

- Short

Comment: The first Faktory demo, not as successful as it's follower, but still good. Actually the only serious thing against it is its duration, it lasts for only a couple of minutes. The speed is fast and most of the routines too. The quite quiet and rather atmospheric techno music is a very good choice for the demo. Also considering the colorful, funky pictures it just seems to fit somehow.

It begins with some logos, and when the title is shown shortly after small transparent bubbles start to swim up to the top from the bottom of the screen. Nice! Some of the later effects, including the next one, only use a small display area, the rest of the screen is used for pictures presenting mostly woman (of course...). It's some kind of plasma combined with a bumpmap effect, looks like those biology films where bacteria have been recorded through a microscope... Next on is a twirling tunnel, this one isn't shown with a picture next to it, but shortly after it's shown in four small windows instead of just one big one. The next routine is a variation of the "bakteria" routine, and it is followed by a wrapped ball routine: A ball shape is present in the middle of the screen and a texture is wrapped around this ball, and on the same time connected to the screen's edges. It all moves around at great speed. Next one is shown with a picture next to it, it's a env-mapped 3D object presenting a space craft designed a bit like the one's that are used for landing on the Moon, just with a jet engine mounted in each of its feet, and from these you see a bright light. Nice and fast because of the small display area used. The big final is a texture mapped television with a plasma routine in the background. While the TV is flying around an eye appears on the screen, and it even blinks to you! It's pretty fast too. The show ends with a picture, a scan.

Conclusion: Too bad it's so short, but it's recommended anyway!

---

[Click here to go to Sumea - Factory 2](#)  
Note: I guess this is my review number 200!

## 1.77 Fear Factory / Arsenic

Name: Fear Factory

Group: Arsenic

Year: 1997

Event: Symposium-Mekka

Placing: 2 of 14 (only 6 points after the winner  
Megademo IV  
by Artwork!)

Size: 2.22 MB

Code: Axis

Graphic: Yazoo, Gizmo/Icebird

Music: Shylock

Design: Axis, Yazoo

Rating: \*\*\*\*--

+ Some nice routines

- Both graphic and music are below average, lacks design

Comment: One thing I've noticed about this demo: The code is good, but both the graphic and music cannot keep up with the code. Nor can the design. And that's too bad, because besides from that it's a quite nice demo. At first a picture with the group name is shown, looks as if it could need some hours of work. The screen changes to a little plasma effect centred in the middle of the screen with the word "presents" coming out of it, nice. The title is also shown with a picture, the quality the same as before. Then the effects start for real, beginning with a nice, but slow 3D scene representing a chessboard, of course with a couple of chess pieces on it. The area used for display goes from the top to the bottom of the screen, but is cut off in the sides, so it got a shape mostly like a box of matches. The resolution is good, which unfortunately results in a not very smooth ride over the board, but I guess it looks great on faster processors (if it runs on such). The next effect is cool on "ordinary" Amigas (that is '030): A tunnel, which is actually two tunnels, one looks like an ordinary tunnel seen in lots of other demos, while the other one is inside this tunnel and is more like a grid in different patterns than a tunnel. And it looks great! Furthermore small explosions are getting closer to you! The next routine, a torus, is quite unoriginal if it wasn't because it being partly transparent. The resolution is good, but it doesn't move smoothly. A picture is shown and the demo music is cut off abruptly, and shortly after it's taken over by a new piece. The next routine is brilliant. It's another 3D scene, but unlike the first one this is fast, and the resolution is still good. The display area is again in matchbox format. We are in a room with some mirrors pointing towards a star-like object which is in the middle of it all, and it is of course mirrored in the mirrors (that's what mirrors are for...)! Nice textures,

---

pretty smooth movement, great routine! The next routine is great too: A lot of grids in a layers, so that the ones away from you is smaller than the ones close to you, are rotated with a little delay from top to bottom so that the one away from you is rotated later than the ones closest to you. Looks great! And more 3D, this time a not too ordinary texturemapped, lightsourced box, firstly there are some sticks with spheres in the ends put right through it, secondly from one or two of the box's sides a bump grows, then disappears and then grows again. Strange, but nice. Then there's even more 3D objects, but that's not the most interesting part about this routine, it's the background which is lightsourced, so that it constantly changes. Again the music is suddenly cut off, and the end scene is on: A 3D TV screen moving from side to side showing the credits, very nice! Then everything is cut off and the demo is over.

Conclusion: Despite the music, graphic and design it's worth watching.

Note: Arsenic will maybe (hopefully) release an improved version.

## 1.78 Final condom / Delon Dizayn

Name: Final condom  
Group: Delon Dizayn

Year: 1994  
Event: Assembly  
Placing: 9 of 12

Size: 0.37 MB

Code: David Blitterfield, Power Supply  
Graphic: David Blitterfield, Rawchild, ADT/Absolute  
Music: Tea-Bozz  
Design: Cycle

Rating: \*+----

+ Different

- Simple crazy demo that are not as funny as they want it to be

Comment: A little crazy demo that aren't too funny, however, it's different from the crowd. It starts with two round eyes which look around while there are some atmospheric sounds playing (I'd say that they've watched Desert Dream by Kefrens!). After that there are some information which is made so that it looks like a bar code. A vector cube with numbers on its sides counts down to the title that is written with "@"'s. Afterwards an extremely slow vector sign "moves" around on the screen (is updated two times pr. second or so!), strange kind of humour. After a "stars on ball"-routine, there's a pixel box spinning around (I guess it's not pixels, though). And then for a very uninteresting routine: A PeeCee-simulator. Delon mention these PeeCees a lot of times during the demo. The routine lasts too long I think, how much fun is it looking at a PeeCee Dos and DBase (even if it's able to "communicate"?). After this a vector man is hanged, followed by a picture of Bill Gates. A low-res rotator with a scrolltext in front of it ends the show.

---

Conclusion: Supposed to be funny, but I think it fails.

Inside Information: Should have been at The Party 1 (they say), but their car broke down, so they never made it to Aars (the party place).

## 1.79 First Contact / Warp 9

Name: First Contact

Group: Warp 9

Year: ?

Event: ?

Placing: ?

Size: 4.39 MB

Requirements: A lot of chip-RAM (and maybe more, I dunno)

Graphic: Tiger

Music: Ramboy

Anims: Ramboy

Digitizing: Tascenlampe

Camera: Diskette, RBY, TIG

Rating: \*-----

+ Nothing

- Everything

Comment: First Contact it is called, probably because that this is their first demo (as they call it), but it also looks as if it's their first contact with a computer. And if they can't do much better than what they have shown here I hope that it is there last! The "demo" is split into two files, and in the copy I got nobody had written a script (which I understand perfectly...), one file contains an "intro" which is some scanned absurd grayscale pictures and hardcore with samples from Monty Python's "The Search For the Holy Grail" (Eki Eki Eki...!). Some texts are written on the pictures welcoming you.

The second file consists of a grayscale video recording of two people (my over-qualified guess is that it is Tiger and Ramboy) doing silly things. The frame rate is about 4-5 pictures per second, and the quality is lousy. You see three seconds or so of the video, then the same sequence is looped a couple of times, a new sequence is looped and so on. Boring! The music is, as in the first part, hardcore. And it sounds rather terrible (as if the left and right speaker plays two different hardcore modules!). I wonder if they know the difference between a video camera and a computer. However, it looks as if they have had a great time.

Conclusion: Waste of time, energy and space. This is crap!

Note: Has absolutely nothing to do with the Star Trek movie First Contact!

---

## 1.80 Fish / Sardonyx

Name: Fish  
Group: Sardonyx

Year: 1995  
Event: The Party 5  
Placing: 22 of 22...

Size: 0.97 MB

Code: Syntax  
Graphic: Caladdin, Tobias Jansson, Frame/C-Lous, Pozz/C-Lous  
Music: Elusive

Rating: \*\*+---

+ A few nice effects, nice endpart with a dolphin  
- Rather slow 3D

Comment: There's a quite nice twister-routine and some pretty simple and slow 3D-routines (especially the phong). The music is an average piece of techno. I don't know why there are so many graphicicians involved in this demo, because there's not any pictures (as far as I remember). The low-res dolphin animation in the endpart must be the reason.

Conclusion: Cute dolphin - forget the rest.

## 1.81 Flavour / Limited Edition

Name: Flavour  
Group: Limited Edition

Year: 1995  
Event: Non, just for fun  
Placing: Non

Size: ?

Code: PG, Skutt  
Graphic: Skutt, Skize  
Music: Radix

Rating: \*\*\*---

+ Some nice routines  
- Misc. things that could be improved

Comment: One of LED's early productions I guess, not bad, but there's nothing impressive about it either. The code, graphic and music are all on a pretty good level, while the design is a failure in some ways, mainly because of the choice of colors.

While some gloomy tunes are heard the intro-pictures are shown combined with some small fast "transition"-effects in between. The first real

---

routine is a rotating ball consisting of lines only. Simple, but nice and fast. Next one is a texture mapped and lightsourced square torus with the groups name on it, and also the next effect is a torus, this time a big texture mapped phong thing that is both pretty smooth and unoriginal. Coming up next is a jelly column that seems to spin around in both directions, nice. The pixel effect afterwards is nice too, it's a lot of pixels that together forms some kind of dot-"plates". And after that a texture plasma zoomer/rotator appears. It's a fast routine, but the resolution isn't good enough to make it look nice, still it is an okay routine. The last effect is the credits that are shown with white letters on a black screen, then blurred away. Finally their's an endscroller. The music is techno, a good tune it is, and timed to the demo most of the time.

Conclusion: A little \*\*\*'er, but recommended especially for LED fans

## 1.82 Flora / Death Row

Name: Flora  
Group: Death Row

Year: 1996  
Event: South Sealand  
Placing: 9 of 12

Size: 0.71 MB

Code: Penguin, Have  
Graphic: Tome, Mac, Dr. Zulu  
Music: Fuzzy  
Design: Fuzzy

Rating: \*+----

+ It's not very long, alternative music  
- Ugly routines

Comment: If they had not said it themselves I would say (and hope) that this is their first demo production, because it's quite ugly. The routines would maybe be beautiful for an old PeeCee, they suck pretty much. The music, a mixture of jazz and synth, and the graphic are pretty good, though.

Conclusion: Let's hope they'll make some much better productions in the future. Until then: Avoid!

## 1.83 Foundation / Anadune

Name: Foundation  
Group: Anadune

Year: 1995

---

Event: The Party 5  
Placing: 19 of 22

Size: 1.32 MB  
Requirements: AGA, 2 MB RAM

Code: Mr. Acryl, Dr. Greg  
Graphic: Kazik, Green., Sharp  
Music: Zeebi

Rating: \*\*\*---

+ Generally nice routines and pictures, good atmosphere  
- The effects are pretty much the same throughout the demo

Comment: As usual with the Anadune demos their logo appears in the beginning. And likewise as in other of their demos it has a special atmosphere, a special feel that cannot really be described, you actually have to watch the demos to understand it. This time they've made a Sci-Fi demo, that are the pictures in the demo and the gloomy synth music are pretty Sci-Fi-like, while the code is... well, pretty good, but not so very futuristic.

After the Anadune logo disappears a pilot's (I guess) face with a helmet starts to say something (introducing the demo and party place), it's a bit difficult to understand as the sample quality isn't exactly the best imaginable, still it helps creating a good atmosphere. Logos and title are shown afterwards using some pretty good pictures. The first coded effect is a cone with moving texture map and moving lightsource, smooth, fast and nice (but I don't really see the connection to Sci-Fi as stated earlier). More texture mapping is up next as three small balls with different texture maps dances across the screen and back again. The scene changes to a big light sourced vector ball with polygons covering its surface. Afterwards a spiral effect appears, looks like a lot of dots that together forms two opposite spirals, nice pixel-effect, but might be a little too simple to be entertaining in the long run. A nice Sci-Fi picture (of course with a woman present) by Kazik is then shown while waiting for the credits part to start. It does after some time and is by the way nice, but is build upon the same routines as the cone in the beginning of the demo. In the left side of the screen is a texture mapped column with moving lightsource, in the right side the credits are shown on small "hi-tech" signs. Nice and atmospheric. A line routine appears afterwards, a lot of lines are moving around one after another and is lighty blurred so that it makes a small tail after it. The next effect is rather nice, another texture mapped ball, but this time with three lightsources, red, green and blue flying around it causing the ball to constantly change it colors. Before the endscroller a picture is shown, and the demo ends with a click on the left mouse button.

Conclusion: Recommended for Anadune fans!

Inside information:

This demo is inspired by the Russian/American Sci-Fi-writer and biochemist Isaac Asimov (1920-1992, 72 years old), who wrote, among other books, the Foundation-series for which he received the Hugo award for best all-time-series in 1965. They are a landmark in the history of Sci-Fi-stories. He has written 477 books (!) and several articles and was one of the most



productive writers ever.

## 1.84 Fraction / Gods

Name: Fraction

Group: Gods

Year: 1996

Event: Saturne Party 4

Placing: 2 of 11

Size: 3.58 MB

Requirements: AGA, 4 MB fast-RAM

Code: Odin, X-barr

Graphics: Bridgeclaw

Music: Liszt

3d-objects: X-barr

Rating: \*\*\*---

+ Nice phong routine

- The 3D-scenes are a little slow and simple

Comment: In the beginning the group name is shown in a bumpmap routine which looks okay, but it's a little little. The 3D-scenes which is the most used routine in the demo is a little slow and simple (but not bad). The best effect is a 3D phong stone-like object that is illuminated by red light from one side, blue from the other. Great!  
In the last part you fly across an ocean filled with rocks, this part is slow and too long.  
Also to mention is a nice picture, and some okay music.

Conclusion: A little boring sometimes.

[Click here to go to the sequel Energy - Fraction 2](#)

## 1.85 Friendship-Tro / Honoo

Name: Friendship-Tro

Group: Honoo

Year: 2012 (they say... I'm checking on this :-))

Event: Honoo Party (?)

Placing: ?

Size: 2.29 MB

Code: Alabama

Graphic: Gif, Jpeg

---

Logo: Falken

Music: Ken Ishii (original), Frank de Wulf (mix), Black Dragon (remix)

Idea: HP, Clo

Moral support: HP, Clo

Rating: \*-----

+ It's nice to have friends

- This could make them lose their friends...

Comment: This friendshiptro is nothing but a lot of greetings and a credit list. The greetings are shown as jelly letters in front of a picture that changes from some scanned pictures of Asian girls to drawn Manga pictures. The music is a piece of pretty noisy house.

The big question is: Will they still have their friends after this?

Conclusion: Nothing to see here.

## 1.86 Full Moon / Virtual Dreams of Fairlight

Name: Full Moon

Group: Virtual Dreams of Fairlight

Year: 1993

Event: The Party 3

Placing: 2 of 28

Size: 0.8 MB

Code: Doctor Skull

Graphic: Jaco, Alien, Kerberos

Music: Heatbeat/CNCD, Jogeir

Rating: \*\*\*----

+ Smooth routines, good music

- Some simple parts

Comment: One of the old demos that was so very popular back then, a 2nd place at The Party was/is really something, especially when you compete with 28 other productions from among others Sanity, Spaceballs, etc. Today the demo isn't the best, the age shows, but still it's actually worth watching. The routines run smoothly, Skull hasn't tried to go beyond the computer's performance, but maybe if you run it on a standard machine it isn't that fast?

The first thing that happens when you start the demo is that a big Fairlight logo is shown while a voice informs us about a movie is about to start. And it does, the screen changes to a little screen that is placed in the middle of the screen (the monitor...), and on this a nice, little gray-scale voxel routine is shown. In front of it the credits are shown with nice handwritten letters. Afterwards the "real" movie start, it's a Doom-routine, one of the first on Amiga I guess, and also rather primitive, but with some nice textures on the paper thin walls. The floor and ceiling are just black, which together with the small display area and the low resolution makes it fast. The show now changes to fullscreen and a

pretty nice fire effect is on as the next living picture. The music that untill now has been a synth piece suddenly changes to demo/techno music, and the effect changes to a texture rotator/stretch routine that is fast, but the texture could have been better. Fractals are always nice (almost), the backwards zooming fractal afterwards a is no exception. Still it really costs to make such smooth routines, and in this case the display is muddy to look at, still worth watching though. A growing and rotating dot mountain is on next, followed by a picture that looks a bit as if it has been drawn with a pencil. A little "3D-scene" appears after the picture, consisting of a lot of simple objects, not too nice seen with the eyes of today. The next routine is about as simple (if not more simple), zooming lines. They are spread in nice patterns all over the screen, moving towards you in a great hurry. A picture is exposed to a stretch routine next, stretching it only on one axis, though. The plasma routine afterwards is nice except for the muddy display, the same used during the fractal routine. Also the picture that is twirled and plasmated afterwards is also using that display, but also this routine is nice and for all fast. Reaching the end a strange shade zoomer is on, looks a bit like a tunnel, but really has to be seen to understand what's going on. A quite untraditional endscroller is on next. First of all the letters keep zooming towards you or away from you, making it quite unreadable. And secondly, in the background there's a blitterscreen rotating color zoomer. Ugly colors, but it's fast and smooth. The music in this part is good, a melodic synth piece.

Conclusion: Worth having a look at

## 1.87 Galerie / Stellar

Name: Galerie

Group: Stellar

Year: 1995

Event: The Party 5

Placing: 9 of 22

Size: 0.73 MB

Requirements: AGA, 4 MB fast-RAM

Note: A remixed version (called  
Galerie Re-mix  
!) was released at Juhla  
Party '96 and became no. 1 of 12!

Code: Nose, (maybe) Dareon

Graphic: Frankie

Music: Dune

Rating: \*\*+---

+ Fast routines

- Blitterscreen, small bugs in 3D-objects, not user friendly concerning mixing rate settings. Sudden ending.

Comment: Only blitterscreen is used for displaying the routines, which

---

makes them go faster, but doesn't look too good. A voxel landscape with the sun in the background is one of the routines. When you see the sun you'll see lens flares, nice effect. Some phong stones and rings are some of the other effects in the demo, but while the rings are fine, the stones are buggy: You can sometimes see some holes and white spots on the edges. On the other hand it's pretty fast. A texture tunnel with moving lightsource, a plasma twister ("waves" from the center of the screen) and the last effect: A morphing light sourced 3D-landscape (with about the same bugs as the phong). And suddenly the demo just ends! Is there an error in my copy? The music is a multichannel quite quiet synth piece (Screamtracker mod), which is okay, and worth remembering when watching the demo is that some CPU time is used when mixing the music.

Conclusion: Good intentions, too many small bugs.

Inside information: It is said that the reason why this demos placing wasn't higher, was that Stellar didn't include the Stellar logo, and the party organizers did not announce it as a Stellar production. The logo wasn't included because it the demo was put together in one day, the day before that Stellar had to leave from Finland to Denmark (the party place). Nose tried to put the logo in the end of the demo 10 minutes before he left his house to catch the bus, but it crashed and was therefore not included. Why they didn't do it at The Party is an unanswered question. (Source: ROM 6)

[Click here to go to Galerie Re-mix](#)

## 1.88 Galerie Re-mix / Stellar

Name: Galerie Re-mix

Group: Stellar

Year: 1996

Event: Juhla

Placing: 1 of 12

Size: ?

Code: Nose

Graphic: Frankie

Music: Groo, Dune

Rating: \*\*\*+--

+ Nice routines

- They could work with the transitions between the routines

Comment: This is the re-mixed version of  
Galerie  
, as the title suggests.

Therefore the routines are pretty much the same, but I think they have been optimized, or else the routines are just faster because that the display area used for some of the effects are a bit small. Generally they

---

are nice and smooth, so the small display area is forgiven. The first routine is a very fast voxel landscape, completely with background with the sky and a sun that causes lens flares. The resolution is good too. The next routine is a "spotlight-on-title"-effect, like bumpmap without bumps. Nice. Afterwards we're flying through a 3D-tunnel together with three or four small bright balls that lights up the place! A rather good picture by Frankie is shown for while, then the texturemap phong routines start, and it's a fast routine too! At first a big blob is on, after a plasma tunnel three phong rings that moves independently are shown, and finally a third object is following a picture that looks a little as if it has been painted, not drawn. The two last routines are a nice colored bumpmap and a lightly blurred tunnel, both are fast. The music is an atmospheric piece of funk with some synths added.

Conclusion: A worthy follower, and recommended!

[Click here to go to the original Galerie demo](#)

## 1.89 The Gate / Artwork

Name: The Gate  
Group: Artwork

Year: 1996  
Event (party release): Symposium  
Placing: 1  
Release - tested version (Aminet version): Later in 1996

Size: 3.01 MB  
Requirements: AGA, '020  
Recommended: '030/50MHz, 4 MB fast-RAM  
Note: The Aminet version is the first demo ever to support the Graffiti videocard! It also works without AGA if you use this card.

Code: Azure, Tron, Argon  
Graphic: Fiver, Noogman  
Music: SMT, Virgill  
Design: Fiver

Rating: \*\*\*\*--

+ Mostly nice routines, music and graphic, supports Graffiti  
- Lacks design concerning the changes from one effect to another

Comment: Wow, the first demo supporting the Graffiti videocard - too bad I haven't got that... So I'll just stick to the normal version, or rather: The Aminet version, which is different from the original party release because it has been bugfixed (almost superfluous to say), some textures has been changed, and as mention before Graffiti support. But I must say that it works pretty well without this videocard, that is if you use the recommended equipment. The show start with a nice voxel desert with the credits fading in and out in front of it, it's a little slow for my machine, but still nice. The music (by Virgill) in this sequence ensures

---

the right mood and atmosphere, just like it is the case for the music in the demo's second part, which is a mixture of rock and techno (by SMT). It starts with a very fast zoom routine, where you zoom into a picture. The resolution is a bit low, but acceptable. A lot of small, bend phong torusses are up next, flying across the screen in a locked pattern (they don't leave their place in the shoal). The speed is good, but unfortunately the objects appear not long from the screen, which I think they should. The title picture is shown and after that a blank head with moving lightsources around it (that you can't see), which makes it look like that the surface is moving. Nice! The torusses is back, actually just one of them, but which one! Despite the unoriginalty of the chosen object this texturemapped phong torus is nice. The resolution is good and the movement is quite smooth! A torus is also to be found in the next routine, you can't see it though, because it is held "prisoner" in a box and is trying to get out! You can see the torus shaped bump it makes in the side of the box! More phong and another torus is to be seen in the next effect (I'd wish that Artwork had used a little more time creating some more interesting objects, even though the torusses are not completely torus-shaped they are pretty much the same, and seen in lots of other demos). The special thing about this torus is that the surface changes, in state one it has a smooth texture mapped surface, in state two it is covered with triangles. Nice! Afterwards a picture by Fiver is shown, pretty good and original. The next effect is not original, but quite nice anyway, it's a colored bumpmap slowly moving around. Right after the same bumpmap is shown rotating, unfortunately the rotation is not smooth, but not useless either. The next routine is one of those rather unexplainable square effects, where you see some layers of square plates with square holes in the middle. It rotates so that the layer in top moves first, the next layer moves a little later and so on. It gives some kind of spiral effect that looks great! Furthermore they are blurred a little. After that we return to the bumpmap and 3D objects at the same time (guess what!): A bumpmapped box. The texture is the same strange also used in the plain bumpmap routine, but besides that it's good, that goes for the speed too. And while we're at it let's see another torus. From the inside this time. Actually it's more like a moving texture routine, the texture is the only thing that moves, but it looks okay. The next routine is a gouraud shaded (I guess) mosque, not much to say about it: A bit slow and doesn't fit into the show in my opinion. So let's get back to the torusses (sigh!): A morphing one. A plain texture mapped torus morphed into one with a lot of bends on it, strange, but nice. Suddenly the music is cut off, which obviously indicates that the demo is about to end. A such cut should really not happen in a demo in this quality (or in any demo for that matter). The endscroller starts, it's a bumpmapped one, and another piece of music is started, this time an pretty atmospheric synth-piece (by Virgill).

Conclusion: It's good, but I wonder a little why it was rated so high in the disk mag's charts. It's not exceptional.

Note: Some bugs are fixed and some textures are changed in the Aminet version.

Inside information: Was supposed to be released at The Party 5, but they didn't finished it in time and therefore the project was cancelled for a while.

The whole demo was about to be dropped because that some routines had been used in the intro Creep, and because that Azure, who is the main-coder,

did not really believe in the project after all the problems they've had with it.

Artwork were short on time, so Fiver, Tron and Azure gathered at Fiver's place to finish the demo. After two days of non-stop work much work were still to be done, but they had to leave for the party, where they also worked without breaks. The demo was handed over just in time.

(Source: ROM 7)

The Gate (picture by Noogman)

## 1.90 Glow / The Black Lotus

Name: Glow

Group: The Black Lotus

Year: 1996

Event: Icing

Placing: 2 of 6

Size: 2.85 MB

Requirements: '020, AGA, PAL, 2 MB chip-RAM, 4 MB fast-RAM. Runs on '020 and better MC680x0's. There can be some problems with the sound on '040, though.

Recommended: '030/40MHz

Code: Equalizer, Offa

Graphic: Rodney, Louie, Tudor, Facet

Music: Azazel, Supernao

Objects: Tudor

Rating: \*\*\*\*+-

+ Lots of nice routines

- The resolution is sometimes low

Comment: Dreamy tunes sound. A "The Black Lotus"-sign suddenly appears with a T2-effect (the upper half scrolls from the upper part of the screen, the opposite with the lower half). The screen changes to the inside of a space station, where a space craft is about to take off. When the ship takes off there's a matching sound. The resolution is rather low (2x2), but it looks fine. The demo creator's names are shown with the T2-effect, changing from the space craft to the credits a couple of times. The music (new age like at this point) does not work well with the T2-effect, but is OK to the space craft scenes, which is about to end, as the craft has now left the space station and flies away. The next things that happen is that the music changes to a mixture of slow techno/jungle and hiphop, and that a planet moves closer to the viewer while two light sources (might be two space crafts) fly towards it. When the planet is very close, the scene changes to some kind of cave with a flat ceiling and a flat floor (giving you the illusion that the crafts has now entered a cave hidden in the planet). Between the floor and ceiling there are some ugly flashes. Too bad that TBL has done nothing about these to make them look better. After this journey a pretty good picture by Louie is shown. The next routine consists of some mountains and some suns flying above in a great hurry. Everytime a sun passes over the mountains you can see the surfaces

---

change to the light, looks great! Then there's a ordinary (more or less) phong object, actually it isn't completely ordinary, because from three holes in it shines the three primary colors. The next phong is animated and pictures a plant that is spitting lightballs out of its "flower". Nice! Afterwards there's a texturemapped plasma bumpmap with a moving lightsource flying between the viewer and the bumpmap! Great! Then we're moving inside a torus which suddenly stops, and some texturemapped phong objects takes over (the torus is used as background), but it isn't ordinary phong (again!), because they melt together now and then. Looks great! Shortly after it starts to be blurred and after a while everything is gone. Small flying spots with different colors takes over, and since the blur routine is still on they have some long tales. The choice of colors could have been better, though. More phong: A transparent, animated, oblong object with some kind of wave moving from one end to the other. Very nice! And now we get to know the demos name (better late than never!) which is written on a nice picture by Rodney. The next three routines are all transparent, which is rather impressive: There's the double tunnel, the tunnel combined with a voxel landscape and the voxel landscape combined with a plasma routine! Great! The last routine is a 3D-tunnel with random stripes on its sides, moving at a steady speed. It even looks as if it is also bumpmapped!

Conclusion: Watch it!

Inside information:

- The name Glow comes from the many glowing flashes and flares used in the demo. TBL wanted to show that they could handle such things as well.
- The demo was coded in some weeks! The last bump mapped tunnel with two lightsources was coded in 35 minutes by Equalizer, just before he went to England (that is, to Team 17). Sounds unbelievable...  
(Source: ROM 7)

A space craft is about to take of  
One of the suns is flying above the mountains  
A phong object inside a torus  
The last routine, a tunnel

## 1.91 Goa / The Black Lotus

Name: Goa

Group: The Black Lotus

Year: 1996

Event: Assembly

Placing: 3 of 11

Size: 3.82 MB

Requirements: AGA, 4 MB fast-RAM, HD

Recommended: '030-50MHz CPU

Code: Offa, Dig-it, Equalizer

Graphic: Rodney, Louie

Music: Supernao

3D objects: Tudor

---



Rating: \*\*\*\*+-

+ Nice routines

- Could need some variation

Comment: Another great TBL production! This time one particular routine is used a lot: Plasma. From start to end there's plasma and more plasma, it looks great (actually it's some of the nicest plasma I've ever seen), but a little more variation would be nice. When you start the demo the TBL letters slowly appear piece by piece, while the techno music still hasn't really begun - just warming up. Then the show starts with a nice plasma (of course) and for the next couple seconds the screen changes between different colored plasmas and flicker screens (as when a TV hasn't got any in-signal) with credits, and of course the sound is noisy when the flicker screen is on - must be a bad connection :-). Reminds me of the good old Budbrain Megademo. After that there's a transparent one color 3D TBL logo rotating around the Z-axis, simple but nice. More plasma, this time something that looks like wall wrapping. After that there's a nice square 3D-tunnel where we fly a couple of rounds, forward and backwards. And now for something completely different: A partly transparent phong with faces on it. Partly? Yes, you are able to see right through it, except for that you can't see the phong itself, only the background. A cool picture by Louie appears almost timed to the music and is taken over by something that looks like a bumpmap effect, I don't think it is, though, however it looks nice. Another phong object is on, this time a big R-shaped thing, no env-map this time. And back to the plasma, this one is a little unexplainable as it looks like some kind of 3D because of dark colors somewhere and bright colors the other places. Have a look, it looks great! Another great picture is shown this time one by Rodney, and it's taken over by blurred plasma, which again is taken over by a third picture (by both Louie and Rodney). Getting nearer to the end there's a wall wrapped bumpmap changing its position from being an ordinary bumpmap to bending towards the viewer. And the last routine is two phong env-mapped starfishes embracing each other. Cute? Nice!

Unlike the other TBL productions I've seen this one hasn't got the nice changes into new effects. It's either flashes, fades or cuts, I believe that has something to do with a deadline.

Conclusion: Should be on your HD for sure!

One of the plasmas  
The Tunnel  
The transparent phong  
A very strange plasma

## 1.92 Golden Rate Killer / Intense

Name: Golden Rate Killer

Group: Intense

Year: 1996

Event: Saturne Party 4

Placing: 6 of 11

---

Size: 0.85 MB

Animation: Michael J. Power

Code: D'Jes

Music: Erk

Logo: JK

Rating: \*\*\*+--

+ Funny

- The animation is not too smooth

Comment: This is an animation rather than a demo, but anyway... It's drawn in a cartoon-like style, looks very much like the Lucky Luke-cartoon. And it takes place in the Wild West, where a hanging is about to be executed. The music is a banjo piece, the language must be some kind of cartoon language...

Conclusion: Ha ha ha! If you like Lucky Luke watch this one. If you're aged below 18 watch it together with an adult!

## 1.93 Gom Jabbar / Matrix

Name: Gom Jabbar

Group: Matrix

Year: 1996

Event: Convention

Placing: ?

Size: 3.89 MB

Code: Sharon, Skyphos

Graphic: Nero

Music: Skyphos

Rating: \*\*\*---

+ Some nice routines, nice design

- Needs CPU power, tends to invalidate FFS (lock your drive!)

Comment: I've heard things about this demo, positive things, I've seen its name on the Charts, and now I've seen the demo. And honestly I am rather disappointed. There are no great or revolutionary routines in it, no amazing graphic, nor fabulous music. It's mostly pretty average, not bad. However, the design is pretty good. But the show must go on: The group name appears in a reversed blur effect, the title picture is shown afterwards. Then the credits part is on with a slow 3D-mountain slowly spinning around in the background, guess you'll need something like a '060 to make that one run smoothly (if the demo runs on such thing)! Next up is a strange color zoomer that mostly looks like a tunnel, then a nice env-mapped phong routine is on, the object is really original :---): A duck running in lxl, relatively smooth too on a fast '030. The duck disappears, the screen splits and the greetings part is on. It's simply some group names that are zoomed towards you using blitterscreen which is

---

rather ugly. Blitterscreen is also to be found in some of the next phong routines: A chess piece with a long fire tail, and a "scene" with lot of small "blobs". Both more or less ruined by the blitterscreen. The plasma routines that are shown in between are pretty good, though. Especially one that creates some kind of whirlpools next to the picture that is used. The last routine is another phong routine, a texture mapped bust presenting Beethoven. It consists of 4932 faces (they say) causing it to be very, very slow! I wonder if they'll make a version for PowerPC too, there's really nothing to watch when it's so slow! The strange endscroller is on as the last thing, of course.

Conclusion: Some good, some bad. For people with fast processors

Inside information: A "Gom Jabbar" is a lethal needle in the great Sci-Fi story Dune written by Frank Herbert. Read the book and its followers, watch the movie by David Lynch (and get disapointed...), read the comic over the movie! Seems as if only the real thing, the book that is, are worth spending time on! And I can't really relate the needle Gom Jabbar to the demo, I see no similarities. The demo isn't deadly at all!

Matrix first demo.

## 1.94 Greenday / Artwork

Name: Greenday  
Group: Artwork

Year: 1995  
Event: Blackbox Symposium  
Placing: 1

Size: 2.69 MB  
Requirements: HD  
Recommended: '030/50MHz

Code: Tron, Crash/Polka Brothers  
Graphic: Fiver, Noogman  
Music: Virgill

Rating: \*\*\*---

+ Nice graphic  
- The routines are just average, strange (or no) design

Comment: Artwork's first demo. Everything except for the code are of a quite good quality, the pictures and logos are nice, and the atmospheric synth music is good too and well timed. It all starts with a logo with the credits shown in front of it, which is followed by a very low-res, low colored 3D scene, which is actually an animation. The colours a brown, army green and grey. We fly around in a future city with houses on tall columns and fly around a future train and is blinded by its front lights. The most positive thing that I can say about it is that it is smooth. The screen fades to black and a cube with a picture of a unicorn/pegasus wrapped around it appears. It's smooth, green, but a little little. The same cube is on when to small plasma

---

fields are shown behind it, the same picture as on the cube is used as plasma texture. Next up is a colored voxel landscape, which is rather "blocky", you can clearly see the blocks it's made from, and it only moves forwards, backwards, in an angle of  $45^\circ$  or to the sides. The display area could be bigger. A nice picture is shown. After that a two-colored phong torus is on, nothing fancy about. The resolution is good, but it is a bit slow. It is followed by a strange box with holes in it, and shortly after the box with the unicorn/pegasus is back with its twin, they are moving around through each other, and a bug can sometimes be spotted. Crash/Polka Brother has coded the next routine, a fire torus (which is rather square). Greetings are shown around in it. And finally we've reached the last routine, a fast tunnel where we not only look straight forward, but also has a chance to have a closer look at the (dark and not too nice) texture. This routine is somehow based on the speed to make it work, but unfortunately it doesn't, I guess it is (again) because of a too small display area. In the end a very nice Artwork logo is shown.

Conclusion: Not a must see.

Note: Artwork's first demo

## 1.95 Gudule / Drifters & Syndrom

Name: Gudule  
Group: Drifters & Syndrom

Year: ?  
Event: ?  
Placing: ?

Size: 0.44 MB

Code: Clary  
Graphic: Tøf, Tenshu  
Music: Bosco

Rating: \*-----

+ Nice graphic  
- Not really a demo

Comment: This is more a slideshow than a demo. The only thing that happens is that small looping animations are shown, while a "circus"-module with a very penetrating voice is played. The animations are very cartoonish and well drawn. It's short and loops when it reaches the end. Fortunately you can stop it with a mouse click.

Conclusion: It's weird! Recommended for cartoon freaks only (!)?

## 1.96 Gröna Geleklumpar fra Planeten Xylop / Ward

---

Name: Gröna Geleklumpar fra Planeten Xylop  
Group: Ward (in co-operation with Moonleanders)

Year: ?  
Event: ?  
Placing: ?

Size: 1.53 MB

Code: XTS  
Graphic: BluMental, Lycon, Classes, Cab  
Music: Moonleanders, (tracked by) BluMental

Rating: \*+----

+ Funny if you understand Swedish  
- Not funny if you don't understand Swedish

Comment: Another one of these "We're singing a song and showing some pictures"-demos... This time a Swedish one featuring a frightening story about green jelly blobs (gröna geleklumpar) which attack the Earth and eat us! Most of the pictures are taken from some horror comics which bring you in the right mood...

Conclusion: Frightening! If you understand it!

## 1.97 Groovy / Lemon.

Name: Groovy  
Group: Lemon.

Year: ?  
Event: ?  
Placing: ?

Size: 0.73 MB  
Requirements: To install on HD and to use AGA you need a patch

Code: Dan  
Graphic: Facet, BLI  
Music: Spaceman

Rating: \*\*+---

+ Nice design  
- Most of the demo uses a quite small display area, the resolution is sometimes low.

Comment: One demo back from the A500 days, a pretty nice one too. The thing that makes this demo nice isn't the effects (of course(?)), but the design. There's only few boring fades between some effects, but it is mostly a box or square that changes into a new routine. The routines are a zooming chessboard effect, where a lot of black and white squares zoom towards you, then away from you in three or four layers, the layers

---

away from you are the darkest. The display is small, though, and this goes for most of the other effects too, on the other hand there are no slow effects. Another effect is the plasma, the rotating colorful Lemon. sign, shade bobs that are flushed away the second they are drawn (looks a little like dust from a car on a gravel road), and two circles with spots on them flying around. You can see through them as long as they are not in front of each other. The graphic is pretty nice (but Facet has improved since then or maybe it is just because of the AGA his pictures are better now), the music is an ordinary piece of funk.

Conclusion: You can live without it

Inside information: A scrolltext in the demo says something about smoking some weed, I wonder if Facet was the one that brought this to The Black Lotus???

## 1.98 Guarana / DCS

Name: Guarana

Group: DCS

Year: 1997

Event: The Juhla IVb

Placing: 6 of 13

Size: 0.36 MB

Code: Deetsay

Graphic: Blank, Boost, B'

Music: Dual

Rating: \*\*----

+ Different style (tasteless)

- Few, simple routines

Comment: This looks like something from the '60s or '70s, not the code or music, but the textures that are used in the plasma and rotator routines. It looks like wall paper from then with sick colors and lots of flowers (flower power!). besides from the plasma there's also a simple bumpmap with a light source that changes its size, but unfortunately this could have been made better. The idea is good, though. And just to mention it there's also a lowres, fast, simple, texturemapped tunnel. The music is a quiet piece of jazz mixed with hiphop rhythms now and then, and actually it is quite nice, and well timed to the rest of the demo.

Conclusion: If you miss the "good old" days watch this!

## 1.99 Gyrate / Wrath Design

Name: Gyrate

Group: Wrath Design

---

Year: 1996  
Event: Assembly  
Placing: 11 of 11...

Size: 4.02 MB  
Requirements: AGA, 4 MB fast-RAM, HD  
Recommended: '030-50MHz CPU

Code: Dep/DFX  
Graphic: Neuron, Wolf/Wrath Design  
Music: Elexir/DFX

Rating: \*\*\*---

+ Some nice routines  
- Short, weird style change

Comment: Everything starts pretty well with a nice picture of an old man behind the credits, while a piece of synth music slowly fades in. The music gets a bit more techno like when the next effect is on, a twirling tunnel, which is split up into lots of small tunnels, pretty nice. And of course (?) there's phong. About five oblong objects moves around, not too smooth but acceptable. Another tunnel is shown, actually there are two transparent tunnels running each way. And twirls. And the "camera" looks on the sides of the tunnel. Then there's the plasma, it's blue and it's beautiful. More phong, something that look like stones in different colors. Obviously they need a pretty fast computer to run smoothly. Finally there's a bumpmap with letters morphing out of it. The lightsource doesn't move which I think it should, it would be easier to read the text on the area that is not lit...

Conclusion: The crew behind it could have used more time planning it, it has its bright moments, but still nothing but an average production.

## 1.100 Habakuk / Dreamline Entertainment

Name: Habakuk  
Group: Dreamline Entertainment

Year: 1996  
Event: The Party 6  
Placing: 15 of 15...

Size: 3.62 MB

By: Karsten Tarnow Niemeier, Thomas Elgaard, Jesper Rou Larsen  
Music: Thomas Williams

Rating: \*\*\*---

+ Some fast 3D  
- Some slow 3D (raytraced?), few different routines

Comment: Well, even though it's not the best demo in the world it did not

---

deserve the 15th place at The Party 6 in Aars, some must have been worse than this! It's not that bad at all, but lacks some variation. The first effect for example is almost brilliant! A 3D star-like object with moving textures on it are turned around while a ring of small texturemapped boxes flies around it. It looks as if each box have a different texture on each side. And it almost runs smooth on my 1230/40MHz-33FPU! More 3D objects are shown including a transparent box. And some very slow objects are also shown, probably raytraced or something, but they aren't that fancy. The only routine that isn't a 3D object is a slow tunnel (which actually is a 3D object of some kind) with small textures on the sides. The music is a synth/techno/demo-style piece. Pretty good. The only graphic, except for the nice textures, is the intro picture, which looks as if someone took away most of the colors.

Conclusion: Needs variation, but didn't deserve the last place at TP6.

## 1.101 Happy Christmas / Three little Elks

Name: Happy Christmas  
Group: Three little Elks

Year: ?  
Event: ?  
Placing: ?

Size: 0.69 MB

By: Explorer, Tabasco

Rating: \*+----

+ Funny (especially if you understand Swedish)  
- Blittersscreen, pretty ugly, few routines

Comment: Another little cute production from the Elks, this time a X-Mas demo with a contribution (?) to the Elks who are freezing in the during the cold Swedish winter... It runs in blittersscreen, but except for that it all looks okay (considering the type of demo). "I'm dreaming of a white X-mas" floats out of your speakers, while the face of Santa Claus is zoomed and rotated towards you. After a Swedish text screen two big cubes with X-mas Elks on their sides are filling the entire screen. Both fast and... rotating. Next effect is the rings effect where two sets of rings are moved above each other, which results in a psychedelic effect. Finally we must have a torus (?).  
The credits are shown with a lot of "bangs" and "bums", now X-mas is over!

Conclusion: Three little Elks do it again! Recommended for Santa Claus and nisser!

## 1.102 Hardcore / Syndrome

---



Name: Hardcore  
Group: Syndrome

Year: 1996  
Event: Saturne Party 4  
Placing: 1 of 11

Size: 6.57 MB  
Requirements: AGA

Code: ?  
Graphic: Tenshu  
Music: ?

Rating: \*\*\*---

+ Pretty good graphic (gloomy - characteristic for the French Tenshu)  
- Snuff film (disgusting!), some slow routines

Comment: A different demo, some would say disgusting, and I agree. It all begins with a little black/white snuff film, where you see someone get shot. Delicious! After that there are some real routines: Bumpmap, a 3D object which dives (looks great but is quite slow), a 3D mask with waves in the background (slow), a 3D mask with moving lightsource and a light routine, where the viewer is blinded by the light (nice!). There also is an Env-mapped skull (slow). Between some of the parts you'll see some pictures, which Hannibal Lecter would probably enjoy. The last part is about as disgusting as the beginning: Again some snuffs are shown, but this time only in short flashes. The sound of a beating heart is taken over by the sound of one of the noisy machines at the hospital, which tell if the patients are still alive or not. Not worth mentioning is the boring greetings (some pictures). The music fits the demo, it's a piece of rock with some screams in it.

Conclusion: Disgusting snuff. And it takes up a lot of HD-space.

Inside information: Because of the death/Satan-theme and the like in this demo, Syndrome has been accused of breaking The Scene's unwritten rules.

## 1.103 Harmony / Haujobb

Name: Harmony  
Group: Haujobb

Year: 1996  
Event: Saturne Party 4  
Placing: 5 of 11

Size: 6.98 MB

Requirements: AGA, 4 MB fastmem  
Recommended: 68030/50

Code: Darken, Unborn

---

Graphic: Dust, Peachy, Owl, Wave (?)  
Music: Jazz, Smartass

Rating: \*\*+---

+ Nice pictures, okay design.  
- Most of the effects are (too) slow.

Comment: This long demo includes lots of different, nice, but slow effects. Except for the intro picture you'll see some nice pictures (a brilliant one by Peachy!) between some of the routines. First routine is a moving fractal-like thing, which in the next routine is put on all sides of a rotating box! Pretty nice, but pretty slow. Later there are some slow phongs, slow plasma and a pretty slow and simple 3D-scene, where a worm-like thing "walks" between some columns. And then there's a pretty fast routine (!): A transparent phong thing flying in front of a flame/blur effect. Then it's time for a dolphin jumping out of the water in a voxel landscape, which later starts to move (another slow routine...). The good music which is some synth/demo/techno/newage fits the demo.

Conclusion: The keyword is slow (if you didn't know that by now). But there are some bright spots now and then.

## 1.104 Hazchemix / Amnesty

Name: Hazchemix  
Group: Amnesty

Year: ?  
Event: ?  
Placing: ?

Size: 0.7 MB

Code: Hasid  
Music: Dave

Rating: \*\*\*+--

+ Very fast routines  
- Strange blittersscreen display

Comment: This production contains one of the fastest phong routine I've ever seen! But still it's far from the best one: 1) The display throughout the whole demo is some kind of blittersscreen, and 2) It's shown in "wide-screen" so that only about half of the screen is used for display. All in all I'm not really impressed compared to other phong routines, but still, what a speed! The most impressive part of the demo (I guess), is build on this fast routine. A phong object flies above a bumpmap, and it's smooth! The light source is fake, though, the object isn't affected by the light hitting the bumpmap and the other way around, but anyway it's nice. Other routines in the demo are different kinds of plasma, including some nice bump mapped ones, a couple of tunnels and more phong, blurred objects. The music is pretty atmospheric, it's house added some hiphop-drums, and later techno/house. Fits the demos somehow dark atmosphere well.

---

Conclusion: Definitely worth having a look at!

## 1.105 Heartlight / Solaris & Syndrome

Name: Heartlight  
Group: Solaris & Syndrome

Year: 1995  
Event: Saturne Party 3  
Placing: 8 of 10

Size: 2.61 MB

Code: Nasty boy/Solaris  
Graphic: Tenshu/Syndrome  
Music: Gandbox/Solaris

Rating: \*\*----

+ Very nice Tunnel/transparent box routine  
- Low resolution, no design (which they admit in the lousy end scroller)

Comment: Not much to see in this demo that haven't been seen better before, and furthermore there's no design, the effects are just shown one after another without any fancy changes. There are a lot of classic routines: Gouraud shaded objects (one standard, one with blur and two flying through each other). The resolution is low, but on the other hand they run pretty smooth. More 3D: A transparent thing moves around in front of a picture, again it's pretty fast, but the resolution is low. Then there's some other env-mapped objects with the same effects as on the gourauds (blur, etc.), doesn't look too pretty, again mostly because of the resolution. Then we have a picture being twisted and wrenched (this is one of the nice routines), a primitive "doom"-routine (you know, like walking around in a basement) with no floor and ceiling, and in low-res... Ugly. Now the reason to view this demo: A tunnel with a transparent 3D object in front of it. For once the resolution is acceptable (maybe I didn't really notice it because of the great effect) and the speed is good too. The music is an average piece of funk which isn't timed to the demo, and doesn't fit well either.

Conclusion: Find another demo to watch unless you want to see the few good routines in this demo.

## 1.106 Herten av Halland Avled / Keso

Name: Herten av Halland Avled  
Group: Keso

Year: ?  
Event: ?  
Placing: ?

---

Size: 0.08 MB

Code: Mr. Adrian

Graphic: Konrad, Sverker

Music: Volvo

Rating: \*-----

+ Nothing

- Everything

Comment: I'll make it short: Pictures and small repeating animation are shown, while chiptune is played. Everything is ugly. Wasn't that a quick review?

Conclusion: Crap!

## 1.107 Hmm / Doughnut Fetish

Name: Hmm

Group: Doughnut Fetish

Year: ?

Event: ?

Placing: ?

Size: Not big

By: Psalt, Accede, Niggerjack, Pix, Loaderror, Discman

Rating: \*+-----

+ Hmm...

- Few routines, blitterscreen

Comment: There may be an error in my copy, there probably is, 'cause the demo is short and the last effect, which is a light blurred tunnel, never stops. Blitterscreen is used for showing some of the routines, which doesn't look too nice, especially not on a (buggy) fire-effect.

Conclusion: Forget it.

## 1.108 Huddersfield / Tony Hartley

Name: Huddersfield

Group: -

Year: ?

Event: ?

Placing: ?

---

Size: 0.41 MB  
Requirements: AGA, 4 MB fastram

By: Tony Hartley

Rating: \*-----

+ Ends when you click the mouse  
- Everything else

Comment: This "demo" is some of the worst crap I've ever seen (and I've seen a lot!)! It consists of 4-5 different mostly ugly routines that are cycled fast after each other again and again and again. And it never ends unless you press the mouse I think. And trust me: You WILL press the mouse!

Conclusion: If you see it delete it!

## 1.109 Hyper / Freezers

Name: Hyper  
Group: Freezers

Year: 1996  
Event: Intel Outside 3  
Placing: Wasn't among the best three

Size: 0.64 MB

Code: Zig  
Graphic: Grid, Grass, Shade, Zefir  
Music: Dave

Rating: \*\*-----

+ Some pretty nice routines  
- Short demo, slow env-map routine

Comment: Begin with some okay gouraud shaded brown object. Then a fast texture tunnel, a (very) slow env-map routine. It seems as if the object used is too complicated, too many faces? If they've chosen some simple objects it would hide that the routine isn't the fastest ever seen. In between some of the effects are some pictures, which are average quality like the last routine, the bumpmap with moving lightsource. The music is one of those house things with a very fast drum rhythm, if you like that it's probably okay...

Conclusion: Don't kill anyone to see this demo... It's not worth it.

## 1.110 In the Kitchen / Anarchy

---

Name: In the Kitchen  
Group: Anarchy

Year: ?  
Event: ?  
Placing: ?

Size: ?  
Requirements: An Amiga, 0.5-1 MB chip-RAM, 1.5 MB fast-RAM, a patch if you  
want to install it on HD

Code: Slammer  
Graphic: Facet  
Music: 4Mat

Rating: \*\*+---

+ Some nice routines, fast  
- Some primitive routines

Comment: One of the good old classic demos, from the good old classic demo group Anarchy, one of the leading groups back then. But much time has passed since then, and naturally you can see that the demo isn't exactly new. Still it has some routines that are worth watching, for example the dot transform routine (1296 dots they say), a sinus-scroller with small balls jumping on it and some kind of cycling colorshade routine that covers a big part of the screen with flashing colors. Also a colorful bending 3D-vector bar routine is worth mentioning, crazy! The more ordinary is things as vector boxes with different colors or raster shading, glenz vectors and a small twirling "Matilde Kakao" logo. The music is pretty good and funky. Also the graphic is good compared to the numbers of colors...

Conclusion: Especially for old Sceners

Note: Matilde Kakao is a Danish Cacao brand! Matilde is a Danish girl name!

## 1.111 Instinct / C-lous

Name: Instinct  
Group: C-lous

Year: 1995  
Event: Remedy  
Placing: ?

Size: 2.44 MB  
Requirements: AGA, 2 MB chip-RAM  
Recommended: '040 if it runs on such thing

Code: Origo, Prospect  
Graphic: Frame, Stardust, MRK/Jewels  
Music: Mega, Mr. Mygg  
Raytrace: Claw

---

Rating: \*\*+---

- + Some pretty effects, a catchy tune
- Slow routines

Comment: A one week production it says in the readme-file, and you can see that on the demo. None of the routines are anything special, nor is some of the pictures. The music in the mainpart of the demo is quite good, though, it's a quite melodic demo style tune, unfortunately the technical quality of this piece isn't too good, but acceptable. When you start the demo an eye is shown in black/white, nicely drawn. Shortly after the credits/title sequence has begun, not too nice as the background is just 4-colored brown-shaded texts. The first routine is a slow texture mapped, checked phong torus (1x1), very unoriginal and too slow on '030. Next one isn't coded but traced, it's a 3D-animation where the "camera" is driving around on the edge of what I believe is a sundial. The colors are still brown and still only few are used, but anyway it's pretty nice. The gouraud shaded blob that is on afterwards is on the other hand pretty ugly, just big, slow and gray. The eye from the beginning is then used in a texture plasma routine, but unlike most other routines of this kind a lightsource is moved around above it, so that it gets hit by a spotlight, normally only seen in bumpmap routines. You'll need a '030/50MHz to run this effect at a good speed. The last effect is another torus (sigh!), still phong, but without any texture mapping and only in 2x2 resolution, however its jelly and a bit faster than the first torus, still not fast enough to be nice. A not too nice (or different) picture is on at last, then both music and picture fade and the demo ends.

Conclusion: Better demo has been made, better demos will be made, this one is not worth watching.

## 1.112 IntellInside / Æsthetica

Name: Intel Inside  
Group: Æsthetica

Year: ?  
Event: ?  
Placing: ?

Size: 0.15 MB

Code: Quartin ¼  
Graphic: Papalagi  
Music: Tristan  
Animation: Dee-Boa

Rating: \*\*----

- + A little funny, nice picture, and they are right!
- I guess it's made how it's supposed to be, so nothing negative to add!

Comment: A funny little "demo". It starts with, except for the logo, a green PeeCee-screen! Shortly after a picture imaging a toilet with the

---

"Intel Inside"-logo on the lit... A difficult to read sinus-scroller is shown to the right of the picture.  
A slow folk melody is playing in the background.  
And that's that!

Conclusion: He he he.

### 1.113 Into the Void / Subspace

Name: Into the Void  
Group: Subspace

Year: ?  
Event: Compusphere 6  
Placing: 3 of 6

Size: 0.44 MB

Code: Origo  
Graphic: MRK, Zalo, Desoto  
Music: Blade

Rating: \*\*----

+ Pretty good routines, nice graphic  
- Short, low resolution, bad choice of colors

Comment: A short production which contains about two routines: A torus-like phong object and a tunnel, both in a quite low resolution, but on the other hand their speed is okay. The music, which is an atmospheric demo style tune, starts the demo, and after a while (too long) the routines starts. They're on for short period of time and then it's over. The colors could have been better, sometimes it's almost too dark to see what's on the screen, or else the colors look too similar.

Conclusion: Not recommended.

### 1.114 Jam Jam / Incal Posse

Name: Jam Jam  
Group: Incal Posse

Year: 1996  
Event: Symposium  
Placing: 2

Size: 0.95 MB

Code: Perfection  
Graphic: Dragon, Cougar/Sanity, Ra/Sanity, Melmoth or Morgoth/Passion  
Music: Jarre, and an unknown musician

---



Rating: \*\*\*\*--

- + Generally good work
- Some picture and music rips

Comment: It begins with a picture of a brick wall. In front of this a very well-drawn graffiti text is faded, making it look like a real wall in a gloomy alley... The screen fades and the first routine is on, it is some kind of texturemapped plasma rotator that, except for the low resolution, is nice and enjoyable. So is the tunnel/color zoomer routine that is on afterwards, looks like as if it is about 18 bit, or else it's just a good choice of palette (both concerning the choice of colors and the shades). Next on is a fast voxel-routine. One of the reasons why it is so fast, is that Incal uses parts of the screen for promoting the group by written it's name next to and below the voxel, but that doesn't matter, as it is a great routine that even rotates freely from side to side! And as always: The torus... A texturemapped phong torus that isn't too fast dances for a while on the screen, then six of them appear and form a ring. But fortunately we are moving to the next routine pretty fast afterwards. That's a flat-scape routine with both floor and ceiling using one of Cougar's famous dragon-pictures and one of Ra's creations as texture. As they say: They where low on time, and the readme-file even says that it's a 48 nonstop production. If that's true I must say that they've done a very good job, but if you should rip other people's work, then I don't think that you should actually use it in your own productions (not without an agreement with the author(s), anyway). But back to the routine: It rotates freely on all axis, is pretty fast and the resolution is a bit low. But all in all it's an impressive routine! The routine ends just to make room to the next and last routine in the demo: A nice texturemapped cube, with a different picture on each of its sides. For once the resolution is okay, and the speed is quite acceptable too. The music in the demo is a rather traditional piece of synth with some techno elements in it, and an "I-found-the-button-that-starts-the-drum-box-and-I-don't-want-to-touch-it-again"-rhythm... But it fits the demo well. Also the synth music that is on together with the endscroller is good, personally I like it very much (there's nothing like a piece of good synth). But again it's a rip (the end-music)! They sure must have had some problems with a deadline.

Conclusion: Highly recommended!

## 1.115 Ketogane / Puzzle

Name: Ketogane  
Group: Puzzle

Year: 1996  
Event: South Sealand 3  
Placing: ?

Size: 4.3 MB  
Recommended: '030/50MHz CPU

Code: Robotnik, Hexagon, Mickey  
Graphic: Tactica, Deckard, Relief

---

Music: Relief, Tricktrax, Archangel

Rating: \*\*\*---

+ Nice 3D-scene and music  
- Generally slow routines

Comment: It all starts with the credits which are shown with changing faces next to the names and nice plasma effects in the background. But after this the routines are generally a bit slow, I guess a '030-50 will be enough to make it run acceptably. But still all of the routines have been seen faster before... The next effect is a party twister, then a tunnel with "mountains" coming out of it sides, another plasma routine (rotating) and a nice picture by Deckard in the usual Deckard style. And now for something completely different: A 3D-scene rendered in a 3D program where a futurist plane bombs the Microsoft building. The color(s) are blue, the resolution is low, but it's pretty smooth and looks very realistic! Back to the (rest of) demo: Another env-phong torus, some bumpmap, a phong gun, some bobs (rarely seen in new demos, I wonder why) and finally: The endscroller with a bumpmap in the background. The routines are still pretty slow and everything has been seen better before. The music in the demo is a nice synth piece which changes to fit the 3D-scene and changes back when it's over, the end-music is some kind of triphop/synth mix.

Conclusion: Watch it to see the 3D-scene.

## 1.116 Kiitos? / Extend

Name: Kiitos?  
Group: Extend

Year: 1996  
Event: Demolition II  
Placing: 5

Size: 1.55 MB

Code: Orbis, Zero  
Graphic: Electric, Orbis, Zero  
Music: Argon

Rating: \*\*----

+ Good intentions...  
- Slow routines

Comment: Somebody tries to make their computer do things that takes it to the limit of what is possible. Somebody has faster computers than others. You'll need a '060 or similar to run this demo at a decent speed, I guess! Anyway, except for the slow routines the demo is actually nice with well-chosen colors and nice effects. A 3D flatscape (a plain surface disappearing on the horizon) with a texture on it, a texture tunnel (still very slow), some indefinable lights are the contents of this demo. None of the effects are shown very long, but instead some of them are

---

shown twice (or is similar) with a second texture. One worth mentioning is a 3D bumpscape, 3D bumpmap. Slow...  
The last routine is unlike the other routines not especially slow. It's a scroller where the letters are formed of lots of falling pixels, looks nice. The text moves very slow, but rather smooth.  
The music is a below average piece of techno with some synth tunes in it.

Conclusion: You don't need to see the demo, but I would recommend you to watch the scroller, though.

## 1.117 Kilkenney / Iris

Name: Kilkenney  
Group: Iris

Year: 1997  
Event: The Copenhagen Party  
Placing: 1

Size: ?

Code: Hastur, Talpa  
Graphic: Bifrost, Bandy  
Music: Notman, Gilo

Rating: \*\*\*---

- + The music is quite good
- The routines are generally a bit slow, there are some strange brakes when loading some new parts, blitterscreen

Comment: It all begins with a digitized short movie, where we follow Darkhawk walking through the city, and shortly after entering an Irish pub (of course...). The quality is rather low, first of all it is shown in blitterscreen-mode (like most of rest of the demo, unfortunately). Second the frame-rate is too low to make a "convincing" movie (I guess it's about 5-6 frames/sec). A text that is faded in front of the "movie" tells the viewer what's going on and why. After entering the pub the camera zooms in on a beer mat - Kilkenney beer, naturally! The screen goes black and stays like that for a while (too long). The real routines start, now that we have reach the second part, with a big texturemapped cube (and I guess I don't have to mention that the texture is the Killkenney logo...). It runs, like the next couple of routines, in blitterscreen-mode, which doesn't look too nice, but helps improving the speed of the routines. But generally they could need even more speed than they gain from the blitterscreen. The fire-routine that is on next is quite fast, though, an in front of it some glass balls fly around, nice. The following routine would probably also be nice if it was a lot smoother, that is, you need a powerful CPU. It's a jelly texturemapped box flying around in a moving background. Afterwards we are in a cinema looking towards the screen, where an average picture by Bandy is shown, and shortly after the screen zooms and fills the entire screen (if you know what I mean). It seems as if they have trashed the Kilkenney-theme by now, but it is seen lots of times before that demos have nothing to do with their title, so why not...? On next is some kind of dark, blue pixel/fractal routine, a

bit unexplainable, but probably nice if run on the right machine (fast!). Time for the greetings-part, a scrolltext written using bumpmap and two primitive lightsources. Afterwards a very slow 3D-mountain scene is presented. It's texturemapped too and the camera moves (of course) in any angle, but it's way too slow to be nice. A big picture by Bifrost is scrolled up and down, and then an "interfering-rings" effect is on as the next one, two series of random moving circles are combined with some kind of plasma effect. This effect is shown later in the demo, but this time with a texturemap in the background. After this routine a new part is loaded causing a black screen, and they've even forgotten to remove the pointer! A texture mapped phong bowl is on next, followed by the credits-part: A box with the Iris-members on the side and the names shown in front of it, one by one. Cute. The end-part is cute too. At first it's a plain Kilkenny logo with background that scrolls around on the screen, but slowly the plain is made bumpy, just like looking through a very old window. In front of all this some last words are written. The music is in the main-part a good and melodic piece of synth, in the end-part it's still synth, but this time atmospheric. The pictures in the demo are of mixed quality, but never better than good.

Conclusion: Not a must see.

Note: Kilkenny is (if you should have missed it) an Irish beer (or Iris beer?!)

## 1.118 Kolor / C-lous

Name: Kolor

Group: C-lous

Year: ?

Event: ?

Placing: ?

Size: 1.06 MB

Recommend: Fast '030/50MHz

Code: Scout

Graphic: Frame, TMX

Music: Somel, Morrow

Rating: \*\*\*---

+ Nice routine, pretty good music

- It's short, sudden ending (is that an error in my copy!?)

Comment: Silent synth tunes floats out of the speakers while a pretty good voxel landscape is on. One of those that rotates 360\textdegree{}, all the way ← round.

The colors are gray and green mostly, the part of the landscape that are closest to you tends to be build of to big blocks, but it isn't a disaster as the rest of it looks pretty good. In front of it all the credits are shown with a funky hand drawn font. This sequence is rather long, but that is quite okay as it is atmospheric and nice in general. But suddenly the tempo really changes, turbo-mode is on and the landscape shows that it is

able to turn 360\textdegree{} on all axis, not just on X! Great! Of course also ←  
the  
music is changed, both in style and tempo, it's an okay piece of techno  
that fits the show pretty well. Afterwards a tunnel is on, one of those  
"flower-shaped" ones. It's gray, but with a mainly green stripe of light  
running down its sides. Nice too! Also the next effect is some kind of  
tunnel, but you only get to see a bit of it because it's so dark. In  
front of this a jelly phong object with a lot of tentacles sticking out of  
it is present, nice! Also the speed is good. A picture is shown  
afterwards, at first it's grey-scale only, later the colors are turned on  
so half of the picture is in colors. Strange, but not as strange as what  
happens next: The demo suddenly ends, the music is just cut off. Very  
strange, they were doing so well, and then this!? Must be an error in my  
copy?! Any one knows?

Conclusion: Worth having a look at! I simply don't understand about that  
ending?

[Click here to go to the Kolor Remix](#)

## 1.119 Kolor Remix / C-lous

Name: Kolor Remix

Group: C-lous

Year: 1996

Event: Remedy

Placing: 2 of 6

Size: 0.73 MB

Recommended: '030/50MHz

Code: Scout

Graphic: Frame

Music: Somel, Morrow

Objects: Claw

Rating: \*\*\*+--

+ Nice routines

- Short, sudden ending

Comment: The remix of Kolor is quite different from the original

Kolor

demo. It's faster, the changes happen more often and the music is  
completely different, as it is a piece of funky rock, a pretty good one  
too (the question is if it fits to the demo's rather dark atmosphere).  
And of course there's similarities, for example the nice voxel landscape  
spinning around all axis (great!), and the very fast 3D-tunnel that are in  
the end of the show. You are flying with a great speed forward and  
backward through this flower-shaped tunnel looking on its sides.  
Of new stuff is a metallic phong box with sides that bulge both in and  
out. And even better (I think): A bumpmapped, colored, rotating, zooming

---

texture, looks really great! As mentioned before the fast, green tunnel is in the end of the demo. Suddenly it changes to read colors, while credits are shown in front of it. And suddenly the show ends without further notice or anything. The same as the original

Kolor  
demo!?

Conclusion: Recommended, too bad about that ending!

[Click here to go to the original Kolor demo](#)

## 1.120 Koloseum / Przyjaciele Stefana B.

Name: Koloseum  
Group: Przyjaciele Stefana B.

Year: 1997  
Event: Rush Hours  
Placing: ?

Size: 1.69 MB

Code: ?  
Graphic: ?  
Music: ?

Rating: \*-----

+ Nothing

- About everything (including Polish language in 98% of the demo)

Comment: We know Captain Jack they say. Maybe he's the one trying to sing? The music is some of the pop crap that is constantly played in the radio and on MTV. The demo itself isn't better. A snapshot from a demo editor and a transparent 3D-object is the wildest routine in the demo, and that's not impressive! This is shown a couple of times in different variations. In between this is a flashing screen with some Polish text - maybe it's funny, but only the Polacks will ever know... The two other effects in the demo are an ugly 3D-starfield and a simple plasma.

Conclusion: Forget it (however, if you're Polack you might just have a look...)

## 1.121 Kreijski / Candle

Name: Kreijski  
Group: Candle

Year: 1996  
Event: Compusphere 7

---

Placing: ?

Size: 0.57 MB

Requirements: AGA, '020 or better

Code: Angel

Graphic: Angel, Aeroba

Music: Angel (with help from Cloud)

Rating: \*-----

+ Funny (in a way)

- Contains only one "real" routines

Comment: Strange mixture this demo. Half of it is a show off of old-fashioned (but pretty nice effects), the other half belongs to a cartoon. Actually there's only one real routine, some wireframe objects with blur. Else there's the classic "15"-game (there are 15 bricks which you have to place in the right order to watch what it represents) that assembles to a funny face. And I don't even want to tell about the part with the flying tits...! The music changes from being cartoonish to heavy rock, well timed.

Conclusion: Watch it for a good laugh (if you've got a primitive kind of humor!?)

## 1.122 Lech / Freezers

Name: Lech

Group: Freezers

Year: 1995

Event: Eastern Conference

Placing: 1 of 5 or 6

Size: 0.57 MB

Requirements: AGA (maybe?)

Code: Sputnik

Graphic: Grid, Freeman

Music: Bethoven

Rating: \*\*\*----

+ Some good routines

- Some primitive routines

Comment: While the heavy music makes its way out through the speakers, one routine after another is shown fast after eachother. At first we're on a little journey through a flatshaded city. Looks okay but is nothing special. Then it's time for some 3D objects jerking around, this routine is pretty fast. Next effect is a lightsourced cube with a picture on its sides. You see a little object representing the light flying around it. The cube isn't very big, but the routine is on the other hand very smooth. Looks great. The music changes into a synth/techno piece and it's time for

---

a classic doom-routine, a pretty okay one too, which leads us to the next effect: A spinning bouncing ball. Nice and fast. Back to the 3D objects, time for the env-mapped. They're pretty smooth, but a little small and square. Yet another journey through a flatshaded city, this time fog is all-over, so that you can only see the buildings near you. Finally: The torus. Big, ugly and flatshaded...

Conclusion: Hang on - if you want to. I don't.

## 1.123 Life with a G-string / C-lous

Name: Life with a G-string  
Group: C-lous

Year: 1994 (maybe)  
Event: The Party 4 (maybe)  
Placing: ? (maybe)

Size: 0.39 MB

Code: Prospect  
Graphic: Frame, Pozz, Slime/Rebels  
Music: Mr. Mygg

Rating: \*\*----

+ Fast routines  
- Too few routines

Comment: This demo contains about three or four routines which isn't much, not enough to make a decent demo... But the ones present are fast and pretty nice: A textured "party twister" (looks like a bar being twisted), a row of triangles which is zoomed towards you so that they forms some kind of blurred tunnel, and a bouncing ball with a moving picture wrapped around it. Furthermore there's a nice logo and some pretty nice and pretty traditional demo music. Some of the other graphic in the demo is a little strange...

Conclusion: It's more exiting to watch real g-strings...

## 1.124 Limes Inferior / Dinx Project & Skid Row

Name: Limes Inferior  
Group: Dinx Project & Skid Row

Year: 1996  
Event: The Party 6  
Placing: Not shown

Size: 3.16 MB (Chipram-version)  
Note: Is said to crash on some multi-sync monitors

---



Code: Oster, Sachy  
Graphic: DRD, Kro, Sebax, Tinner  
Music: Dan

Rating: \*\*----

+ Multitasking (!), some nice routines  
- Slow phongs and other ugly things

Comment: The show starts with some kind of light balls that moves around in random patterns. When they hit each other they become brighter, but unfortunately (for DP & SR) this routine has been done much better before. It's not pretty. Then we are told that this demo is actually multitasking! And it is, pressing Amiga-M brings you back to the system! Other coders could learn something here. Then there are credits and after that some slow and buggy phong, then a bump-mapped cube and an env-mapped phong pig, no torus this time! A pretty pretty plasma is the next routine, the colors could have been better though, and after that a tunnel, but it is only the first part of the tunnel that is illuminated, so you're unable to take a deep look into it - it's just dark, however, the speed is good. More phong is on, this time a wheel from a car (without the tire), a very buggy phong twister and a lot of blue balls (last mentioned routine is extremely slow!). And that's it. In between some of the routines some pictures by DRD (whose name has nothing to do with my name!) are shown. The original pictures are at least 16 bit pictures hi-res, but here they are converted to 256 colors and a lower resolution, and of course the originals are much better than the ones in this demo. Too bad they are converted. The music starts as an atmospheric piece of synth, but is later changed into average techno music.

Conclusion: Not recommended. About everything has been seen better.

Note: The demo is available both as chip-ram only version and in a version that uses both chip and fast ram. Both were tested, but I didn't see any differences between the versions. Maybe this is only important on slower machines?

## 1.125 Liquidize / Fnuque

Name: Liquidize  
Group: Fnuque

Year: 1996  
Event: The party 6  
Placing: 8 of 15

Size: 0.31 MB

Code: Presence, Blueberry, Painelf  
Graphic: hund., Swaxi, Trez, Folcka  
Music: Swaxi

Rating: \*+----

+ Some nice plasma

---

- Lots of things that aren't nice

Comment: This demo is short, contains only few routines and all of it is plasma. The first plasma is lowres and has some ugly blue colors, the second one is also lowres, but looks okay anyway as it's made with a dark palette with on bright line in it. The last plasma is actually good, it's a picture of a face that is mirrored, and it's both fast and the resolution is good. The music is a piece of techno and isn't time well to the rest.

Conclusion: Watch another.

## 1.126 Little Cubi / Drifters

Name: Little Cubi

Group: Drifters

Year: ?

Event: ?

Placing: ?

Size: 0.77 MB

Code: Clary

Graphic: Tob-Sef, Euric

Music: STF

Rating: \*+----

+ Nice cartoon

- Has not really anything to with a demo

Comment: This is a cartoon rather than a demo. It consists of small sequences of cartoon that has about nothing to do with each other. The style of drawing is cute, though. The music is a tuba added with different sound effects, sounds terrible but matches the rest...  
When it's over it restarts, but you can end it with the mouse.

Conclusion: Forget it!

## 1.127 Magical Box / Grasshopper Design

Name: Magical Box

Group: Grasshopper Design

Year: 1996

Event: ?

Placing: ?

Size: 0.18 MB

Code: Kaneda

---

Graphic: Blunt  
Music: Bliss, Wilsh

Rating: \*\*----

+ Funny  
- Nothing negative about it!

Comment: Ha ha! This is an interactive demo, you actually have to do something to make this demo work. A cartoonish (magical?!) box with a crank in its side is shown. By moving the mouse you can make the box play some sounds, it's not a jukebox though... But be careful! It might be a bit fragile... After that there's a small tower with half a bridge coming out of it. Around this bridge there are a lot of small balls flying around. Cute. In the bottom of the screen some info is shown.

Conclusion: This is not a demo, it's a joke. A cute one!

The tower. "ghd" isn't in the demo, though

## 1.128 Makaveli / Essence

Name: Makaveli  
Group: Essence

Year: 1996  
Event: The Party 6  
Placing: 2 of 15

Size: 0.55 MB  
Requirements: AGA  
Note: Needs a patch to run on '040

Code: Horus  
Other things: Marvin, Jamie, Norm

Rating: \*\*\*\*+-

+ Very fast phong, generally very nice routines  
- Compared to the standard it lacks design

Comment: Essence - the world's most dangerous group - that's what they say about themselves. And this demo is really "dangerous": It contains some of the fastest phong ever made (compared to CPU power)! The music which is some kind of techno with hiphop drums fits the demo, which starts with some pictures of the authors and an "Explicit Lyrics" sign, there's no singing in the demo, though. After that there's a routine which is some kind of plasma formed in the shape of a flower (anyone has a better explanation? Well, just watch the demo to find out what I mean...). Then the phongy part starts: A gigantic (...) envmapped 3D object moves steadily across the screen, runs completely smooth on a '030-50! But you don't really know what I mean before you've seen it! After that some oval texturemapped balls bounces around. The texture is made so that it looks like there is a lightsource, but there isn't. Fake, but anyway, it looks very nice. Then there's more phong! A beautiful black rabbit

---

(naturalistic) and the old moon (not very realistic, but in a very fancy cartoonish style). Nice and fast. Plasma is used in different ways, in some kind of tunnel, twisting around and twisting a picture. Well done! Of course (!?) there's more phong, this time another big object that reflects itself in it, I guess! All phongs are in a pretty high resolution, which makes it look much better than "ordinary" phong. The last effect is an Essence logo in 3D with blur slowly moving around on the screen, afterwards an average picture, a little messy but with some nice details, is shown. The demo ends. One of the best demos in 1996, I'm sure!

Conclusion: Watch this one! One of the best productions in 1996!

The ugly dog that are used as texture

## 1.129 Masque / C-lous

Name: Masque  
Group: C-lous

Year: ?  
Event: ?  
Placing: ?

Size: 0.27 MB  
Recommended: '030/50MHz

Code: Scout  
Graphic: Frame  
Music: Some, Morrow

Rating: \*\*+---

+ Multitasking, nice phongs, good music  
- Short, only one routine, the mouse pointer is on

Comment: A very short demo with only one routine in it, a nice phong routine that shows three or four different objects (blob, chess piece, star) shown with some kind of brown mapping on them (or just a good mixed palette). In between these objects are some poems that are shown too fast to be read (and often backwards), and while the objects are on the credits are used as background picture. Best of all is that it multitasks, and also the funky combination of jazz, funk and heavy hiphop drums is a success, especially the horn in it is good. Unfortunate that this demo is so short, it could have been something!

Conclusion: Too bad it's so short, what's in it is good!

## 1.130 Massive Killing Capacity / Ram Jam

Name: Massive Killing Capacity  
Group: Ram Jam

---

Year: 1996  
Event: Assembly  
Placing: Didn't compete because it was disqualified! Read more later.

Size: 1.21 MB

Code: Randy, Klorathy  
Graphic: Loop, Iliam, Randy  
Music: Klorathy

Rating: \*\*\*\*--

+ Almost all of the routines are fast and pretty nice, nice graphic  
- Was disqualified at Assembly '96!

Comment: Starts with a very nice logo, a little difficult to read. A very nice voxel landscape with a texture on it takes over the screen, much cooler than the ordinary voxel routines! Then it's time for a pretty nice texture tunnel, held in one color. One of the original effects is an kaleidoscope like effect (similar to the one in those small paper/tin pipes you had when you where younger, where you looked into one end and saw the most beautiful patterns...).  
The next routine, a bouncing ball with a texture on it, is a bit slow (but acceptable). Time for a plasma and pretty fast phong object (lowres). Something looking a bit like fractals morphs around into different shapes. It's fast, but the resolution is low. Another plasma, this one is a very colorful one. At last there's some morphing gouraud objects moving and twisting around in eachother, not to forget the end-scroller: The Star Wars wannabe scroller. It's a little ugly, especially compared to Star Wars scrollers in many other demos. The pictures shown in between some of the routines are generally nice. The music is an OK synth/techno piece. Why this demo was disqualified is a mystery to me!

Inside information: Was disqualified by the jury selecting the demos at the Assembly '96! The reason why, is (source: ROM 8): "Eye Q & Stargazer, both jury experts, thought that the Ram Jam contribution was way too ugly to present to the masses". I don't understand that (neither do Ram Jam and many others)! This demo is good! If it really IS true that that was what happened, they (the jury) should leave the Scene forever (or stop being bribed!!)

Conclusion: Watch it!

## 1.131 Megademo / Budbrain Productions

Name: Megademo  
Group: Budbrain Productions

Year: 1990  
Event: Amiga Conference  
Placing: ?

Size: ?  
Requirements: A patch if you want to install it on HD, my patch needs 0.5 MB chip-RAM, 2 MB fast-RAM. Runs on A500 too!

---

Code: Psycho  
Graphic: Diablo, Chrom, Splatman  
Music: Diablo, an unknown musician,  
Support: Vector

Rating: \*\*\*+--

- + Different, funny
- I think this demo is close to reaching its goal: To be entertaining, so nothing particular negative, no quit

Comment: This demo was a real hit when it appeared on the Scene, and now it has become a legendary demo more or less! This production was something completely new from all other demos at that time, as it isn't based much on the routines, more on the graphic, sound and funny entertainment. And the legendary Budbrains have reached their goal.

It starts with a guru...! But don't worry, it's just one of the Budbrain's loony ideas. Then the credits are shown, slowly one by one with an odd font and colors, while some screaming, but in a way quiet, scary tunes are heard floating out from the speakers. A scroller appears, and in the HD install I have you have to click the mouse to avoid a crash in this part, so I did. Afterwards the first part of a weird little movie, a cartoonish animation, is shown. Another funny animation is shown before the next part of the movie, and in between this movie part and the movie's last part is one of the only parts of the demo that contains effects, the infamous Kaos-part! The music is a remix of Dr. Baker's Kaos techno hit, and on the screen a lot of line patterns are shown creating beautiful (?) shapes. Also simple pictures and the like are shown in short flashes. If you click the mouse you'll proceed to the last part of the movie (what an ending!), and after that is over one of my favorite parts in on, probably the cutest demo part ever in any demo! Three eggs hatch and in them are three cute chickens. The middle one starts to sound like a cool drum rhythm, and soon the two other chickens start to fall into the rhythm. But you have to see it to understand. The second and last coded (that is, with real effects) part in the demo is a scroller made from vector bobs. They fly around in a half circle over the horizon making different kind of movement. Unfortunately this part is a bit trashed in the HD-version, but still it's pretty nice. The last part, except for the endscroller is the so called Hustler part, inspired by Hustler magazines. It's a slideshow with black humor pictures where the topic is concentrated on body parts below the waist... And very funny (Parental advisory)! Everytime a new picture is shown a crowd of laughing people are heard, and you are probably going to join them. The endtext is slowly scrolled across the screen accompanied by a great silent tune.

Conclusion: A true classic demo! If you haven't seen it yet, watch it! If you have seen it, watch it again!

Note: Budbrain's first demo

[Click here](#)  
to go to Budbrain Productions' Megademo 2.

## 1.132 Megademo 2 / Budbrain Productions

Name: Megademo 2

Group: Budbrain Productions

Year: ?

Event: ?

Placing: ?

Size: ?

Requirements: A500 or better. Needs an installer to install on HD.

Code: Psycho

Graphic: Diablo, Chrom

Music: Diablo

Rating: \*\*\*---

+ Good music, funny

- Short, can't compete with the first  
Megademo  
, no quit

Comment: Budbrain's second and last demo, and unfortunately it can't really compete with the first megademo's high level of humor which is what holds up this kind of demos, however it isn't bad at all! It is based more on the code than the first megademo, but still graphic, music and humor are in focus. For example the first part of the demo where Madonna is killed in the shower. We don't get to see the killer (yet), just his hand holding the knife. The sound is brilliant with the short, precise strings everytime the poor singer is cut, and the graphic is (as always in Budbrain demos) comic style. After this little animated sequence the words "Sorry Crionics" is written all over the screen, which must be a hint to Crionics Madonna demo... The first code part is on next. In the background is a starfield scrolling across the screen, while letters are zoomed in different ways to the screen, sometimes rotated, often not in the right order. Looks great. The music in this part is atmospheric, at first it's just sounds of the wind that is heard, later it changes to a good piece of Dr. Baker inspired techno. Next part is just some simple plasma figures in top of the screen, while a scrolltext is in the bottom of the screen. The part after that one is a bit more entertaining, it's the techno part where a good piece of techno is played while different, simple routines are shown in MTV style, that are fast changes. A trial is shown as the next thing when you click the mouse. While a newspaper informs you that Madonna's killer is found the theme from Twinpeaks is played... Who the murderer is I won't write here, but you will be surprised! The demo ends with a stylish end, beautiful fonts and logos and a good relaxed endtune. Unfortunately you can't quit the demo by mouse, a reset is needed.

Conclusion:

Click [here](#)  
to go to Budbrain Productions' first Megademo.

## 1.133 Megademo IV / Artwork

Name: Megademo IV

Group: Artwork

Year: 1997

Event: Symposium-Mekka

Placing: 1 of 14!

Size: 2.69 MB

Recommended: Fast '030 or better (if it runs on better which I think it does as it seems to be rather system-friendly)

Note: Maybe a bugfixed version will be released.

Code: Azure (main-coding), Skyphos, Sharon, Tron, Argon

Graphic: Fiver, Noogman, Nero

Music: Virgill (adjusted by Skyphos)

Objects: Tiberius

Rating: \*\*\*\*--

+ Nice routines, nice pictures

- Lacks transitions, a few routines demands a lot of CPU power

Comment: If you read the text file that comes with the demo, you'll find out that Artwork claims that this demo was put together at the party-place with the leftovers from

Exit Planet Dust  
released shortly before

Symposium-Mekka. And I'm willing to believe that, it looks a lot like it. It's the usual Artwork style with yellow/orange/brown colors and a lot of smooth phong objects. The changes between the different routines are still just a fade, and all in all you could compare it to a coke: It's nice in the beginning, but starts getting boring after a while. When you're finish the container is empty (anyone got that?)... Well, enough thinking (or whatever you'd like to call it), let's get on with the show: The first thing you notice are the numbers that are placed in three columns on the screen. Could it be design? No, it's not. Rumors say that Artwork simply forgot to remove their on-screen (de)bugger (or what ever that is) before handing in the demo. Luckily you can turn it off yourself by clicking the left mouse button. After the credits have scrolled unsmoothly across the screen, the title is shown. The background slowly moves, and that goes for the rest of the demo whenever possible. The first "real" routine is of course a fast phong object, texturemapped I guess. A fade later we're flying through some kind of tunnel that consists of a random grid, through the holes you can see the slowly moving background (as I said before: It's on whenever possible). Afterwards a plasma of the kind that focuses on the middle is shown, very nice. A new kind of tunnel is the next routine. It's a bit slow and looks pretty much different from any other tunnels because of its texture. Pretty nice. After that a plate is on. Not just an ordinary plate, a head seems to try to break through the plate. By the way, it's phong, a bit slow, unoriginal, but pretty nice after all. More phong is what the next routine is about too: A object with a transparent hemisphere on each side slowly makes it way through cyberspace. Unsmoothly, a fast CPU is recommended here! Next routine looks as if you took some different flashlights and pointed them towards a piece of mat

---



looking metal. A bit like bumpmap, except for there are no bumps (which is an important difference). After another plasma routine a very nice picture by Fiver is shown, then a strange routine with a small plate that emits smoke, pretty nice, but a bit slow. Then there's more phong, and for once the object is worth to explain: Looks much like the "traditional" 3D stars used in many other demos except for that the "arms" or tentacles are cut of and are hovering next to the body, not locked in their position. Nice! A short scene with beams of lights coming from the floor is on next, but is in a hurry taken over by a nice texturemapped 3D pyramid with spotlights placed around it, very nice. The last effect is of course a phong, a texturemapped, transforming blob. Much can be said about Artwork, but they sure know how to make a good phong! The music is a some kind of ballad with some electronic sounds added. Would fit well into an exciting movie, and is okay for the demo too.

Conclusion: Surely worth having a look at!

## 1.134 Mental Hangover / Scoopex

Name: Mental Hangover

Group: Scoopex

Year: ?

Event: ?

Placing: ?

Size: 0.33 MB

Requirements: To install on harddrive and to use AGA you'll need a patch.

Code: Slayer

Graphic: Reward

Music: Uncle

Rating: \*\*----

+ Good old classic!

- Of course you can see the age...

Comment: At that time in the "good old Scene days" this demo was HOT! But compared to the demos of today it's getting pretty cold. The effects in it are (of course) rather primitive, but running at a A1230 they are very smooth (I don't know if it'll run as smooth on a A500). Different kinds of vector graphic are the main contents, for example a lot of small vector objects run in different patterns and with colors across the screen. Looks nice! In the background of most of the routines there's a 2D starfield, and between the effects there's a text presenting the next one. In the last parts of the demo it's different. Other effects worth mentioning is a vector scroller which scrolls (in 2D) over a mountain, so that the text forms a circle. Later it bounces and twists in 3D. Really nice! A Star Wars like scroller and a 3D floor with bouncing balls jumping towards you are some of the last effects. The demostyle music doesn't fit the demo too well, the graphic (some text) has style. The demo is rather long, "young" sceners would probably get pretty bored watching, the old sceners would probably shed a tear, while remembering

---

the "good old days"...

Conclusion: For the old sceners.

## 1.135 Minabuse / Limited Edition

Name: Mindabuse

Group: Limited Edition

Year: 1996

Event: Assembly

Placing: 5 of 11

Size: 1.31 MB

Requirements: AGA, 4 MB fastmem

Recommended: '030 CPU

Code: PG, Ufo

Graphic: Skize, HP, Skutt

Music: Dose, Elf

Rating: \*\*\*\*--

+ Nice phong routines + other pretty good ones, colorful

- Minor complaints about some routines, could need some nice changes between some of the routines.

Comment: This is one of the most colorful demos I've ever seen. Right from the beginning there are all the colors of the rainbow present in the group's name. The credits are presented with some plasma, tunnel and 3D-flatscapes in the background constantly changing its colors, the last one mentioned is the nicest. Next routine is a nice phong key which might sound pretty ordinary, but it looks like that the picture is a little out of focus, a bit blurred. Later the key starts to get really blurred with a long slowly disappearing tail after it. Then the key is gone and a picture by HP is shown. His technique is good, but the motive is pretty unoriginal (a girl lying in a bed), and worst of all: It doesn't fit the demo very well. In an pretty unsuccessful change routine we see for a short moment a primitive bumpmap, but after that there's a great routine: A phong! At first it's just an ordinary transparent coin-shaped phong with a smiling face on its sides. But soon a nice texture fades in, so that it's no longer transparent and finally a lightsource is added. Looks great! The coder (and the graphician) of the phong routines in this demo has hit the right spot, somehow he manages to make the phong look realistic! The screen is superimposed (or picture morphed if you like that expression better) to a LED-logo with a transparent phong glass flying in front of it. It disappears and a background picture which looks like a colorful tunnel is on. In front of it is a morphing phong object. It morphes from being a cube to a sea urchin (one of those small sharp things on the bottom of the sea) and back again a couple of times. It flies away and a black pool ball (no. 8...) enters the screen. Suddenly it copies itself. And again, and again and so on. Another LED logo is on, this time a transparent one with some kind of stretching plasma in the background. And the last routine are two bumpmapped dolphins with two different colored lightsources, this one is much nicer than the other

---

bumpmap in the demo, but the resolution is a bit low. The music through the main part of the demo is a fast, simple (primitive?) piece of techno which is well timed to the demo, but somehow I don't think it fits. The music in the end part is the kind you hear in the supermarket which must be the opposite to techno. Not a good combination... I wonder how they've managed not to make the endscroller smooth scrolling, they've managed to make the rest of the demo pretty smooth...

Conclusion: See it at least ones in your life!

## 1.136 Mindflow / Stellar

Name: Mindflow  
Group: Stellar

Year: 1994  
Event: Assembly '94  
Placing: 1 of 12!

Size: 1.74 MB

Code: Zuikki, Nose  
Graphic: Frankie, Strobo  
Music: Strobo

Rating: \*\*\*+--

+ Nice and fast routines, nice changes  
- Low resolution in most of the routines, sudden end

Comment: A logo is faded in, the melodic synth/demo-music starts and the demo has begun for real. A trip over a fast, but low-res fullscreen voxel landscape, bring you in the mood for speed, not that it moves extremely fast, it's just fast, smooth and nice (except for the low-res thing). The title is shown, and is taken over by a texture plasma, with a woman's face used as texture, and as before the resolution is low, but the speed and smoothness good, and this goes for almost all the routines (so I won't write any more about it). A rather good picture is shown afterwards (the resolution is good - whoops... :-)). A big cube with the model's face on its sides in the next moving thing. It seems to be in lack of colors. It's quite nice anyway, but the best part is the change from this routine to the Doom-routine which is on next: The cube stops spinning, and then we see that it is a texture on a wall. The same thing repeats when the Doom-routine is over, the other way, naturally: A fractal is hanging on the wall and we go close enough to letting it cover the entire screen which makes the fractal zoomer start! Great! And the fractal zoomer is in fact at least as great as the changes! It just keeps zooming and zooming and there seems to be no end of that fractal (of course...). It's very fast, and it doesn't matter that much that the resolution is low (however, it would have been nice if it was better so that you could see more details, but I guess we have to wait for the A\Box!?). Another nice change leads us to a blur zoom routine, where a lot of colors coming from a thing are zoomed towards us. Looks quite nice. The last routine is a bit strange, you're slowly moving around 7-8 gouraud shaded (weird shading, anyway) boxes, the colors are odd (looks as if too few has been used) and nothing

---

really happens. Untill the demo is cut of in a sudden exit. To bad such a nice production should end this way...

Conclusion: Highly recommended!

## 1.137 Mindprobe / The Black Lotus

Name: Mindprobe  
Group: The Black lotus

Year: 1995  
Event: The Party 5  
Placing: 15 of 22

Size: 1.68 MB  
Requirements: AGA, '020 or above  
Recommended: 2 MB fast-RAM

Code: Offa, Equalizer, Rubberduck  
Graphic: Rodney, Tudor  
Music: Azazel, Hollywood-Axis

Rating: \*\*\*+--

+ Some nice routines  
- Uses blitterscreen, one very ugly routine

Comment: First of all: Almost all routines are shown using blitterscreen which doesn't look very nice.

It all starts out with some zooming planets (nice), after that there's a face rising from the ocean in 3D. This face twists and twirls and is actually quite cool. Then we're flying over a 3D landscape (I guess it's vectors with textures), and into a (nice) tunnel, which turns out to be a labyrinth of some kind. Suddenly there's a cube with a picture on its sides (we're still in the tunnel) and a little spotlight on it coming from inside the cube. So we enter and see a disco-ball spinning around! Cool! The music ranges from hardcore techno to soft dreamy synth-tunes and fits the demo pretty good. Next effect is some fruits (phong) landing in a bowl. This part is a little too long. Next routine: A picture (Climber, No. 2 at TP5 by Rodney) moves around as background, a cube with the same picture on the sides spins around and an RGB-cube spins around through the other cube. Nice! Then there's some phong-fish swimming around, and last one of the ugliest routines ever! They call it "real voxel trace", and it might be hard to code and so on, but it's very ugly too!

Conclusion: Not the "usual" TBL quality, but definately worth having a look at.

The face rising from the ocean  
The tunnel  
Fruits CAN fly!  
Fish are cute. Sometimes

---

## 1.138 Mind Riot / Andromeda

Name: Mind Riot  
Group: Andromeda

Year: 1992 (I guess)  
Event: ?  
Placing: ?

Size: 0.48 MB  
Requirements: 1 MB of RAM. Doesn't work with AGA, need a patch to install on HD

Code: Dr. Jekyll, Mr. Hyde  
Graphic: Fairfax, The Main  
Music: Mr. Man

Rating: \*\*\*---

+ Very nice design, the music fits well  
- The routines are old fashioned, doesn't run with AGA, you can't quit it

Comment: I remember two things especially well about this demo: 1) The nice design and 2) Most of it is in hi-res. Actually I also remember that it doesn't run with AGA, so you have to disable that first (if you got it), and that you can't quit as it kills the system completely... But, let's have a look at the horse: When you start it a nice picture is shown for a long time (while it decrunches I suppose). Then the demo starts with something that looks like a countdown to the start of a film, but instead of numbers Andromeda welcomes you to the demo. A simple, but very nice change changes the scene to a scroller which runs sideways and down at the same time, actually there are three scrollers presenting each a word or two, and the text is transparent. The title is shown. After that there's a transparent, morphing, five bitplanes vector object moving smoothly. Impressive, huh? Well, it was once... The same could be said about the next routine, six circles changing their width while spinning around another circle. Realtime calculated. The next routine is actually nice. It's "laserlines" as they call it, a box with a box inside it, with a box inside it, with a box inside it, with a box inside it, where the box in the center moves a little later than the box around it, which moves a little later than the box around it, which moves a little later than the box around it... At the same time the biggest box changes its size so that it becomes the smallest box and vice versa. After that there's something that is called a twistwire - the versions of this routine we know today is a party twister (a 3D bar being twisted). The twistwire is only in 2D, though, but still it's lightsourced. In the bottom of the screen there's a scroller informing you about the current routine (that's why I know the routine's names...). Time for some raytrace! Not realtime, though, but still it looks pretty great! It's a 12 frame HAM (Hold-and-Modify, that is 4096 colors on ECS and older GFX chipsets) animation that can't be explained, you have to see it for yourself. After that a mirror flies above the Andromeda logo and mirrors it (that's what mirrors do!). The last routine is actually pretty impressive (especially for a A500), it's again a box, but this time with some kind of simple tunnel on its sides. The scrolltext in the bottom in the screen starts scrolling very unsmooth, though. And then there's the

---

endscroller which is pretty much fucked up in my copy. That's why there are some people missing in the credit list. Anyone knows who? The colors in the demo is pastel colors, soft and friendly for the eye. The music is a quiet, laid-back piece of pop with a nice theme in it.

Conclusion: It's old, but especially the design is worth having a look at!

## 1.139 Mindtraveller / Limited Edition

Name: Mindtraveller  
Group: Limited Edition

Year: 1996  
Event: Saturne Party 4  
Placing: 3 of 11

Size: 1.44 MB  
Requirements: AGA

Code: PG, Skize  
Graphic: HP, Skutt, PG  
Music: Radix  
Design: PG, Skize  
Objects: Skize

Rating: \*\*\*\*--

+ Nice phong and bumpmap routines, nice design  
- A little variation would be nice, low resolution

Comment: Acid trip! Put on sun glasses before watching this demo, the colors are vivid! It starts with a nice logo. Some atmospheric ear-ripping sounds are heard. Then the show starts. An env-mapped phong and a nice background, both with the vivid colors, twists and turns for a moment. The atmospheric sound has turned into a piece of hardcore techno which is well timed to the display. The background disappears, so that the phong can be blurred, which looks nice. Also the credits consists of phong. The names are shown in one side of the screen, while their task is faded over each other in the other side of the screen. While showing credits the background is back on. Next up is another phong (surprise!): The background moves around faster and faster, while a box morphes so that it gets holes in its sides. Then it falls apart piece by piece! Very nice Indeed! The changes into new routines are generally nice and the music is not as hardcore later in the demo as in the first parts (but still pretty hard). And then an unwritten rule (?) is broken: A picture of a naked woman is shown, and you can see her equipment...! Doesn't fit too well into the demo either. Well, next up are some very nice bumpmap routines (I think its bumpmap). At first a 3D coin with a face on the sides is shown. Then a phong banana (and a joke...). Then an env-bumpmap is on (very nice) and after that a bumpmapped 3D-scape is shown. Looks excellent! This demo is highly recommended, but it needs a little variation. The phong and bump are nice (the 2x2 resolution is okay), but...

Conclusion: Wow! Put on your sun glasses!

---

## 1.140 Mindwarp / Team Hoi

Name: Mindwarp  
Group: Team Hoi

Year: ?  
Event: ?  
Placing: ?

Size: 0.37 MB

Code: Rhino  
Graphic: Metin 7  
Music: Ramon

Rating: \*\*----

+ Fast routines  
- Primitive/simple routines, gets boring

Comment: After starting this thing from Shell a window opens with a scroll-text in it, telling the truth about the new Amigas (the AGA machines), this is not mend as a joke, it's pure facts about the hardware, and a hidden hate towards Commodore, I guess...? You have to start the demo from the menu bar! And when do that you're on with the demo: The first routine is a quite cute one, where a ball rolls in the bottom of the screen, while the bottom is affected by the laid-back demo music, so that it sometimes makes some small bumps causing the ball to be thrown up into the air. Every time it hits the ceiling or the walls they'll flash. After that another ball is on, this time a fast pixel ball that gets darker the longer it's away from the screen. Afterwards we're presented to a fast, but low-res zoom-routine, next up is more pixel routines, among others a tunnel, all fast and nice, but maybe too simple to keep one's attention. Also there are different kinds of plasma, both normal and texture plasma (one with a simple animated cartoon dinosaur). Worth mentioning is a zooming kaleidoscope, though, only with few colors used. And the demos continues with the same effects again and again, change them a little and then show them again. Monotone. In the end it loops and starts all over again.

Conclusion: Not really anything to see here.

## 1.141 Mint - The next generation / The Blue Locomotive

Name: Mint - The next generation  
Group: The Blue Locomotive

Year: ?  
Event: ?  
Placing: ?

Size: 0.1 MB

Code: Toffla

---

Graphic: Fanny  
Music: Trazzel

Rating: \*+----

+ Nice chip tune, "funny", you have to have watched  
    Tint  
    in order to  
  understand it  
- Sudden end

Comment: I guess you all have seen The Black Lotus'  
    Tint  
    , No. 1 at TG'95,  
if not: Do it! The Blue Locomotive (if you wonder about that name try  
notice their initials...) has now released a "sequel". It contains very  
few and old routines (pixel routine, simple plasma and even a little  
vector torus), but of course it's not mainly the code that has to be  
seen, it's the text which is the funny part if you've watched  
    Tint  
    . The  
music is a little chip tune version of the last module in  
    Tint  
    , composed  
by Azazel, and both the original and the chip tune are nice.  
And suddenly it ends, no fade, no flash, no nothing.

Conclusion: First watch  
    Tint  
    , then this one

## 1.142 Misery / The Black Lotus

Name: Misery  
Group: The Black Lotus

Year: 1995  
Event: Assembly  
Placing: 12 of 15

Size: 0.55 MB

Code: Equalizer, Offa, Rubberduck, Noy  
Graphic: ?  
Music: Kaiju

Rating: \*\*+---

+ All effects are fast  
- The design isn't good, the music neither

Comment: I guess this is one of TBL's worst productions. And it isn't that  
bad, just a little... It begins with a ball with six light spots mounted  
on its side (like the ones they've got in discotheques) spinning around

---



lightning up the walls in the box that it is in. Fast. The credits are shown afterwards with a primitive, but fast, rotator in the background. Doesn't look very nice, but it doesn't last long. The next routine reminds me of good old Turrigan, where a welder cuts through the screen (looks that way!). The only difference, I guess, is that this time it spells TBL with big cartoonish/graffiti-like letters. The hardcore techno music which has been on until now is replaced by a more silent piece of techno. Doesn't sound too good, and doesn't fit the demo well either. Something that looks a bit like fire is up next. Different simple line objects are rotated with some kind of fire-effect. Doesn't look like real fire at all, more like big pixels, still it looks okay. The scene changes to gouraud shaded boxes flying through each other while more and more boxes appear. Furthermore there's a moving lightsource, and it is a bit buggy. After a big blue ball, which is on after the gouraud boxes, a strange plasma appears. Most of it is black, and the only thing you can see is the outlines of some figures melting together like metaballs. Strange... The next effect is shadeclusters or something similar, not too nice, but maybe they are supposed to look that way. Later there's a small party twister with two balls flying around and through it. Nice, except for the color combination (pink and grey) and the size. More gouraud is up next, almost the same as before. The difference is that these boxes have textures on their sides, else the difference is the same. In the bottom of the screen while the gouraud effect is on there's a little cartoon character, this character is used as texture in the fast plasma routine that is on next. Some texts are on (greetings) and finally the last effect has been reached: A strange tunnel, unlike most other tunnels the sides aren't smoothed. Instead the walls are covered with random, big dots. Watch it yourself! This routine is on for a long time, while the music, which is now some kind of industrial techno, constantly runs in the same loop. And finally it ends.

Conclusion: Considering that it's a TBL demo you could get disappointed

## 1.143 Mnemonic / Ephidrena

Name: Mnemonic  
Group: Ephidrena

Year: 1996  
Event: Kindergarten  
Placing: 2

Size: 0.56 MB

Code: Loaderror, Cyberstarr  
Graphic: Loaderror, Cheetah  
Music: Frequent

Rating: \*\*----

+ Nice (but (a little) slow) water-routine  
- Generally slow routines

Comment: Must have been a small party since it was placed 2nd... Most of routines are a little too slow to be nice (for example a rotating texture-

tunnel, a "party twister" and some nice but slow "rings in water" effects). Furthermore there's a transparent skull and a plasma-like effect which is mirrored. The music is a piece of "dreamy" techno, the graphic is below average.

Conclusion: Seen better.

## 1.144 Mobile - Destination Unknown / Spaceballs

Name: Mobile - Destination Unknown

Group: Spaceballs

Year: ?

Event: ?

Placing: ?

Size: 0.91 MB

Requirements: Needs a HD-fix to work on HD. The used fix requires 0.5 MB chip-RAM, 1.5 MB fast-RAM (and HD of course...)

Code: Lonestarr

Graphic: TMB Designs

Music: Audiomonster

Rating: \*\*+---

+ Smooth routine(s)

- Short, few routines

Comment: A little short, but pretty nice, production. It only contains one routine shown in different variations. It's a fast vector routine, but instead of just showing one object it shows lots of small objects, they don't move freely, though, but are locked to their position. First there's a lot of small boxes which you're flying around, then rotating x's, and finally both boxes and squares with holes in the middle. The music is a piece of funk with a nice flute lead.

Conclusion: Not essential

## 1.145 Models Inc. / Cydonia

Name: Models Inc.

Group: Cydonia

Year: 1994

Event: ?

Placing: ?

Size: 0.26 MB

Requirements: AGA

Code: Krion

---

Graphic: Souri, Infinity  
Music: Drift

Rating: \*\*+---

- + Some nice picture twister routines
- Some old routines, an annoying piece of music

Comment: What's most of in this demo is model's faces exposed to some nice picture twister routines, for example a picture is placed on the surface of a ball and is moved around, the same picture is rotated, zoomed and/or reflected. A nice detail is that the girl blinks while she is rotated! Also nice is the transparent picture routine in the beginning of the show. Two pictures move around covering eachother, but still you're able to see both.

Sometimes there's a scroll text in the bottom of the screen, while the effect is running (just like the "good old days").

Most of the demo consists of the picture effects, actually there's only one other effect: Some rather primitive balls (circles) in different colors flying around, and when covering eachother their color changes where they are covered. The music isn't that good, but then again, it's a question of taste (good and bad...). The pictures that are displayed sometimes when changing routine is average or below (and even though it's an AGA demo, it's ECS pics. The graphicicians did not at the time the demo was made own an AGA machine.

Inside information: This is Cydonia's first release, and the first AGA demo released in Australia. It was supposed to be released under the Digital Access label, but Krion, Souri and Infinity left that group and formed Cydonia before the demo was completely finished.

Note: This demo probably has nothing to do with the Model Inc. intro by Mirage released at Somewhere in Holland '95 (it was placed 5th of 10).

Conclusion: Have a look and judge for yourself.

The title picture

## 1.146 Moments / Old Bulls

Name: Moments  
Group: Old Bulls

Year: 1995  
Event: Eastern Conference  
Placing: 2

Size: 0.45 MB  
Requirements: AGA

Code: Hudi  
Graphic: Zefir, Sabe  
Music: Scorpik  
Design: Sabe

---

Rating: \*\*+---

+ Some nice effects

- You can see it's a bit old, some routines are slow, others very slow

Comment: It starts with some hand drawn text screens presenting the group and the title. The title screen itself is a nice picture. Then the real show starts: A big low-res cube with a lot of colors appears. It seems to be rather buggy, every second line is staggered from the other lines. Next routine is a weird, but nice plasma. The strange thing about is that it consists of slowly moving squares, so that it actually consists of these squares instead of just being one big floating mass. Afterwards two simple vector cubes are on, flying through each other, old school stuff. Some blurry, zooming lines are shown shortly after for a very short period of time, then another plasma is on, this time a fullscreen texture mapped one with a black/white picture used as texture. Unlike the first plasma this one is slow. On next is a wave routine: Imagine that you're drunk and look at a chess board from above - that's how it looks... Next effect is nice and classic: The worm hole. For you who don't know this I'll try to explain it. It's simply a hole in the middle of the screen seen from an oblique angle. A texture is zoomed down into this hole. And that's also what happens with this one. It's smooth and fast. And beautiful. Gouraud was obviously something rather new when this demo appeared, anyway, the next effect is a simple gouraud shaded box. The speed is okay, as long as they stick to the box, but when they replace it with a duck and after that a mask it's so very, very slow! So let's go to the next routine, which is a low-res zoomer/rotator with a picture of the monster in the film Predator. Except for the low resolution it's quite nice. Finally we have reached the credits which is zoomed into the screen, while a lot of small, jelly cubes appear in the background. Nice. The music is a pretty good demo/synth piece which fits the demo okay, without being exceptional. When the show ends the screen goes black and you have to reset to get on with your life...

Conclusion: Recommended because of a few nice routines

## 1.147 Moonwalker / Tulou

Name: Moonwalker

Group: Tulou

Year: 1997

Event: Remedy

Placing: 2 of 4

Size: 0.92 MB

Requirements: AGA, some fast-RAM. Has been tested on '020-'060

Recommended: '040 or faster

Code: Dr. Strangelove

Graphic: Joker, Sauron

Music: Trone

Rating: \*\*\*---

---

- + Nice effects
- Slow routines, sudden end

Comment: I might as well tell you now as later: This demo has some very nice looking routines! And I'll also tell you that these routines are slow! That is on a '030, I guess it looks okay on faster '0x0's. Anyway, the demo starts with changing from a red textscreen to a blue plasma-like thing of the kind that looks a bit like a tunnel. Also it looks a bit bumpmapped, but this could be due to the colors. The textscreens stops interrupting and the plasma thing, which is now red too, is on until it changes to a 3D tunnel! No black screen in between, it actually somehow transforms into this tunnel, and still it looks as if it's bumpmapped! Great, but (again) a bit slow. The tunnel transforms into something that looks as if a spot light is pointed towards you, and suddenly a picture with a similar looking background is put on, nice! After a scrolltext with a some greetings a texturemapped ball, which looks bumpmapped on one side (if you could say that about a ball). But like with the tunnel/plasma routine I don't think it's real bumpmap, the ball isn't, that's for sure. Still it looks okay, however, it wouldn't hurt to use another texture. All those red colors aren't that nice (not that I don't like red, but I think you'll agree with me when you've seen the demo). A plasma/wallwrap thing is shown for a short while afterwards, and then the Earth is on! Again a texturemapped ball, with a world map as texture. It seems as if they used exactly routine as the ball before, just putting on a nicer texture. They should have done that earlier. Anyway, except for the slow speed it looks quite good. Next routine is some kind of plasma split into fields that moves around, quite unexplainable! But nice! The next routine is a rotator, which I won't write much about, because the routine after that is a much more exciting rotator. It consists of several layers. Each layer consists of small pictures and some holes so that you can see the layer behind. While these layers rotate the "camera" is moving slowly around through the layers. This is very nice, except for the resolution which is low. Last routine is a very slow grayscale bumpmap with the group's name. The music is a mixture of Ambient and triphop, nothing special. Suddenly the demo ends, no fade or anything, just a cut. Shame!

Conclusion: Highly recommended, especially for people with processor better than '030

## 1.148 Motion - Origin 2 / Bomb

Name: Motion - Origin 2

Group: Bomb

Year: 1994

Event: The Party 4

Placing: 3 of 22

Size: ?

Requirements: AGA. To install on HD you'll need a patch, my patch requires: 2 MB chip-RAM, 2.5 MB fast-RAM (2 MB if you don't want to see the Doom-routines in the end) and a HD!

Code: Gengis

---

Graphic: Suny, Trajan, Zebig, Hof  
Music: Claws

Rating: \*\*\*\*--

- + All routines are rather fast ('030-50MHZ), the few pictures shown are good, so is the music, original
- Some routines tend to have a bit "primitive" look, no quit

Comment: I remember this demo, or a part of it anyway, because of one reason: The Doom-routine in it. I was present at that party, and the Amigans where going wild when it was shown, even though it ran on a quite slow machine. But let's save it for later as it is the last routine in the demo. To start from the right end I'll mention the first thing that happens: A picture by Suny is shown, a very nice one too. After a while the demo starts with a zooming eye, is a bit "jumpy", and isn't on for a long time. The credits are up next and are shown with a nice, Doom-like routine. It can best be explained as a flight through a asteroid belt, where the asteroids are parts of walls, and are all on a vertical line. Looks pretty nice and is quite original too. After that a voxel landscape appears, it's bright on the top of the mountains, completely dark in the valleys and furthermore rather fast. It doesn't rotate, though, the next voxel does, and still the speed is good. In between these two voxel routines a flatscape that disappears in fog far away from the viewer is on. There are both floor and ceiling, and out of them come some big square blocks, so that the landscape is slowly covered with these "columns". There are no fancy textures or anything, just plain flatshading, still it's worth having a look at. Not to forget the "walker" that suddenly appears, has nothing to do with Escom's Walker, looks like a worm with a sucking disc in both ends, but it doesn't look nice without any shading or texture. After the before mentioned voxel, some kind of 3D-scene is shown. It consists of a lot of triangles put in circles, quite hard to explain. Still there's no shading or texture mapping. In front of these triangles a spiky phong object (I think) appears, this one is texture mapped. Nice. Also the next effect is quite good, a tunnel effect with no roof, but with mountain-like obstacles sticking out of its sides. And finally to the Doom-routine: It's pretty fast, runs in a square display field and the resolution is a bit low. We are having a nice little walk through the hallways and up of the stairs. The demo then ends with a nice picture by Trajan, then a slow scrolltext. The music is good, fits the demo well. It's demo-music of the best kind. During the endscroller it's a quiet ballad or something similar, Claws knows what he's doing! A funny "gimmick" is that you have the chance to test the Doom-routine for yourself afterwards using the mouse. When I did I fell down the stairs and ended up in a little hole with no exit... :)

Conclusion: A nice one! The whole team are all quite famous, and there are reasons for that. This is one of them.

Inside information: The Doom-routine are later used in a game, I believe it was Fear.

[Click here to go to Origin](#)  
by Complex!

The title picture

---

## 1.149 Much ADO about Nothing / Duplo

Name: Much ADO about Nothing  
Group: Duplo

Year: 1994  
Event: The Party 4  
Placing: 12 of 22

Size: 0.74 MB  
Requirements: AGA

Code: Confidence, Vicious (maybe Maxiphly?)  
Graphic: Agony, Barbar  
Music: Disorder

Rating: \*-----

+ Nice hi-res graphic  
- Ugly routines, noisy music

Comment: Non of the routines in this demo are nice, and most of them are in a very low resolution! The handdrawn graphic, though, is quite nice (Hi-res), but the music is a noisy piece of techno/demo-like music. On the other hand it matches the rest.  
If they don't stand up for something, they'll fall for everything!

Conclusion: Mayor disappointment! Should have been among the last ones at TP.

## 1.150 Mumin / Three little Elks

Name: Mumin  
Group: Three little Elks

Year: 1996  
Event: Frost Party  
Placing: ?

Size: Small  
Requirements: AGA, 2 MB chip-RAM  
Recommended: '060 if it runs on such thing!

Code: Tabasco  
Graphic: Lai  
Music: Laz  
Additional design: Android

Rating: \*-----

---

- + Nice colors...
- SLOW routines

Comment: This little thing consists of two things (?): A slow moving background and a phong Mumin (a little cute cartoon animal) in nice colors. The screen is updated about 3 times/sec, way too slow to be nice. The music in my copy doesn't work, it might have saved this little production? Please send it!

Conclusion: (Hopefully) A joke from 3le?

The mumin...

## 1.151 Muscles / Impulse

Name: Muscles  
Group: Impulse

Year: 1996  
Event: Intel Outside  
Placing: 1

Size: 4.24 MB  
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM  
Recommended: '060 (not '030/50MHz as Impulse claims!)

Code: EFT  
Graphic: Rendall, Beast  
Music: Slyspy  
Objects: Soldier, Meson  
Trace: Norby

Rating: \*\*\*\*\*-

- + Almost all routines are running 1x1 resolution, nice design, pictures and music
- You'll need a powerful processor to make it run smoothly, but still it's worth watching with a fast '030

Comment: The Impulse members play with their muscles with this great, but processor hungry, production! Actually I can't really find any negative things about this demo, except for the needed raw power, but still it's a good demo running on a fast '030, don't try it on '020! Almost all effects are running in 1x1 resolution, which is the main reason for being so hungry. It all starts with a little "3D-scene", where you see a door at the end of a hallway. The walls and the door are texture mapped and the room is slowly spinning around, while different nice phong objects are entering the screen (an old television, an airplane and a hammer?!). Next routine is a red tunnel where you feel that you're really close to the walls, and in one corner you see exactly the same routine in a little window, which also happens with some of the later routines. Untill now the show is good, but the next thing that happens is a real "killer": In the background a big MC-chip (a '030 to be precise) is spinning around while in the foreground a big phong head enters the screen, but that's only the start. The next thing that happens is that in a flash the scene changes to

---



a phong man, and after another flash we are back to the head that now begins to be wrenched and twisted. Great! The same happens afterwards to the man, and this particular object looks very odd when getting his arms and legs stretched like that! A more or less sudden cut ends this, the good techno/synth music changes to another similar piece, and a zoom routine is on slowly zooming a picture away from the viewer. After a while you can see that it's a man with a lot of muscles in his arms, must be one from the Impulse crew :-)! Also the credits are shown now, in front of the zooming picture. Afterwards a spider is shown for a short while, then a great effect with a phong box with waving surfaces enters the screen and gets really close to the "camera". An eye is used as background, and when the box exits we are zooming closer to the eye, and see that a man is mirrored in it, wow! Shortly after the cube returns and just to make it interesting you enter the cube, so that you see it from the inside. Another phong object (a spiky object) is hidden in the middle of the cube, and it is mirrored in the cubes sides which are still waving. Looks really great! Also the next routine is impressive, not so much because of what's going on, but because it's running in hi-res lace, still at an acceptable speed. The background is a colorful picture of some mountains, while in the foreground a strange env-mapped (I think) object is flying around. The next two effects are gouraud, a locomotive and a torus, last mentioned with some really wierd colors. Not to interesting compared to the rest of the show, including one of the last routines in the demo, some kind of 3D-scene where you see a lot of gear wheels with silhouettes of men walking on them. Cool! The demo ends with two very good pictures, one by Beast (which is his only contribution to this demo, but what a contribution), and one by Rendall. Finally a scrolltext is on, would have been boring if it wasn't for the dolphins jumping around in the background, landing in the water that reacts pretty much like water and so on, all in 3D of course. The music in the last part is, like the music in the rest of the demo, good, it's a combination of strings and quiet beat.

Conclusion: Should be in your collection for sure!

## 1.152 Mystic - The Demo / Mystic (SF Division)

Name: Mystic - The Demo  
Group: Mystic (SF Division)

Year: 1995  
Event: The Party 5  
Placing: 11 of 22

Size: 1.6 MB  
Requirements: AGA

Code: SHD  
Graphic: Eracore, Brainlock, Mistral, Yoga  
Music: Speck  
Producer (or designer): Mike

Rating: \*\*\*---

+ Nice dust effect  
- No design, 3D texture objects need lots of CPU power

Comment: A pretty average demo, lacks design, but some of the routines are nice, though. The (1x1) 3D env-mapped mask (original) is slow on my computer, but it probably looks great on a faster computer ('060?). One of my favourite effects is a "dust in light"-routine, you see a lot of white and gray pixels slowly morphing/flying around, looks like dust in a sun beam (you know, those bright things that come into the house and wake you up, if you've forgotten to draw the curtain at daytime...). Later there's a fast tunnel (the display only uses every second pixel), an unexplainable routine with some moving colors (a bit like plasma), later this routine is transparent, so that you can see more unexplainable colors beneath it, and a plane ground routine which is rather messy. About half of the routines are shown in "high-screen" (widescreen turned 90\textdegree{}). The music is a mystic (...) piece of trance/ambient, a ←  
different  
tune, but not bad.

Conclusion: Have a look at some of the routines, forget the others (unless your CPU is fast enough).

### 1.153 Mystique / Appendix

Name: Mystique

Group: Appendix

Year: 1997

Event: Intel Outside 4

Placing: 2

Size: 7.59 MB

Requirements: '020, AGA, PAL, 2 MB chip-RAM (Low-mem version, no music),  
2 MB chip-RAM, 4 MB fast-RAM (Full version), runs on all  
MC680x0 processors

Recommended: '040/33MHz

Code: Informer

Graphic: Neuromancer, Rappid

Music: FML

Objects: Xtro, Madbart

Design: Informer, Flapjack

Rating: \*\*\*---

+ Some nice routines

- Lacks transitions, traditional

Comment: There's something about this demo that prevents me from liking it. I guess it's the rather dark colors and the lack of transitions, but still it's difficult to point out exactly what it is. Still, there are some nice routines, okay music and graphic.

The first routine is a phong object that is mirrored in the water below it, sometimes it even dives into the water, but no waves or the like appear. A picture with the group's name on it, a quite unreadable one, is shown afterwards and then melts away, looks nice. Next on is one of the demo's different kinds and variations of tunnels, all of them are quite

---

fast and in a low resolution (2x2). The thing that really saves this one is the transparent title that suddenly appears in front of it, while the tunnel changes from red to blue. Next one is a plasma effect designed to look like a tunnel, also this routine is saved by transparent effect, this time they've just put two transparent plasmas on the screen. A bit confusing, though. The techno music now changes to the sound of the sea and seagulls and a good water effect is shown. It really looks much like water, except for the low resolution. This effect is seen from above, but afterwards we are located under water where we see the water effect from below, and the reflections on the sandy bottom, or whatever it is. I can't stop thinking about The Black Lotus'

Captured Dreams

where there are some

very similar routines, I guess TBL's are a bit better though. Especially Appendix underwater scene has a problem with the perspective. Also the phong dolphin that quietly passes in front of you next is a copy (more or less) of TBL's superdemo. Anyway, the music is back, and so are the tunnels. Again they're transparent, both of them, this time their colors changes when passing each other. Like the rest of the demo it's made in truecolor, looks quite nice on this routine, but if they haven't mentioned it I wouldn't have noticed. And as mentioned above I don't like the choice of colors too much. The credits are shown in front of this routine. A nice moving bumpmap is presented next, unfortunately the movement isn't smooth, I guess that just a matter of processor power. The music changes to a mixture of techno, a bit of hiphop and similar stuff, the effect is a transparent phong object and a pulsating background, very nice. A text constantly loops in front of these routines and all you have to do now is to quit the demo.

Conclusion: Not a must see, not bad either

Inside information:

- Informer's computer crashed in the end of May, Flapjack borrowed him his hardware so that they could get the demo finished for IO4. That's also why the demo wasn't intended to be released at that party.
- The demo was coded on an unexpanded A1200.

## 1.154 Necrofthonia / Apocalypse Team

Name: Necrofthonia

Group: Apocalypse Team

Year: 1995

Event: ?

Placing: ?

Size: 0.62 MB

Code: Redd, Kaa

Graphic: Airesha, Deadhearted, ADLP (scan)

Music: Redd, Kaa

Rating: \*-----

---

- + Let's get the nuclear weapons out of the world!
- Ugly and noisy

Comment: This is not a demo, not a normal demo anyway. It's more like a slideshow on speed. A lot of medieval pictures and some a bit more modern is shown fast after each other in different colors. The screen flashes regularly (actually all the time) except for the last part of the demo where the hardcore slows down and a real routine actually is on, a simple one, though: A plasma which waves a picture on the Y-axis. Wow!... It all ends with a text screen, and if you actually read this text screen (or this text) you'll find out that the "demo" and the crew behind it is against nuclear weapons - aren't we all. It's nice that they want to do something about it, but I seriously doubt that this is the right way to broadcast the message...

Conclusion: The show is ugly and the message is more or less lost in the noise. Forget it!

## 1.155 Nexus / Stone

Name: Nexus  
Group: Stone

Year: ?  
Event: ?  
Placing: ?

Size: 4.0 MB  
Requirements: AGA, about 5 MB RAM

By: Stone

Rating: \*+----

- + One nice "routine" and a funny animation
- Made with Navigator Titler Pro and Stone has even taken demo slides from Navigator Titler Pro and included in their own "demo"...

Comment: The first thing I thought about when I watched this "demo" was: "I've seen that before! It's Navigator Titler Pro!". NTP is a program that make 3D titles realtime. Stone has obviously used NTP for creating their "demo" which contain lots of not too smooth 3D texts flying around, and a cute animation where two simple persons is beating up each other. In fact it's some of the most realistic movement I've seen in a demo-animation, but it's drawn with the talent of a child. It's quite funny. While the techno keeps playing one text after another are shown with typical NTP backgrounds. And Stone has even taken demo slides directly from NTP and put in their own production! That really sucks! When the "demo" reach the end it starts from the beginning.  
I wonder if this is all an animation?

Conclusion: The "battle"-animation is worth having a look at, forget the rest.

---

## 1.156 Nexus 7 / Andromeda

Name: Nexus 7  
Group: Andromeda

Year: 1994  
Event: The Party  
Placing: 1 of 22

Size: 0.8 MB

Code: Dr. Jekyll, Mr. Hyde  
Graphic: Archmage, View (maybe View "only" did the design)  
Music: Interphace

Rating: \*\*\*\*\*-

- + About everything in this demo is great!
- Minor complaints about a few routines, nothing particular

Comment: This demo is a classic! It's great! Almost everything is perfect, code, graphic and music, everything... Well, enough praise for now. It begins with a rotating galaxy, in front of this the credits are faded and shown. The music is very atmospherical, but it changes to some well made demo-music when the next routine is on: A voxel landscape, it's fast, it's blue and the resolution is (too?) low. After that a bouncing ball made of rings spins around in front of a fancy background, it's replaced by some gouraud objects (which is almost smooth on my machine). The background breaks into two and you're blinded by a bright light coming from the crevice! Wauw! A simple rotating ball with spotlights on the sides casts it's light around and (again) we're blinded (this is one of my favourites). Next routine is something called shade clusters. It's some kind of rotating pixels growing in one end and disappears in the other. Then it's time for some motion blur. A picture representing a face is being twisted and blurred. The resolution is very low, but it looks great anyway!

Suddenly the style of the demo changes completely. In flatshaded 3D-scene we follow a simple lamp jumping up the stairs and down on a table.

Andromeda calls it 'Natural motion', and I agree. If I ever saw a lamp jump around for real I'm sure it would look like that! It really is natural motion! The music in this part is an epic, atmospheric tune, which fits perfectly.

Then the style changes back to the "old" style with another ball, this time with a texture on it. You can see the pattern from the background as shadows on the ball, yet it is not transparent. This effect is very smooth and fast! Another one of my favourites is the next routine, the plasma zoomer. As the name vaguely suggests it's a zooming plasma constantly changing its colors. It's pretty fast and very nice.

Last effect is a raytraced scroller (that's what they call it anyway). It's a 3D scroller that sends "... fuckings to Lord Helmet of Spaceballs...". Hmm, I'd like to know what has happened here (with juicy details!), anyone knows?

The pictures in the demo are "soft", friendly for the eye, and fits well into the atmosphere. The music is (as indicated earlier) great, and it's timed perfectly too. Some say that it is too monotone, though. There's a reason why this demo is still in the top end of all demo charts!

A last thing I have to mention is that unlike most nowadays demos this one only uses one single disc - less than 1Meg! Amazing!

Conclusion: A classic! Watch it now!

Inside information: The title Nexus 7 could refer to the film Blade Runner (from 1982, directed by Ridley Scott, starring among others Harrison Ford, Rutger Hauer (my favourite actor!) and Sean Young). Some of the replicants (artificial humans with superior power) in this movie are named generation Nexus 6 - Andromeda could have called their demo Nexus 7 to indicate that their demo is superior to other demos, just like the Nexus 6's are superior to humans.

The title picture. Great!

## 1.157 Nivel / Banal Projects

Name: Nivel  
Group: Banal Projects

Year: 1993  
Event: ?  
Placing: ?

Size: 0.22 MB

Code: Epidemik  
Graphic: Prayer  
Music: Ukelele

Rating: \*-----

+ Nothing  
- Almost everything

Comment: A short "demo" containing to effects: A zoomer/rotator that is made so that it's shown three different places on the screen, and some kind of simple fractal-zoomer. In front of the last mentioned there's a lot of text that no one wants to read. So they click the mouse to quit. The music is a fast chiptune with some noisy drums.

Conclusion: Forget it!

## 1.158 No! / Polka Brothers

Name: No!  
Group: Polka Brothers

Year: 1995  
Event: The Party 5  
Placing: 9 of 22

---

Size: 0.87 MB

Code: Crazy Crack

Graphic: Crazy Crack, Mount, Vandrup, Pixie

Music: Slide, Tivurr

Rating: \*\*\*---

+ Nice design, timed music

- Short demo with a way too long end scene

Comment: A blurred polka logo is in a flash transformed into the intro picture and the demo has begun. The credits is shown with some pulsating vector letters flying around on the screen, cute. A cube like thing with rotating pictures on the sides is next. It moves and spins quite fast, and is smooth as long as it's not too close to the viewer seen from certain angles. Then there's a bumpmapped cube, not especially smooth, but acceptable. The techno like music is timed well to the demo. In the last part of the demo, which is some kind of 3D landscape, the music changes to a good piece of newage. The 3D scene is not the normal vector scenes and the like, actually I don't know what it is, but it's slow, and if you're not close to the objects in it they disappear. Furthermore it lasts too long, after a moment you're bored. If the routine was faster and the resolution better this could have been nice I guess. But it isn't...

Conclusion: Another average production - some good, some bad.

## 1.159 Nothing / Redline

Name: Nothing

Group: Redline

Year: ?

Event: ?

Placing: ?

Size: 0.22 MB

Code: Cheesus

Graphic: Weirdo

Music: Weirdo

Design: Weirdo

Rating: \*+----

+ Nice fractal routine

- Simple ugly routines

Comment: This is kind of a wannabe MTV-style demo with sick colors and fast changes (the music is much better than most of that on MTV though! It's a "quiet" piece of hardcore). Unfortunately they (don't) succeed. The routines are about as ugly as a lot of the MTV-crap between the commercials, and most of them are pretty slow and simple. Just to mention some of them: A kind of plasma, an extremely slow, simple and ugly tunnel and a pretty nice fractal routine where it looks as if the fractal melts.

---

Conclusion: Watch another, it's not worth wasting time on Nothing.

## 1.160 November Light / Sunshine Productions

Name: November Light  
Group: Sunshine Productions

Year: 1996  
Event: Halloween  
Placing: 1

Size: 3.3 MB  
Requirements: At least A1200/020-28MHz, 4 MB Fastram, hard drive, runs on  
'060  
Recommended: '040 (if it runs on such thing?)

Code: Mr. Coke  
Graphic: MRK, PAD  
Music: Randall

Rating: \*\*+---

+ Some nice routines, nice pictures  
- Made with '060 in mind, so not all of the routines are fast

Comment: Sunshine prod. doesn't hide it: It's made with a '060 in mind, and therefore there are some slow routines in the demo, but also nice routines. It all starts with the group name in front of the groups initials which are on for a long time. The techno music slowly starts and we're off. You get a short glance on a nice but slow plasma tunnel, which is taken over by a big env-mapped phong object which is rather slow. Another phong appears, this time bumpmapped. Nice, but again a bit slow. Then another slow plasma tunnel is shown, same type as before. It changes back to the phongs, transparent with a nice background picture. Talking about pictures: There are quite a few pictures in between the routines, all of them are quite nice (and almost all of them are drawn by MRK). A slow bumpmap appears, the spotlight moving around on it isn't very smooth. The next routine is nice, but only shown for a short time. It can be described as a lightsourced whirlpool sucking everything around into the deep! After that the next one is on: Some bright small balls flies around, when above each other it looks as if they melts together. This effect is nice too. A smooth tunnel is on next, but unfortunately it is not shown for a very long time. Also it would have been nice if there was some light deep into the tunnel, so that you could see more far into the it. At last the plasma tunnel returns in a different version, but the basics are the same. The music is a little monotone especially in the end, that is because Mr. Coke (the coder) has made the module longer to make it fit the demo's length. Too bad.

Conclusion: Worth having a look at (especially for '060 owners), but not a must.

---



## 1.161 Nude 2 / Honoo

Name: Nude 2

Group: Honoo

Year: 1996

Event: Saturne Party 4

Placing: 4

Note: Released in the Wild demo compo

Size: 2.21 MB

Code: Alabama

Graphic: HP, Black Dragon

Music: Black Dragon

Idea: Black Dragon, HP, Clo!

Rating: \*+----

+ Nothing

- Bad picture quality, pretty boring

Comment: As the title suggests this wild (?) demo has consists of lots of nude persons, ladies that is (of course...). The pictures are shown so that every time the bassdrum sounds (it often does as it is a fast piece of techno) a piece of the picture is added. In front of the most vital part on the picture there's a little rotating vector box which disappears just before the picture does, then a new picture is shown in the same way. All of the pictures are black/white and the quality isn't that good. Later the pictures are shown in short flashes, and at one point in the "demo" something is written in French (it might be funny, but I don't have a clue). The demo is pretty boring I think. It's the same pictures shown again and again very fast after each other, and I don't really think that a production like this belongs to The Scene.

Conclusion: I guess it's more interesting to watch a GIF-collection...

## 1.162 Origin / Complex

Name: Origin

Group: Complex

Year: 1993

Event: The Party 3

Placing: 1 of 28!

Size: ?

Requirements: AGA. To install on HD you'll need a patch, my patch needs 2 MB chip-RAM, 1 or 1½ MB fast-RAM

Code: Gengis

Graphic: Titan, Hof, Mack, Alex

Music: Claws

---

Rating: \*\*\*+--

- + Nice design, nice pictures and great small animations
- Some routines are primitive because of the age

Comment: Oldie, but goldie? Then it was gold for sure, but even today there are some parts that are quite impressive. And especially the design and transitions are nice, almost all of the routines have a way of introducing the next routine, instead of just using a black screen.

The show starts with a picture of an astronaut's face, a woman by the way, by Mack. After a while the show start with the group name, credits and that kind of thing, and in between these there are some great gray-scale animations, one with a raytraced space craft, some where you're flying above mountains. Unfortunately these scenes are very short, but then again animations are big and would take up too much space then. After these introductory parts the first "real" coded effect begins. A ED-209 look-a-like in vector graphic is walking around (ED-209 is the hostile robot in Robocop, a fierce creature!), suddenly you fly into it and see that someone actually has to steer it. From the view of the robot we're walking around in a "village" consisting of gray blocks, this sequence is rather long. Afterwards we see the robot taking an elevator down into the Earth, a good excuse for a tunnel effect build of vector objects. Later a texture is zoomed towards the screen, and when it covers all of it a transparent gouraud shaded box crosses it, or rather through it as half of it sticks trough the background. Afterwards Gengis demonstrates how to build a background by showing us some boxes with part of the full texture on one of their sides, then putting them together. The last one of these is the background for the next routine, a ball with a moving picture wrapped around it, quite nice. The picture that is used as wrapping is also to see in the zoomer/rotator afterwards, also this one is nice despite the low resolution. It's fullscreen and fast. Finally we're down in the basement, a Doom routine is on. It has texture mapped walls, some even with an animated ventilator on. The floor and ceiling aren't mapped, just checked. The resolution is good (1x1), the frame rate is pretty low, though. It ends with a nice picture by Titan. The music is synth, fits the demo well.

Conclusion: Watch it because of its transitions

[Click here to go to Motion - Origin 2](#)  
by Bomb!

## 1.163 Panacea - Darkside Second Episode/ The Black Lotus

Name: Panacea - Darkside Second Episode

Group: The Black Lotus

Year: 1997

Event: Remedy

Placing: 3 of 4

Size: 1.48 MB

Recommended: '030/50MHz

---

Code: Gizmo, Rubberduck, Dig-It, Scout (C2P, linedrawer)  
Graphic: Tudor, Rubberduck  
Music: Lizard

Rating: \*\*\*\*--

+ Everything is pretty nice!  
- A small (insignificant) bug

Comment: If you've seen

Darkside

you have a very good idea of this demo's

style and tempo, it's about the same. The routines on the other hand are far from the same, it's not some kind of recycled material demo, or a remix for that matter, it's its own. If you haven't watched

Darkside

(which you

should do then) I'll tell you the it is moving at a slow pace, not that the routines are slow, they aren't, but the whole show takes it easy all the way through. The first routine, though, that one is pretty slow, not just in its pace. It's a phong mask with stripes across it, a strange effect as it isn't just painted on its surface, but rather that every second line is a bit displaced. The credits are really an experience, but still it's a simple routine. The names are shown with deep, transparent letters which are faded in on the middle of the screen, turned and then faded away, beautiful. The screen is then covered with some pictures with a lot of small text on them, not a chance that you can read it, and after a short while the picture that is on is faded into a flatscape routine, no black screen in between. These fades are used later in the demo too, and are very smooth. The flatscape is a beauty, in a good resolution and fast too. Shadeclusters or what looks like it is the next effect. It is a lot of pixels put together to a strange 3D-shape, this shape then slowly spins around. The more crowded a place is concerning pixels, the brighter the area gets. But that is nothing compared to the quite strange spiral/fractal/undecidable routine which is shown afterwards. The display area is square and from the upper left corner to the lower right corner the square is split into two, one side is mirroring the other while the most beautiful patterns, which reminds me of fractals, move around. Great! The next routine is more impressive than beautiful, as it is a voxel landscape that is able to move any direction it likes. The colors are natural, that is white on the mountain tops, brown in the valleys. The single blocks that the whole thing consists of tend to get quite big when they are getting close, still it's one of the better voxels I've seen. Also a white line is by some reason shown in the left side of the screen during this routine, a little insignificant bug... A strange picture is shown afterwards, odd motive of a head with eyes that are covered with what looks like dropped white paint. A variation of the shadecluster routine is the next thing shown, this time not with randomly placed pixels, no, they form an object. It looks very pretty. The last routine is an extremely nice metallic 3D-tunnel (you can move freely around), both fast and in good resolution. TBL has really understood to get the right polished metal-look on this one. Wow! However, a negative thing about it is that it isn't darkened, meaning that you can (in theory) look as far into the tunnel as you want to, but the result is a failure... You don't look that much into infinity, fortunately, it is mostly concentrated on the walls. Finally there's a TBL-logo, and by clicking right mouse button

you enter the debugger that can actually be accessed through the whole demo (toy for non-coders, tool for coders).  
The music fits the demo very well, it's a quiet piece of synth, but with its own private sound that you probably don't find anywhere else (I haven't found it yet!).  
Even though it's normally Equalizer and Offa (two other TBL-coders) that are known to create the best demos, the other coders prove that they are so very talented too!

Conclusion: A worthy and beautiful follower.

[Click here to go to Darkside](#)

## 1.164 Papadeo / Floppy

Name: Papadeo

Group: Floppy

Year: 1996

Event: Gravity

Placing: 2 of 4

Size: 0.77 MB

Code: Zig

Graphic: Zig, Fame

Music: Revisq

Rating: \*\*\*---

+ Nice graphic

- The blitterscreen display doesn't look good, some slow phong

Comment: Starts with a pretty nice bumpmap showing the credits, which is taken over by a "different" phong routine (flying animated spirals), which is displayed using blitterscreen. Unfortunately it's not very smooth. Before the next routine a nice logo (graffiti style) is shown. A tunnel with lights running down the sides is taken over by another slow phong. Then some phong/bumpmap things appear (I don't know exactly what it is, but it looks okay, it's slow though). In the end there's a 3D-scene, it's a little slow and the display is the same as the phong's. The music is a synth-like piece.

Conclusion: Average. Not much to say.

[Click here to go to the sequel Papadeo 2](#)

## 1.165 Papadeo 2 / Floppy

---

Name: Papadeo 2

Group: Floppy

Year: 1997

Event: Rush Hours

Placing: 2

Size: 3.82 MB

Requirements: '020 or better, FPU ('881, '882 or '040 or '060 CPU), AGA,  
PAL, 2 MB chip-RAM, 4 MB fast-RAM

There's also a non-FPU-version that are said to be as fast as  
the FPU-version

Recommended: '040/40 or better

Code: Zig

Graphic: Pick-poke, Fame

Music: Dave

3D: Yoghurt

Rating: \*\*+---

+ A really nice change, some nice effects

- Some 3D-scenes that needs a fast computer, few routines

Comment: The show starts with some nice pictures telling us the demo's name and which group that has made it. A nice plasma routine is run on the last of the pictures, it almost looks like water, except that it doesn't move like water. An average picture by Fame leads us to the next routine, a nice phong object which is a little out of focus, so that it looks a bit blurred. There's an excellent change and suddenly we are in the middle of a texturemapped 3D-scene, also out of focus. Unfortunately (as you can read above) you'll need a quite powerful CPU to run this at a fair speed, without at least a '040 it's too slow. But besides from the speed (and the 2x2 resolution) it's nice. After this processor hungry thing there's a good texture-bumpmap. And then we return to the 3D-scene or a much similar one. And another!? This time with a ball in the middle of it all. A big sign says "the end" while a env-mapped, transparent, blurred phong makes it way around the screen, and at last it disappears. The demo is a little short, and I don't quite understand why Floppy has chosen to show three 3D-scenes, two that looks (or is?) the same, and two right after another. But it could have been much worse...

Conclusion: If you got a fast computer this is recommended, else not!

[Click here to go to the prequel Papadeo](#)

## 1.166 Paranoid / Rebels

Name: Paranoid

Group: Rebels

Year: 1997

---

Event: Remedy  
Placing: 1 of 4

Size: 3.66 MB

Code: Klorathy, Krustur, Ambient, Scout (c2p), Jarno Paananen (player)  
Graphic: Eracore, Don, Oyise, Wire, Silicon  
Music: Somel, Morrow  
Design: Krustur, Klorathy, Eracore  
Production: Krustur, Klorathy, Eracore

Rating: \*\*\*\*--

+ Some nice effects and music  
- Some routines are a bit slow

Comment: A fine demo from the legendary group of Rebels this is, including nice routines, strange pictures (in my opinion pretty much average concerning their quality), and good techno music by the two new "recruits" Somel & Morrow.

The show starts with a plasma/water effect, somehow the two effects are made into one with success. The credits appear in front of them, and when they disappear they are making waves in the water. A very nice routine. A flash followed by a fast zooming Rebels logo is shown for a short time afterwards, which again is followed by a very nice and colorful voxel landscape with moving lightsources (three of them they say), it's one of those scapes that are able to move to both sides freely. The speed could be better, but still it runs at an acceptable frame rate, and the light sources really add an extra dimension, so all in all a good effect. After that the title screen is shown that is taken over by a short animation where you're flying through a cloud. A different bumpmap is on next, different because of two reasons: 1) A morphing "3D"-object is implemented in the map (nice!) and 2) lines of code are scrolled across the bumpmap and is also affected by the lightsource. It runs smoothly too. A wave routine is on as the next effect, rather slow, but nice anyway. It's pretty much like watching a lake from above when you drop a stone (or another thing) down into it, except for the moving lightsource and the picture in the background. On a fast computer this effect is cool. The music now changes for a while from techno to synth with a flute as lead as the effect changes to a fog voxel landscape where the "camera" is able to point in any direction. The speed, music and the choice of colors are pretty good. After that a big picture presenting a sleeping man is scrolled from bottom to top of the screen, then a slow tunnel routine starts, too bad about the speed. Another bumpmap is on next, this one is in colors (dark, and not many, though) and tends to look a little like metal. The picture that is exposed to this routine is nice, the picture that are shown afterwards not that nice. The new picture is used as texture in a wallwrap routine afterwards, and sometimes a glass ball appears in the middle of it. Nice. Last routine is a 1x1 env-mapped (I think) phong fungus (phongus?), a pretty fast one considering the resolution and the background that changes from sharp to blurred now and then! A fine end-routine in a ditto demo!

Conclusion: The first place at Remedy '97 wasn't unfair!

---

## 1.167 Pardone / Tulou

Name: Pardone

Group: Tulou

Year: 1997

Event: Berzan Party # 19

Placing: ?

Size: 1.41 MB

Code: ?

Graphic: ?

Music: ?

Rating: \*\*+---

+ Some nice routines

- No design, some slow and some lowres routines, you have to wait for the next effect sometimes

Comment: Strange. It doesn't seem as if anyone will admit that they've made this demo. It's not that bad, though. For example the start is very good: The group name's letters flies in on the screen, so that it looks like that they come from a place behind the "camera". The letters are texture-mapped and lightly blurred which looks very nice. But I'm afraid that this is the best effect in the whole demo. Two rotating textures are shown at the same time at every second line, so that the first texture has line 1, 3, 5, etc., while the second texture has the other lines. Not that nice, but pretty fast. Afterwards nothing happens for a while, then the screen starts to flicker like a TV with no input signal. The flicker slowly changes into a fast, weird, texturemapped plasma/tunnel thing that looks like if a lot of texture is spit out one place and disappears another place. A lousy, blurred, texturemapped box starts moving in front of it and even through it. It isn't smooth, but quite acceptable, besides from the blur and the texture it looks nice. After that there's a pretty fast "Decent"-routine (like Doom, except that you can move on all three axis). The price Tulou has paid for the speed is the resolution which is low. The routine after that is a similar routine, but by some reason it's extremely slow. Maybe because that this one is fullscreen and the other wasn't, but that shouldn't slow that much. Another slow routine, and unoriginal, is a texturemapped torus. The "plasma" routine afterwards is a bit slow, but acceptable. Actually it's more like a tunnel. From the middle of the screen a lot of colors appear and move towards the edge of the screen so that it looks a little like a tunnel. The last routine is some kind of fast wallwrap, where some of the texture is close to you and some of it is far away from you. The resolution is a little low, but not low enough to be irritating. The music is a techno piece with a touch of synth.

Conclusion: I guess all routines have been seen better before (maybe except for the letters in the start), judge for yourself

---

## 1.168 Passengers / 3 little elks

Name: Passengers

Group: 3 little elks

Year: 1995

Event: The Party 5

Placing: 4 of 22

Size: 2.25 MB

Requirements: AGA

Code: Tabasco, Explorer

Graphic: Ant, Bear, Big J, Nude

Music: Fender/Newage, Mortimer Twang

Rating: \*\*\*\*--

- + Nice design, Funny little startup-menu, some nice effects, the heads...
- Some slow effects (but acceptable), needs some CPU power

Comment: When you double-click the big icon a menu appears, where you have to choose which machine you have, and whether you want to start the demo or see the Elk anim (which is very amusing!). Well, sooner or later you'll probably start the demo, which begins with (except for the average intro picture) some kind of vector landscape. The vector's edges are blurred, so it actually looks quite nice, there's a small bug in it though, and it's slow. The music is the kind with fast drums and a jazzy sound. Furthermore someone is singing. A different piece of music, but fits nicely into the demo. Two faces sometimes have a little conversation when running the routines. Then there's a phong, which is a little slow, and then it's time for the doom-routine, one of the better compared to lots of others. The textures are nice, but it is a little slow. The doom-routine stops (but is still there), and some Phong flies around in it and disappears around the corner (nice idea!). Then the "camera" goes through a door and ends in the middle of a new routine: A cube from the inside, with the 3le logo on the sides and one of the phongs in the middle. Very nice indeed! Then we have a tunnel in the blitterscreen, but it doesn't matter that much. The colors are fancy and the tunnel is fast. Also when a phong star flies through its walls! Some of the last effects are the phong torus (square), the duck (slow) and a morph-routine where Father Elk (Nude) is made more pretty (?). It's not as good as the one in  
Bosnisk Metall  
, but still it's  
okay. Recommended not just because of the nice routines, but also because of the different design and the talking intellectual (?) heads...

Conclusion: Watch this one! It's both beautiful and amusing!

Phong objects are entering from the right, then they fly away down the hallway



## 1.169 Phunky / Craze

Name: Phunky  
Group: Craze

Year: ?  
Event: ?  
Placing: ?

Size: 0.54 MB

Code: ?  
Graphic: MVD  
Music: ?

Rating: \*\*\*+--

+ Very nice routines  
- Short

Comment: Just by reading the title you might think about dull phong objects, but actually there's not a single one in this very short demo. Almost all of the routines are nice, for example the show starts with (a pretty nice 3D start picture with the letters CRAZE and then) a phunky plasma/twist routine where the name of the demo is in the middle. Looks really great! It is made so that it in the beginning is completely bright (white and yellow), and then it's getting darker and darker. Then there's another plasma routine which is nice too, but the resolution is rather low. Then there's a very nice bumpmap, which is in a rather high resolution which makes it look a lot more realistic than the lowres ones. The routine changes to a transparent torus which looks great too. It's pretty fast too, but only the middle of the screen is used. A "party twister" is the next effect (looks like a bar being twisted), but by some reason it doesn't run smooth. It isn't a slow routine, but sometimes it just stops for a little while and then continues. Too bad 'course it looks nice. The really weird thing is that the two twisters in the end of the demo run almost perfectly. Just to mention the effect that I haven't mentioned yet: Two different textures is scrolled and twisted around eachother, running at every second line, so that it looks a little like that they are transparent. Fake, but fine... The music is an okay piece of techno, a little "dreaming" tune. Unfortunetaly this demo is (as I mentioned before) rather short, and that's a shame. If the design was better and the demo longer it would probably be able to compete with the "big ones"! It's Phunky!

Conclusion: A must see! Should have been longer.

## 1.170 Picturebook / Axis

Name: Picturebook  
Group: Axis

Year: 1995  
Event: Somewhere in Holland

---

Placing: 3 of 6

Size: ?

Requirements: Needs a patch to install on HD (yawn!), AGA, 2 MB chip-RAM,  
4 MB fast-RAM

Code: Anthony

Graphic: Lowlife

Music: Iso

Rating: \*\*\*---

+ Nice pictures, some nice routines

- Strange design, small routines, no quit

Comment: This demo is somewhat different from most other demos, as it is a combination of an auto-cycling slideshow and a demo, rather than being a demo only. But that isn't necessarily a bad thing, not when the pictures are so good as in this production! Also the music is pretty good, in the beginning it's a short atmospheric orchestral piece, and during the demo a mixture of pop and some jungle/trance. As mentioned there's a lot of pictures in this production compared to its length, all drawn by Lowlife, that's what they say, but lot's of those small pictures that are used as texture maps are by Boris Vallejo.

It starts with a loader picture, then the credits are on wrapped into some nice design (though, there's a little bug in it, I guess that's if you run it on a '030 or above, should't appear on '020). A beautiful title picture is on afterwards, must be a combination of traced and hand drawn graphic, maybe even scanned!? A texture mapped partytwister is on next, not just a traditional square one, it has about eight sides. It's fast and nice. Another nice picture is shown, then a tunnel with some lights flying trough it, probably an animation. It's on for a short time and is then taken over by another picture, this one with a little texture mapped ball that moves around on its surface. Four pieces of metal sometimes cover the ball and when they move away there's another texture on. Would be nice if it was bigger. Next on is another texture mapped object, a small three sided pyramid. The exciting about this is when it morphs into a ball, nice and surprising (not after reading this! :))! Finally a picture presenting a puma is on and then the endscroller written with a hand drawn font, sometimes a bit unreadable.

Conclusion: The pictures make this demo view-able

## 1.171 Pieces / Ephidrena

Name: Pieces

Group: Ephidrena

Year: 1997

Event: Scenus

Placing: ?

Size: 0.24 MB

Requirements: AGA, 4MB fast-RAM

Note: Also available as '060 version (however, the "normal" version runs on

---

'060, but slower than on "normal" computers)

Code: Loaderror  
Graphic: Loaderror  
Music: Frequent

Rating: \*+----

+ Nice party twister  
- Short, few routines, one very slow one too

Comment: This is a dentro they say, and that's why it is so short. But it doesn't explain why the routines are so simple or slow. There's only one nice routine in this production: A party twister (a bar is twisted) with lava colors. And it's smooth. The other "main"-effect is an extremely slow wave-thing with a texturemap on it. The music is techno, average.

Conclusion: Forget it.

## 1.172 Planet M. / Melon. Design

Name: Planet M.  
Group: Melon. Design

Year: 1995  
Event: Somewhere in Holland  
Placing: 1 of 6!

Size: 0.91 MB

Code: ?  
Graphic: ?  
Music: ?

Rating: \*\*\*----

+ Different, colorful design  
- Lots of color cycling makes the demo look "cheap"

Comment: A strange, different and very colorful demo, where the palette cycling function is the most used effect... The show start with a life simulator, you know, these small strange things where small blocks representing life move around, etc. These blocks finally forms the Melon.-logo which shortly after starts to go in (lightsourced) pieces. After that some big low-res scans of woman's faces are moced around a bit, maybe rotated, I have some problems defining what exactly going on, or actually there's not much going on... From now on the demo gets really colorful with cycling backgrounds behind many of the routines: A box that crashes into the glass on your screen (if you aren't using a projector...) and is formed after it (cool), a transparent Melon.-logo, and also a jelly logo is shown. In between all these routines different fancy pictures/scans are shown, most of them with vulgar texts on them... And Melon. has even broken one of the Scene's unwritten rules, the one with nude pictures, by showing a raster image of a woman's body with their logo running up and down on it, it forms after the body. On the other hand

---

I'm glad it's not a man they chose :). The demo is one of those fast moving ones that wants to be funny and cool, but in my opinion Melon fails in both. I guess I'm a minority, though... The music is techno, the kind leaning to the dance genre, easily heard, easily forgotten.

Conclusion: If you like crazy demos that concentrates on being different rather than being beautiful.

### 1.173 Plane Zero / Vector

Name: Plane Zero  
Group: Vector

Year: 1996  
Event: Creutz 2  
Placing: 2 of 3

Size: 1.04 MB

Code: Greazer, Zif  
Graphic: Czar, Spline  
Music: Geezer  
Design: Geezer, Czar, Zif

Rating: \*\*\*+--

+ Nice plasma, transparent routines look great  
- Ends suddenly, sometimes the resolution is very low

Comment: This demo contains lots of plasma, so if you like that (which I do) this is certainly worth a try, and even if you don't: watch it! Different kinds of (mostly nice) plasma effects is spread through this production (including a lightsourced one), but besides plasma you'll also find a transparent "party twister" (looks like a bar being twisted), which is quite fast but in a very low resolution, and some transparent tunnels. Everything is shown at a very high speed, but fortunately most effects are shown more than once, sometimes with a little variation. All effects have a nice background texture (very appropriate for the transparent effects...).

The music is a good piece of techno with some heavy riffs in it, the textures and the logo are fine, and the fullscreen graphic is above average.

Conclusion: Definatly worth having a look at.

### 1.174 .Plong / Contraz

Name: .Plong  
Group: Contraz

Year: 1997

---

Event: The Gathering  
Placing: ?

Size: 2.7 MB  
Requirements: AGA, 4 MB fast-RAM  
Recommended: '040 or better

Code: Brekke, Skjeggspir, Zelow, Chaupple  
Graphic: Mr Figaro, Reflextion, Corrupt, Dran  
Music: Kaiowa, Sorox, Isaac

Rating: \*+----

+ Probably looks nice on a FAST machine, pretty good music  
- Slow routines, few effects (they ran out of time)

Comment: Before I start watching a demo I often read the Readme-file, if there is a such. And it is the most terrifying things that you can read in these files sometimes! This demo's readme-file says something like: "We ran out of time". And that's why the demo contains only few routines which isn't very fast. The first one looks a little like a broken torus where the pieces are placed a couple of inches from their original places. Nice, but a little slow. The same routine is then exposed to a blur effect, where it is flushed towards the viewer, while a little copy of the screen appears in the upper right corner, so that if you're able to look two places at a time you can see the demo on one big and on one little screen :-). This is slow! Then there's a phong object (slow), a bumpmapped object (very slow) and a rings in water effect (very slow). Furthermore when changing to the last effect from the water effect something goes completely wrong with the colors. But it disappears when the last routine starts: A texturemapped alternative face. And then you can quit the demo when you don't wanna see on the face any longer. The demo creators ran out of time... When you click you go back to Shell or WB and shortly after an ugly and buggy bumpmap with credits on it is shown. It zooms a little in and out, and the letters are a different color than the background. But I guess they should have waited with this release. I wonder why so many people are involved in this production. Too many cooks spoil the broth? If I should say something positive about this demo it must be the techno music, which is pretty straight forward and pretty good.

Conclusion: Forget it. Too bad that some release unfinished work when it is such a lousy quality. It could have been good, but it isn't.

## 1.175 Point of Sale / Commodore

Name: Point of Sale  
Group: Commodore

Year: ?  
Event: ?  
Placing: ?

Size: ?  
Requirements: AGA. To install on HD you'll need a patch, my patch needs

---

2 MB chip-RAM, 1 or 1½ MB fast-RAM

Note: Minor sound bugs on processors faster than '020.

Code: Gengis

Graphic: ?

Music: Claws

Rating: \*\*+---

+ Very colorful, smooth effects

- Rather primitive effects, it's just a commercial

Comment: Yes, it's quite right I guess: Commodore made a demo demonstrating the A1200's capabilities. Or rather, they made someone make it for them (I guess no one at Commodore knows how to programme the Amiga, not after the original team left or was "hidden away", anyway).

The demo contains different effects like simple shaded vector objects, glenz vectors, a texture map where the lower part is close to the viewer while the upper part is far away from the viewer, a jelly pyramid with the C= logo on, and a very colorful picture (I like it!) of a chip with Amiga being balls jumping in front of it). In between some of these effects the A1200 standard datas is written (for example 4 x faster than A500!). A spinning C= logo is always present on the screen in the lower right corner so that you won't forget what this is all about. When it's over it loops. The music is synth piece, a piece with no spirit what so ever, so it fits the show very well... There's some minor bugs in the sound if you run it on machines faster than '020.

Conclusion: If you like very colorful demos (or commercials) this is it!

## 1.176 Polmos / Przyjaciele Stefana B

Name: Polmos

Group: Przyjaciele Stefana B

Year: 1996

Event: Intel Outside 3

Placing: ?

Size: 0.37 MB

Requirements: AGA, '020, fast-RAM, ear protectors

Code: Zorka-19, Docent Newcon

Graphic: Lazoor, and some ripped...

"Music": Naksajtaja

Rating: \*-----

+ Funny if you've got an odd kind of humour

- Most of it is crap

Comment: Przyjaciele Stefana B is known for their lunatic productions and this one is absolutely no exception. When you start it you are told to put on ear protectors - do it (or if you're really clever you could turn down the volume...)! This is some of the most noisy hardcore I've ever heard!

---

Most of the routines move at a very high speed, and are generally ugly and/or simple. For example the vector torus, a "spotlight" effect, a pixel sprayer writing a lot of things and a cube with a copperlist on one side. That's about it.

Conclusion: You can live without it.

## 1.177 Polygon Heaven / Przyjaciele Stefana B.

Name: Polygon Heaven  
Group: Przyjaciele Stefana B.

Year: 1997  
Event: Rush Hours  
Placing: 3

Size: 2.76 MB  
Requirements: A1200, 4 MB fast-RAM  
Recommended: '030/50 MHz

Code, design: Zorka 19  
Graphic: Lazoor, Fajerwerk  
Music: Redribbon  
3D-Objects: Mroova, Storm/Poison

Rating: \*\*----

+ Some interesting routines, pretty good music  
- Most routines are a little slow

Comment: If you've seen some of PSB's other demos you'll know that they're different from most other demos around. But this one is somewhere between the normal demos and PSB's. Some of the first thing I noticed was the background pictures and the good techno music. And instead of making the demo as ugly as possible (which PSB normally does :-)) with lousy drawings and music most of it actually looks OK, it still got the usual PSB touch, though. The first routine is a phong bottle, which is followed by an env-mapped phong bottle shortly after. Then there's a scanned picture (about all pictures are scanned and added a little text), and when it disappears the traditional phong duck is on, the eyes look a little different from the original, though. Like the bottle this one is also shown as an env-mapped version. next routine is somehow cool: A wireframe schoolroom with a texture as background, it might be precalced, but it's nice. The last routine is (tadahh!): A phong. Not a bottle, not a duck, but a blank beer can. And of course this is also shown as env-mapped...

Conclusion: Friendlier for the eye than the usual PSB-demos, but maybe not so amusing (?)

## 1.178 Poszly Konie po Betonie/Przyjaciele Stefana B

Name: Poszly Konie po Betonie  
Group: Przyjaciele Stefana B

Year: 1996  
Event: Polish Summer  
Placing: Award winning (it says in the readme-file...)

Size: 1.56 MB

By: Mroova, Skafander

Rating: \*-----

+ If you like Polish folk music (or something like it) it's here, probably funny if you understand the Polish language  
- If you don't like Polish folk music (or something like it) it's here, not funny if you don't understand the Polish language. Ugly!

Comment: Obviously made for fun (I hope so!)! You have to understand Polish to understand the song (and most people don't), which is probably funny. The only thing that saves this demo IS the music, that is if you understand the Polish language. Else nothing saves it! The graphic is very UGLY! It's a lot of pictures which looks like my very first drawings in DPaint. I would call this an ugly "slideshow" with strange sounds...

Conclusion: Boy it's ugly :)! Probably funny?

## 1.179 Pulse / Nerve Axis

Name: Pulse  
Group: Nerve Axis

Year: 1997  
Event: Assembly  
Placing: 1st I guess!

Size: 4.0 MB  
Requirements: '020, AGA, PAL  
Recommended: A fast '030 is adequate for most part, '060 recommended for 3D-scene part and a few others

Code: Schlott  
Graphic: Meson  
Music: Ganja, Jam & Spoon

Rating: \*\*\*\*\*-

+ This is so great! Even though it's designed for '060 it's good on a fast '030! Some good music, nice design  
- Some parts are a bit slow (with '030)

Comment: Wow!!! This is so cool! After a five years brake the British Scene seems to have awoken from their sleep! Not with a silent "good morning", no, with a roaring "GOOD MORNING WORLD!!!". They sure have returned with

---



probably the best demo since

Tint

, however you can't really compare those two demos as this demo has a quite different style. Would be like comparing a comedy with an action-movie. Well, enough idolization, let's have a look at the demo itself:

Small bits of the Nerve Axis appear on after one, and shortly after it's written across the screen. Suddenly some wild explosions start in the background, great except for the sound which sounds to much like drums instead of explosion, but that's doesn't matter, and you probably won't notice the first time you watch the demo (and trust me: You will watch it more than once!). The music starts, one of those things with a lot of trip-hop drums in it, fits the demo okay, and the title is shown with a lensflare effect that changing its colors running in the background, pretty nice. Different kind of plasma is shown afterwards, all of them nice and smooth, and you'll probably notice that they run in wide-screen. The last of the shown plasmas which mostly looks like a cloudy sky is stretched so that it fills the entire screen (also causing lower resolution), and soap bubbles start flying from the bottom to the top of the screen. Meanwhile the plasma transforms into some kind of tunnel, brilliant! Suddenly the picture freezes, then it's zoomed away from the viewer revealing another tunnel behind it that in a way reminds me of the marvelous lightning tunnels in

Tint

, except that the lightnings aren't on the tunnel's sides, it's between the tunnel's sides. Great! While this effect is running a great picture is zoomed and rotated from somewhere in the tunnel towards the screen, ending up covering the whole screen. It's a hi-res picture representing a fish. Glub! After a while the picture disappears and the next effect starts. It's some kind of flatscape with both floor and ceiling with stripes of light making its way away from the screen. Furthermore it starts to wave up and down, and if you put your head close enough to the screen you really get a rush :)! It's fast, but it would be nice if they've used more colors. And then for the part of the demo that is the main reason for buying an '060: A underwater 3D-scene. It's pretty slow on an '030 (too slow to be nice), but great on an '060 I guess! It's a very atmospheric scene where you're are slowly moving around something that looks like a wreckage of an old ship, but it's a bit difficult to see it, because of the dark blue colors (which isn't meant in a negative way at all, it's part of the atmosphere). That's probably why the sub-marine that is also present has turned on its spotlight! I sure would like to see this on one of those fast Amigas! Also the music for this part is good, except for the drums that is still on. The next effect is some kind of metallic bumpmap, I'm not sure if it is actually a real bumpmap, but it looks as if it is and it's nice too, so who cares?! At this point the music changes to a more catchy tune, a good one too! A fast scrolling from-top-to-bottom background appears and shortly after some kind of phong object appears in front of it, looks a bit like a chain, except that it's massive, there are no holes on it. And by the way: Normally chains don't start to boil. This one does! Small excrescences starts appearing on the surface causing the still spinning "chain" to grow bigger and bigger! Great! Also the next routine is really worth having a look at. At first it looks like a silent lake with a mountain in the background. The surface starts waving a bit, but it's when a little boat appears the water really starts to move. The boat cruises around in a circle a couple of times, the waves rise around it! Two "minor" routines appear afterwards, a smoke effect that spells the demo's name, then

explodes, and a blurred ball with moving lightsource causing the entire screen to be filled with colors, both pretty nice. What appears to be a waving plasma is shown as the next routine, pretty nice. Suddenly it starts to zoom away from screen, then it stops, splits up into small squares which flip over so that you see the face which is on the backside. Then they are put back together and zoomed back to fill screen again. Then a lighteffect is then run on the newly created face. The effects themselves are good, but combined like this they really make the difference! Next routine is original too, even though it's a bumpmap. The great thing about it is that it waves up and down or else it changes between two different bumpmaps so that it looks as if it is there are waves on it, in a way simple, but as you might know it's after the simple things that are the most beautiful!? Still nothing (?) beats the final effect, a 3D-scene where you are flying above some hills or mountains. Nerve Axis really has hidden the best part to make the demo end with a big bang! Actually it's so great I almost have to turn my Amiga around to see if anybody had replaced my '030 with a PPC604e and a 3D gfx-board :-)! You are flying around above these texturemapped hills, above the sea too, and a better water routine has probably never been seen in a 3D-scene before, ever! So realistic it is! And that's not all (characteristic for the demo!): Small glass balls appear, mirroring the landscape beneath them while flying around in a circle. Afterwards they are also seen in free flight with circular smoke tails behind them. Also the silhouette of a couple of birds are seen! The whole thing runs in widescreen and a low but quite acceptable resolution. And that's about it! Boing, boing, boing. Crunsh. The British Scene is reborn - and Nerve Axis just did it!

Conclusion: Don't leave home without it!

Explosions!

## 1.180 Puppets / Ephidrena

Name: Puppets  
Group: Ephidrena

Year: 1996  
Event: The Party 6  
Placing: 13 of 15

Size: 1.56 MB

Code: Cyberstarr, Loaderror  
Graphic: Stoney, Cheetah  
Music: Frequent

Rating: \*\*----

+ Nice credits  
- Some simple and buggy routines, needs lots of CPU power

Comment: Are we all just puppets? The question is asked in this demo, but except for that the title has about nothing to do with the rest of the show. The nicest part is the credits part, some phong letters are in some

---

way morphed from nothing into the letters. The rest of the effects are not too wild, either they are simple and buggy (some morphing gouraud objects) or else they are slow (including nice voxel with texture on it, a nice rings in water-routine and a phong head). The graphic is a little above average, and the music is an OK piece of quiet techno.

Conclusion: Would be nice if the routines were optimized.

## 1.181 Pure Motion / LSD

Name: Pure Motion

Group: LSD

Year: 1996

Event: The Party 6

Placing: 10 of 15

Size: 3.24 MB

Requirements: AGA

Code: Todi

Graphic: Trooper, Todi

Music: TLS

Rating: \*\*----

+ Some nice effects, cool graphic

- Longwinded, slow fades

Comment: Warning! This demo is boring! Both because of it's very long compared to the number of routines, and because of the slow fades between the routines. The first routine too is long: A fireplace where the fire forms some text. It's actually pretty nice, but it's a little little (the fire) and, as mentioned, rather long. Then there's a quite nice spiral/plasma-like thing or something like that. In between some of the routines are some cool cartoon/graffiti style pictures, which maybe don't fit the demo extremely well, but matches the rock/funky/hiphop music (with some lyrics). Also to mention is the slow phong (in a normal resolution) and the pretty fast envmapped phong, running in a low resolution. The endtune is a nice trancing newage piece with some drums.

Conclusion: Having trouble sleeping? Watch this one, else don't...

## 1.182 Pyt / Subacid

Name: Pyt

Group: Subacid

Year: 1995

Event: South Sealand

Placing: ?

Size: 3.17 MB

Code: Hexagon, Gayhawk, GifAir

Graphic: Deckard, Syl

Music: Liquid, Lava

Rating: \*\*\*---

+ Very nice start-animation, some nice pictures

- Lacks some design, many of the routines are old-fashioned, the music

Comment: The show starts with some very nice logos by Syl presenting the demo. And what happens next are at least as nice: An underwater animation where you are following some lights entering a tunnel and their flight/swim through the tunnel. It's both smooth and fast, and the resolution is quite acceptable too. The music is suddenly cut off after the title is presented, and for a short while it seems as if it hangs (which it does if you don't make a clean boot or have a lot of RAM), but a pretty noisy techno module starts playing, while the demo continues with different kind of cubes, one with strange surfaces and also it morphs. Next up is a transparent plasma, looks pretty good. After a while an average picture by Deckard is shown (average compared to his usual work). And when it disappears nothing happened, which (hopefully!) is an error in my copy. Anyway, shortly after a new picture appears and the demo continues with a blurred vector object, not that nice, and the low-res plasma afterwards isn't nice either, mostly because of the resolution. However, the shadecluster routine afterwards is pretty nice, the really nice thing about it is that it is mirrored in a "stick" beside it. A new Deckard picture is on, this time a real beauty (both concerning motive and quality!). The same picture is used in some kind of plasma routine afterwards. Getting nearer to the end there's a routine with some lightsources flying around, melting together when they get close enough to each other. The end-scrolltext is cool, not so much the scroller it self (actually it's pretty "jumpy"), but the color zoomer in the background is cool.

Conclusion: Worth having a look at, especially the animation!

## 1.183 Que? / The Black Lotus

Name: Que?

Group: The Black Lotus

Year: 1995

Event: Remedy

Placing: 2 of 3

Size: 2.42 MB

Requirements: '020 or above, AGA, 2 MB chip-RAM, clean boot

Recommended: '030/50 MHz, 2 MB fast-RAM

Code: Equalizer, Offa

Graphic: Tudor, Axm, Snorpax

Music: Mantronix/Razor 1911, Lizardking/Razor 1911

---

Rating: \*\*\*---

- + Some nice routines, good music
- Some slow routines, blittersscreen

Comment: A strange TBL logo appears on the screen while the synth tunes from Mantronix and Lizardking flow out through the speakers. The logo disappears and a background with a phong blob is on. In front of the blob a slowly text appears and you can see the shadow from the letters on the blob, nice. The credits are shown afterwards with some kind of flame routine, which doesn't look too much like fire, more like a lot of pixels that want to be fire, still it's pretty nice. A tunnel on next, actually I think it's just a picture of a tunnel which is rotated while the colors are cycled so that it looks as if you're flying down the drain. In front of the tunnel is some kind of shadecluster moving around. Another phong is on next, this time a blurred one, and after that a plasma routine, which looks okay. The display changes to blittersscreen and stays this way the rest of the demo which is a shame. Furthermore it seems as if the routines are generally getting slower in this last part of the demo, despite the blittersscreen. A bit strange, as the routines don't look so much more advanced than in the first part. Anyway, the phong blob is back ones again, and again it's a bit different than it was before, now it changes it color! Recycling is good to a certain limit, but... Next effect is somehow recycling to, but it has been changed enough to be called a new effect. It's a plasma that ill-treats a picture in different ways. Except for the blittersscreen (and maybe the colors) this is quite nice. And guess what, the blob is back. No, actually it's not exactly the same blob, 'cause this one's surface is parted into small polygons while the whole object looks a bit metallic. Still it's nothing exceptional, only okay. Suddenly the music is cut off, and we're entering the demos last part. A new piece of music, still the same Mantronix/Lizardking-style, is on, and so is a not too smooth scroll text. Actually it's a big picture with a lot of greetings on it that are scrolled over the screen. The funky thing about this is the glass-torus flying in front of the scroller, very need! Next on is a fast fractal zoomer, but unfortunately it's not very clear which I think a fractal should be... Getting closer to the end it seems as if the routines are getting slower and slower, for example an env-mapped jet and to phong objects. Even if they were fast I doubt that it would improve them much, because they aren't too pretty. Finally the endscroller appears, and when it's over the demo exits and the music is cut off again without fade...

Conclusion: Worth having a look at

## 1.184 Quicktro / Capsule

Name: Quicktro  
Group: Capsule

Year: 1997  
Event: Non  
Placing: -

Size: 1.14 MB  
Recommended: '060

---

Code: Peskanov  
Graphic: Oops, Estrayk  
Music: Evelred  
Objects: Peskanov, Oops, (and one from Imagine...)

Rating: \*\*+---

+ Nice and colorful  
- Few effects, very CPU hungry!

Comment: As the title suggests this is a quick little production, and made using Peskanov's 3D-engine which is design for a game. He is very ashamed! Anyway, it's a quite nice engine, especially the HAM-modes are impressive, while the speed is (in the demo) slow. But then again, it's made for '040 and '060, and running in both HAM-6 and HAM-8, 1x1 and 1x2 resolution. The show starts with a Capsule logo that spins around dragging a long tail that doesn't disappear after it, while the colors seem to cycle. Total acid! Also the title is shown the same way. And from now on it's all 3D-scenes of different kinds. The first one present a praying man beneath a column with a cube with the magic word C64 on its sides. Next one takes place in the universe, near a space station. The most exiting thing about are the cubes with a galaxy (that is also used as background picture) on their sides spinning around. We are flying towards a picture which shows to be the next scene, a nice transition. This scene is the slowest of them all, but the object, an env-mapped galleon, is probably the reason for this. Last one is a torus 3D-scene where a lot of big torusses are lined up and the last one of them are flying through the others' holes, and then it all starts all over again while the "camera" watches it from different angles. Nice colors, processor hungry routines. The music is techno, not much to say about it.

Conclusion: Recommended for people with fast processors

## 1.185 Rabies / Rage

Name: Rabies  
Group: Rage

Year: 1995  
Event: The Party 5  
Placing: 14 of 22

Size: 1.9 MB  
Requirements: AGA

Code: Digimatic, Rubber, Spirou, Cuddley  
Graphic: Foxx  
Music: Fajser

Rating: \*\*\*\*--

+ One of the most atmospheric demos ever, nice music (timed) and graphic, nice routines!  
- Some of the 3D objects are a bit small (but then again: They are fast)

---

Comment: Ever read the cartoon Judge Dredd or seen the film? If yes, you can easily imagine the start of this demo: It's a little cinematic sequence where a team of soldiers is attacked by an ABC-robot. The colors in the sequence, and in most of rest the demo, are different shades of red, which helps making it very future-like and atmospheric. The credits in the beginning are also very cinematic, they are shown with the "Terminator 2"-effect and the sound effects fit perfectly. Then the "normal" routines start: An envmapped "party twister", nice (but a little small) jelly gouraud objects which fly through a transparent square, a "blob map" (they call it), a jelly 3D envmapped object, and one of my favourites: Wall wrap, a texture is bend so that it looks like 3D, while it moves around (reminds me of plasma). In between some of those effects quotations from famous sci-fi writers are shown, or a very nice picture is shown. After a bouncing ball with a moving picture wrapped around there's a nice water/plasma effect (rings in the water). The colors are red, blue and yellow and it all looks great! In this part the heavy/hardcore music changes to a more quiet style. The last parts of the demo looks a little as if Rage ran out of ideas (it's some more or less simple pictures), but it's not that bad at all. The endpart with a "different" scroller, and a blurred scroller is nice too, and so is the atmospheric, quiet techno music that is played. The 14th place at TP5 is a mystery to me. But then again, it's seen (too) many times that it's not the best demo that wins...

Conclusion: Atmospheric! Especially recommended for Sci-Fi fans.

## 1.186 Rampage / The Electronic Knights

Name: Rampage  
Group: The Electronic Knights

Year: 1994  
Event: Cebit  
Placing: 5 of 5...

Size: 0.93 MB  
Requirements: Needs a patch to work with AGA, runs on ECS. Requirements for OS 2.0: More than 1 MB chip-RAM, OS 1.3: 1 MB RAM

Code: Captain Bifat, Fuszy, Irane  
Graphic: Seal, Prince, BNA, PD, Magican  
Music: Banana

Rating: \*\*\*\*--

+ Extremely nice design, fast (but primitive) routines  
- Some low-res routines

Comment: Wow! I must say that I'm very impressed! This demo has some of the best design I've ever seen! Even Andromeda and TBL have (had) some very serious competition here! There are only very few cut changes, and the ones which are aren't disturbing in any way. Also the choice of colors and so on are very nice. Right from the start it looks great: Some hi-res animated 3D gear wheels are shown while decrunching. A little text below

---

saying "AGA disabled" tells us that they don't like AGA (or maybe it's just a note from the guys who patched it?). The demo's name is shown very elegantly among other things with a very nice pixel sprayer writing the name, and afterwards the pixels are changed to a drawn sign. The screen falls down and behind is a low-res voxel routine with a simple vector plane flying above it. As this routine ends the plane flies right past the viewer with a fitting sound. Then about eight or ten 2D balls in different colors fly around in formation, and they're also rotating on the Z-axis. Then it's time for a VERY low-res rotator routine, the resolution is just good enough for you to see what's being rotated. Afterwards there's a very nice pixel box, then a blurred box which is filled with water, so that it becomes massive. On two of its sides there's suddenly some kind of waving copperlists. Another pixel effect, this time a flag with the TEK logo on it, is on. Then there's the classic "vector box with a mirror flying around it"-routine, pretty nice, but what is even nicer is that the mirror is morphed into the letters TEK. Another pretty classic routine is the glass ball in front of a text, so that the text is bend in the ball. Another rotator is on afterwards, actually there are two of them, transparent that is. The resolution is as low as before, but still it looks OK. Then for another very nice pixel effect, a bunch of pixels are morphed into different objects, and finally we've reach the end with a scroller saying something like: "Aga? Just say no!". These guys don't like AGA by some reason! The music is traditional demo music with sound effects now and then timed perfectly to the effects. Not that good.

Conclusion: Great design! I'll recommend this demo both because it's good, and because it's inspiring for nowadays demo creators!

## 1.187 Rankta / Przyjaciele Stefana B. (Polish division)

Name: Rankta

Group: Przyjaciele Stefana B. (Polish division)

Year: 1997

Event: Rush Hours

Placing: ?

Size: 1.33 MB

Code: Zorka 19

Graphic: Lazoor

Music: Horn/Motion

Help with collecting pictures: Norman/Anadune, CTP/Mawi

Rating: \*-----

+ Good music

- Boring if you don't understand the Polish language

Comment: This is not a demo, it's a slideshow. A Polish one, that is, which means that all text is Polish, and I guess it's the text that saves the show. But I don't know. I hope that it is so, if not the show is crap. It starts with a white text on black background, then there's a nude picture, another text is shown and afterwards a picture of a scener. All in all there's 12 pictures of sceners, all black/white, and all with a

---



text commenting it - in Polish... Boring if you don't understand Polish. The music is very atmospheric, I don't know if it's the right it creates, though...

Conclusion: For Polacks only!

## 1.188 Real / Complex

Name: Real  
Group: Complex

Year: 1994  
Event: Saturne Party 2  
Placing: 1 of 10

Size: 0.44 MB  
Requirements: AGA

Code: Gengis  
Graphic: Titan, Eloy, Hof  
Music: Claws (and maybe Audiomonster)

Rating: \*\*\*+--

+ Very nice design, nice graphic and logo, pretty good music, some nice routines  
- Some simple routines that aren't smooth

Comment: Nice design, music and graphic and generally nice code. It all starts with a fairly simple 3D starfield where the nice logo is shown. It starts to rotate and is suddenly changed into a chain of stone-like things that move with same speed and rotations as the stars. Beautiful! This routine is made darker except for a square which suddenly changes to a rotating cube with the routine on some of its sides! That's design! Then another fancy change leads us to different kind of simple 3D objects (Env mapped, gouraud and envmapped phong). You can see the age of the demo, especially in this part and in the next. It's nice, but old... A little 3D scene starts: A futuristic 3D envmapped plane flies around above a simple vector construction. When seen from certain angles it starts to move uneven. After a 3D tunnel (you're flying through envmapped hexagonal rings) another simple 3D scene appears, this time you're flying around in what looks like a moonbase. It's smooth as long as it doesn't move too fast. But it sometimes does. The background is beautiful, though. The last routine is also a "flying over 3D-scene", this time there's a texture on the vectors: Mountains that appear way to close to the "camera", and the routine is generally much to slow to be nice (you'll probably need a very powerful processor).

Conclusion: A mixture of very nice routines and some old fashioned ones. Have a look!

## 1.189 Real FD / Focus Design

---

Name: Real FD  
Group: Focus Design

Year: 1996  
Event: The Party 6  
Placing: 9 of 15

Size: 0.49 MB  
Requirements: AGA

Code: Kollaps  
Graphic: ?  
Music: ?

Rating: \*\*----

+ Alternative display (the question is: Is that a positive thing?)  
- Alternative display (the question is: is this a negative thing?)

Comment: The show starts with some 3D pictures showing the title and group that is scrolled across the screen vertically. And after these pictures one of the strangest ways of displaying things I've seen is used, and the colors help it look even more strange. I won't try to explain it, but say that it's acid! And a bit small. The things displayed are a torus (!), a juggler, the same torus as before with RGB lightsources, the juggler from before also with RGB lightsources (actually it's his juggler balls...). The display changes into a normal display and a texture vector object is on, it's a little slow, very slow when it's near the viewer. Another slow routine are some transparent and blurred letters spinning around. The credits/greetings-part is original: It's a book opening, and on every page are the names. Unfortunately it's very small and therefore difficult to read. Finally there's a doom-routine using the acid-display and it doesn't look too good. When it's all over a 3D picture saying ESCOM AMIGA is shown. Any publicity is good publicity??? The music sounds like something from a ten years old platform-game (that's not good :-)).

Conclusion: Forget it.

## 1.190 ReAppearance (rev. 2.0) / Core Productions

Name: ReAppearance (rev. 2.0)  
Group: Core Productions

Year: 1997  
Event: ACG Hack IV  
Placing: 1

Size: 1.33 MB  
Requirements: AGA, 1 MB chip-RAM, 2 MB of any other RAM, '020, PTReplay.library (v. 6.6 is included)  
Recommended: 2 MB chip-RAM, 4 MB 32-bit fast-RAM, '030-50MHz  
Note: Has four different screenmodes to choose from: PAL, NTSC, Multiscan, Multiscan 2. I used PAL for testing.

Code: Icon, Houbba, Pucko/DD  
Graphic: JO, GDI  
Music: Farmor/NRP

Rating: \*\*\*---

+ Some nice routines, nice backgrounds, good music  
- Some routines are not smooth

Comment: It all starts with a not too smooth rotating plasma while the group and titles are shown. The phong torus afterwards isn't too smooth either. However, the resolution for both of the mentioned routines is good. So it is for the next routine: shaded nice 3D objects flying through each other. Time for another torus, an env-mapped one, which is on for too long. It's quite nice. After that (I think it's) a gouraud-shaded box with half a shining ball on two of its sides. Strange... The next one is slow: The Core name as 3D object, blurred and also gouraud-shaded, but slow. The next routine looks mostly like zooming Christmas trees disappearing when they get close to the viewer. Strange but nice. A plasma much like the one in the start is on, the credits are shown in front of it. In the end a bumpmapped Core logo without bumpmapped background is shown. Instead there's a rotating spotlight shown which points in the direction of the viewer, but it doesn't look that realistic. On the other hand it's far from being ugly. The music is a nice synth piece.

Conclusion: It's recommended, but it's nothing special, though

## 1.191 Red Sector Megademo / Red Sector Inc.

Name: Red Sector Megademo  
Group: Red Sector Inc.

Year: A long time ago  
Event: ?  
Placing: ?

Size: 1.46 MB  
Requirements: Needs a patch to install on HD

Code: Delta, Dr. Beat  
Graphic: Dark/The Black Monks, Dr. C, Delta, TTC, Scum, Doc  
Music: Romeo Knight, Bit Arts, Mark II/Quadlite, Dr. C (sampling)

Rating: \*+----

+ Once it was good  
- It isn't any more...

Comment: An old classic. Old enough to be out-dated. The routines are primitive, the music is mostly noisy and the graphic is old-fashioned and of course only few colors are used as it was made for chipsets before AGA. It's split up into several parts, each of these parts contain about one or two routines. In between the different parts a picture of a smoking cyborg dressed in cowboy clothes is shown, and above him is a scrolltext (that I can't read because the decrunching is too fast on '030). For each

---

part there's a new piece of primitive demo music.  
I will not mention all routines, but here are some: A scrolltext with a copper list in it, a cute, short and funny worm animation, a small picture that rotates around the Y-axis, a vector scrolltext that makes a circle and transforming vector balls, etc.  
My copy contains a lot of bugs and therefore several of the routines look completely wrong, and at last it crashes completely, but even if it does I don't think that the last parts would improve the demo much (?).  
Funny how taste changes - yesterday this demo was hot. Today it's not...

Conclusion: For the old sceners who miss the good old days.

## 1.192 Refuse / Drifters

Name: Refuse  
Group: Drifters

Year: 1996  
Event: The Summer Party  
Placing: 3 of 3

Size: 1.27 MB

By: Sassy, Falcon, IO, Tøf, Clary

Rating: \*\*----

+ Funny  
- Is this a demo? It's short

Comment: This "demo" consists of: 1) Heavy metal, 2) Funny looking singing heavy metal "musicians" and 3) A lot of text and names shown in a hurry.  
In the beginning a voice growls some words which are written on the screen. Then you see the animated, cartoonish heavy rockers performing - very funny. There's a lot of growling in the heavy metal (noise made with voice), and most of the music are samples put together in a module. near the end a lot of text is shown in flashes, and in the end there's a greeting list. The demo restarts shortly afterwards.

Conclusion: Watch this for the animation combined with the sound. Cool!

## 1.193 ReRun! / Cydonia

Name: ReRun!  
Group: Cydonia

Year: 1995  
Event: Project  
Placing: ?

Size: 0.55 MB

---

Code: Cro, Extremist/ex-Cydonia, Drift/ex-Cydonia  
Graphic: Souri, Infinity, Cro  
Music: Deadlock/Slam!

Rating: \*+-----

+ It's short  
- Boring, below average code and music

Comment: This short little demo isn't good, actually it's rather bad. There are only three effects in it and non of them are impressive: A fire effect, the display looks quite strange and it's a bit boring. A routine that draws colors on the screen, slowly, and this routine is shown for a very long time. Yawn. Last one is a texturemapped cube that rotates around the X-axis, while it moves towards and away from you. Nothing special. Then there's the end-scroller, yes, it's over. The music isn't good either, it's a synth-piece, sounds as if it's made by a beginner...

Conclusion: Forget it.

Note: Was supposed to be released at Pearl Party '94, but was delayed (of course)

## 1.194 Real Swedish Roadmovie / Banal Projects

Name: Real Swedish Roadmovie  
Group: Banal Projects

Year: 1996  
Event: ?  
Placing: ?

Size: 0.36 MB

Code: Epidemik  
Graphic: Prayer  
Music: Ukelele

Rating: \*+-----

+ Haha! Good joke!  
- Is nothing but a joke, not a demo

Comment: A little joke from the Banal Projects. I could explain it, but you should watch it yourself! I'll mention some single words, though: Car, roundabout, one road. The whole show is an animation. The music is a happy little tune, fits the rest!

Conclusion: Grin!

## 1.195 Rodeo / Banal Projects

---

Name: Rodeo  
Group: Banal Projects

Year: ?  
Event: ?  
Placing: ?

Size: 0.14 MB

Code: PMP  
Graphic: Prayer  
Music: Ukulele

Rating: \*-----

+ Not really anything  
- About everything

Comment: This is actually an intro, except for the size. It contains one effect, a triangle with a pixel effect in it that slowly rotates. In the left side of the screen some text is written, and in the upper and lower parts of the screen you can catch a glimpse of some childish drawings... The music is a little cheerful tune.

Conclusion: Forget it!

## 1.196 Second World / Syndrom

Name: Second World  
Group: Syndrom

Year: 1996  
Event: Saturne Party 4  
Placing: 4

Size: 3.64 MB

Code: GuiLLe  
Graphic: Nytrik & Tenshu  
Music: MAF

Rating: \*\*\*----

+ Some nice 3D-objects, very good music  
- Some routines are slow or don't run smoothly.

Comment: It starts out with two rotating plasmas running at every second line of the screen in a low resolution, so that one rotator has a line, then the next rotator has a line, etc., while the credits are shown. Looks nice. Then there's some 3D-pyramids with a picture on the sides. This routine is quite fast, but not very smooth when the objects are seen from certain angles. Later in the demo there's some normal (slow) 3D-objects (gouraud I guess) and some nice transparent 3D-objects (env-mapped), Especially one of the last 3D-routines is great: A

---

Transparent star-like object rotates in front of an animation showing some rotating cones/spears. The resolution is (again) low, though. The graphics are quite nice, the music is a very good piece of techno.

Conclusion: Single routines make this demo worth watching, not to forget the music.

## 1.197 Seven Sins / Scoopex (Finnish division)

Name: Seven Sins  
Group: Scoopex (Finnish division)

Year: 1989  
Event: ?  
Placing: ?

Size: 0.46 MB  
Requirements: There is a version for A500, and one for A1220 >  
Recommended: One of the above mentioned...

Code: Slayer  
Graphic: Reward  
Music: Uncle Tom

Rating: \*+----

+ Classic (?)  
- It's monotone, old-fashioned and technically primitive

Comment: "Scoopex - Generations ahead"? Well, I'm not sure that is completely true, if it was Scoopex would have made demos as they are today then. But they didn't, and this is a good example of that. It consists of about four different effects: A sinus-scroller shown between the main-routines, which gets more and more unreadable the more it's shown (at last it's sinus'ed at both the X- and Y-axis. A starfield that is on almost through the entire demo. A vector balls effect and a plane vector effect. Not impressive compared to today's standard, but I guess it was then. However, a positive thing is that it's all smooth. The music by Uncle Tom is a bright point, though (if you like the good old classic Amiga synth style and sound). Also the few logos shown is pretty nice.

Conclusion: Like visiting a museum, it's mostly boring, but you just have to know (?)!

Note: Scoopex Finland's first demo

The title

## 1.198 Sex in a Bubblegum Factory / Movement

Name: Sex in a Bubblegum Factory  
Group: Movement

Year: 1996  
Event: Saturne Party 4  
Placing: 6 of 11

Size: 4.35 MB  
Requirements: AGA

Code: Jumbo Burger  
Graphic: Antony  
Music: Reflex

Rating: \*-----

+ The music is OK  
- Is this a demo?

Comment: This "demo" contains very little effects, lots of porno and tasteless colors. Most of the time you see dancing naked women. All sequences have been digitized in a bad quality, and are either shown in black/white or in tasteless colors.

The only bright point is the music, which is a mixture of disco and funk, but that's far from enough to save this demo from a minimum of one \*...

Conclusion: Some would laugh, some would cry. Has not really anything to do with a demo...

## 1.199 Shaft 7 / Bomb

Name: Shaft 7

Group: Bomb

Year: 1996  
Event: The Party 6  
Placing: 1 of 15

Size: 5.64 MB  
Requirements: AGA, 4 MB fast-RAM, HD  
Recommended: '030/50 MHz, 8 MB fast-RAM  
Note: Needs a patch to run on '40 and above

Code: Ben  
Graphic/objects: Axel  
Graphic: Titan, Made  
Music: Yolk, Legend

Rating: \*\*\*\*+-

+ Nice routines (3D scenes, 3D objects, bumpmap...), excellent graphic  
- A little monotonous with all the 3D

Comment: 3D. Lots of 3D. 3D objects, 3D-scenes and bumpmap is the main

---



contents of this very nice demo. The graphic is very nice (especially the intro picture by Made, which was placed 2nd in the graphic compo at same party (and I tell you that the graphic compo at that party was marvelous))! The routine rolls: In front of a 3D starfield a lot of small vector pieces is formed into a phong human! You're flying around in a fast 3D scene, very nice (but I guess you'll need at least a fast '030 to make it run smoothly). Again we meet the 3D human flying through the universe. It flies away and the greetings are presented on a big "wheel" with signs on it (we're still in the same 3D-scene)! Then let's have some 3D objects, there are different kinds (including a piece of chocolate lying on its tinfoil wrapping!), and after that credits shown in a very nice bumpmap routine, with a lightsource in different colors. Smooth too. Before reaching the end, there's another 3D-scene, this time with two mirrors in front of eachother, so that the scene is shown lots of times when looking in the mirror. Some of the best 3D-scenes ever are in this demo! The dreamy music with the deep bass and the fast drums fits the demo pretty good (I don't like that kind of music, though) and is timed to the routines. At last there's the letter 'B', it's rotating and it's light sourced (the 'B' is the Bomb logo).  
Competed with

Makaveli

by Essence which was no. 2, but Shaft 7 got

about twice as many points. That wasn't completely fair in my opinion, but that's the way it is...

Conclusion: Great 3D scenes! One of the best productions in 1996!

Inside information: Shaft no. 7 was a picture drawn by H. R. Giger in 1966 (the man behind the monsters in the Alien(s)-movies). He wanted to express some weird dreams he had had.

Maybe it's unintended that the demo's name is almost the same, but I doubt it...

(Thanks to Slash/Anarchy for the information - in 1992 he redrew the Shaft no. 7 picture on Amiga)

The last picture in the demo can't compete with the rest

## 1.200 Showbase Shape / C-lous

Name: Showbase Shape

Group: C-lous

Year: 1997

Event: Icing Beta

Placing: 1

Size: 3.08 MB

Recommended: '030/50MHz

Code: Scout, Fastjack/Haujobb (init)

Graphic: Frame

Music: Some, Morrow, Fndr

Design: Frame

Ideas: Frame

---

Rating: \*\*\*\*--

- + Amazing transitions, good routines and music
- Only few routines

Comment: This demo really has some really great and floating transitions, and the routines are fast almost all the way. Actually there are only few routines, but one of these is made so great and is so varied that that doesn't matter at all! The routine I'm talking about is basically a good 3D tunnel, but the wild thing about it is that it is so very flexible, it changes into anything (well, something...) and that is with some of the most floating transitions imaginable. I'll start from the beginning of the demo, though, just to do it the chronological way.

Some sounds are heard, and everytime that happen you can see a short flash of something. There's a big blast and the demo has begun. A big voxel like object, not landscape, are spinning around in front of you while the techno that at this point is close to breakbeat hardcore (whatever that is!) is heard. A big blob it is in front you, quite fast, not beautiful, but rather interesting anyway. A poem (from the film Blue Velvet by David Lynch) are written on the screen according to the bassdrum, afterwards the credits. The object disappears and the title is written with big funky letters filling the whole screen. Now the great transitions start (hang on!): Behind the title a background picture is shown, it shows up to be a tunnel texture, the second after we're flying through this tunnel, looking around on its wall and making 180\textdegree{} turns. Then the tunnel ←  
which is

circular in shape changes to a "flower-shape", then back to being circular, and a twirl routine is suddenly started causing the tunnel to be... Well, twirled, but just for a moment, shortly after it's stretched and pressed together, soon afterwards the shape changes to a triangle where the bottom of the tunnel is moved away, and the two sides that are left are turned, so that they now are a floor and a ceiling instead of being the walls of a tunnel! In a little flash the textures are changed a bit, which in a way is a shame, but maybe Frame wanted it to be as varied as possible? After a flight over the flatscape that appeared the ceiling slowly fades away, and the remaining floor is transformed to a voxel landscape with small hills and what a voxel landscape is build of! Finally this voxel landscape shows to be the surface of a big light sourced party twister, you're simply zooming away from the landscape and discover that all of it was this big bumpy twisted bar. Phew! An extremely good example of maximum design combined with good code, and good atmospheric techno for that matter. If I should say something negative about this effect is it that you can't see too long down into the tunnel, it is getting dark not long from the viewer, but that's not essential for the effect. The last routine is a blob similar to the one in the beginning of the demo, the colors are blue and green, before they we're mostly brown, the resolution is better, and therefore it's rather slow, too bad, but still nice. Furthermore this blob morphs to other shapes as it crosses the screen. Then the demo ends. If this demo has had more routines it could have made it to the top!

Conclusion: Great! The transitions are what I've dreamed about for a long time!

## 1.201 Showstopper / Cirion

Name: Showstopper

Group: Cirion

Year: 1996

Event: Assembly

Placing: 8 of 11

Size: 3.85 MB

Recommended: Fast '030/50MHz

Code: Asa

Graphic: Mindeye

Music: Carebear/Orange

Trace: Viggin

Rating: \*\*+---

+ Few nice routines

- Few routines, low resolution, a bit buggy

Comment: An unfinished demo Cirion says, but anyway they have chosen to release at the Assembly, and I think that's a mistake. The demo has an unfinished look, and is a bit buggy. Furthermore almost all of the routines, which isn't many, runs in a low resolution, and even when Cirion has tried to hide this fact with colorful background textures they somehow fail. The show starts with a space-scene where the credits are shown too. The stars seen are big square dots and there's no planets in range. A sun nearby causes lensflares to appear. We are also told that the show runs in 18 bit truecolor, but I can't really see that. A nicely traced Cirion logo is on for a short period of time, then it changes back to the space-scene where a spacecraft suddenly appears with the word "presents" written on its left side (what a coincidence that it fits into the demo :)). Finally the title appears. The first "down to Earth"-effect is a colorful phong object, texture mapped, with some kind of cylinders sticking out of it. It's on for a little too long, and it doesn't help to put on a new background and a new object on afterwards, it's quite uninteresting in the long run. The second object is env-mapped though. And by some reason the first thing that happens when it's on, is that it leaves the screen, just to pop up somewhere else on the screen a couple of seconds later!? A picture that looks a bit artificial is shown before the last low-res phong is on: A big twisted ring, nice object, but still rather boring. The nice routine in this production is on the other more nice than the average nice things: It's a plate with a picture on it. This picture is twirled and exposed to different kind of abuse (plasma), while the plate itself slowly flips a couple of degrees in each direction so that it looks a bit like that the face is trying to get out (but still it is not a 3D-effect of that kind). Afterwards the demo ends with a scroll text. The music is some silent house/techno with newage sounds included, not too good in my opinion.

Conclusion: Find another one to watch, this one ain't worth it

---

## 1.202 Smurph / Spaceballs

Name: Smurph

Group: Spaceballs

Year: 1997

Event: Kindergarten

Placing: 1 of 9 (together with Subspace's  
Toltec 9  
)

Size: 5.36 MB

Code: Slummy

Graphic: Zack, Slummy

Music: Yoghurt, Useless

Rating: \*\*+---

+ Funny story...

- ... That tends to be a little too monotone, ugly graphic and sound

Comment: This demo is made in eight days (the code), while the music and graphic is made in respectively four and five days Spaceballs say. And I'm convinced. They've haven't tried to make a technically brilliant demo (near impossible in so little time), instead they've tried to make a funny story, and I think that they partly succeed. Only partly. The demo is the story about the Smurphs, those cute, little, blue guys living in Smurph Land, dancing Smurph dance and so on... Spaceballs version of Smurphs is that they are still very naïve and innocent in mind (the primitive drawings look that way), but they both drink and smoke grass! If Peyo was alive he would turn in his grave! Spaceballs don't seem to stop here. They give one of the Smurphs a gouraud shaded pill which has quite an influence on the poor guy. He starts to see blurred scenes with other smurphs and poisonous fungus, strange colors, weird shapes and psychodelic texture plasma effects of several kinds.

The music changes between a little happy tune when watching the smurph and a piece of techno when Spaceballs is up to something. Also a synth-tune is included. The graphic looks as if it was taken out of a book for children, primitive, and the Smurphs are "out of shape".

The demo is in a way funny, but tends to be monotone, it's too long compared to what's going on.

Conclusion: If you need a good, slow laugh this is it!

## 1.203 So Close / Przyjaciele Stefana B.

Name: So Close

Group: Przyjaciele Stefana B.

Year: 1997

Event: Rush Hours

Placing: ?

---

Size: 4.93 MB

Code: Zorka 19

Graphic: Rodnej, Lazoor, Skafander

Music: Asazel

Additional work: Mroova

Rating: \*+----

+ Different bumpmap routine, one nice picture

- Almost everything else

Comment: It starts with some ugly pictures, the demo's name and the credits. After that the effects start (if you could call them that...): A Completely black 3D-object with a primitive lamp or something twisting around it. The only reason why you can see the 3D-object is because of a bad background picture. Generally there are a lot of ugly pictures spread through the demo. On one of these pictures there's a quite boring twirl routine which doesn't even move. The next twirl routine does move, and it is even a nice picture that is used, but it's slow and constantly switches from the twirl routine to a screen with some text, then back again. Precalculated... The last routine is different and pretty nice. And quite unexplainable, but if you imagine looking at some cells through a microscope you'll have a pretty good idea. It's some kind of animated bumpmap. The music is techno, OK.

Conclusion: The usual PSB I'm afraid. That's not good...

## 1.204 Software / Monar

Name: Software

Group: Monar

Year: 1996

Event: The Party 6

Placing: Did not compete in the compo

Size: 0.24 MB

Code: Dakaro-Majako

Graphic: WB 3.0 and program-screenshots

Music: Revisq

Rating: \*-----

+ Atmospheric music

- Monotone, ugly, boring, not a demo

Comment: This is one of the weirdest productions I've ever seen. It's can hardly be called a demo, as the only thing that happens is that a lot of low-res WB-screens (converted from hi-res which gives a strange messed-up look) is shown while an atmospheric quiet tune is played. Besides the WB-screens also screens from different programs are shown. It's very boring to look at, and you can't quit it, so you have to either reset or wait for

---

it to end. If you choose the first solution you will not be able to read the credits - but who cares (and if you really wanna know who made this crap I've already taken care of that, but by some reason I don't think that it's the real names. Read inside information below).

Conclusion: Crap.

Inside information: The "demo"

Szarik

by Przyjaciele Stefana B and

Monar is also a slideshow, but instead of WB-screenshots there's pictures of a dog. I guess the code is the same. Furthermore the music is the same, but the name of the composer aren't!? Help me solving the mystery! Revisq has probably made the music!

## 1.205 Soprano / Accept

Name: Soprano

Group: Accept

Year: 1996

Event: The Party 6

Placing: 5 of 15

Size: 0.87 MB

Requirements: AGA

Code: Fuben

Graphic: Tiberius

Music: Virgill, Ronny/Teklords

Support: Decca/Lego

Rating: \*\*\*---

+ Some nice routines, good funky music

- Slow 3D (and boring: It's a torus...), some primitive routines

Comment: This demo makes me think of some of the good old demos, with its simple but beautiful pixel routines and the simple and nice plasma. But it also contains some of "modern" routines like phong (including env-mapped) and... Hmm, that's about it. Well, the phong (which is a torus) is slow anyway... But probably very nice on a very fast machine...

One of the pixel effects is a light sourced pixel cube that rotates, and at the same time some fractal-like drawings are drawn. You can see that the cube is slowed down when the fractals is drawn, but it looks nice anyway.

In the end there's a 3D picture and the music changes from a nice piece of funk to a mixture of techno and rock. No endscroll text, no credits...? Is there an error in my copy?

Conclusion: Simple, but have a look.

---

## 1.206 Spring / Przyjaciele Stefana B (Dutch division)

Name: Spring  
Group: Przyjaciele Stefana B (Dutch division)

Year: 1996  
Event: Gravity  
Placing: ?

Size: 2.15 MB  
Requirements: Fast-RAM

Code: Zorka 19  
Graphic: Lazoor, Wejder, Fame  
Music: Praiwerevisq

Rating: \*+----

+ Funny  
- Simple routines, lots of not too nice pictures

Comment: Looks as if the Dutch division of PSB is just as mad as the Polish. This demo contains some simple routines with pictures in between, only one routine is actually worth mentioning: Two donuts flying through each other. Not that it hasn't been seen before, but it's nice compared to the rest of the show. But, anyway, that's not what it is all about: It's the funny side of the demo that makes it worth having a look at. My favourite is: Realtime precalculated...  
The music is techno with hiphop drums, it's okay.

Conclusion: As said just before: Worth having a look at.

## 1.207 State of the Art / Spaceballs

Name: State of the Art  
Group: Spaceballs

Year: 1992  
Event: The Party 2  
Placing: 1 of 24!

Size: ?  
Requirements: Amiga 500 or better, needs a patch to run on AGA and HD

By: Lonestarr, Mayor Asshole, Dark Helmet

Rating: \*\*\*\*--

+ Original (especially then), fast, good music and graphic  
- Nothing really. Might seem to be a little monotone in the long run

Comment: The "music video" that made the Scene go wild! Probably the first demo where you instead of nice standard effects are presented to an MTV-style demo with silhouettes of dancing girls and other people in action

---

while the colors flash and change constantly! Everything runs very fast and smooth, and also the music, a wild piece of techno (not hardcore) is high quality and fits the demo well. From the second you insert the disk in the floppy drive or start it from harddrive the show is on, instantly! And what a show!

Conclusion: Great! This should be in every one's demo collection! Classic!

Inside information:

A video-camera and a piece of code were used to put the dancers into the computer.

[Click here to go to the look-a-like 9 Fingers](#)

## 1.208 Subzero / Syndrome

Name: Subzero  
Group: Syndrome

Year: 1996  
Event: The Party 6  
Placing: 6 of 15

Size: 4.79 MB  
Requirements: AGA, 8 MB fastram, HD

Code: Guille (maybe also Codac)  
Graphic: JCS (maybe also Nytrik)  
Music: MAF

Rating: \*\*\*+--

+ Some nice routines, excellent music  
- Some slow routines (especially the phong) - needs much CPU power

Comment: Starts with a phong head with 2 faces (I mean "real" faces...), which is very slow (1x1). Then there's a pretty slow rotating tunnel of some kind, and I begin to worry if this production needs a hell of CPU power!? But most of the routines after this run acceptable or even fast! One of the impressive effects is a fullscreen 3D bee that moves a little around (not too much, so I suspect it to be a little pre-calced). The resolution is a little low. Guille might have seen a PeeCee demo with a bee?... Later there's a lot of pretty smooth slow moving plasma of different kinds, a fast tunnel (also plasma) which is nice, but a little buggy, as it doesn't always cover the entire screen. All this is accompanied by a good piece of techno, and in the last parts there's an even better piece! A picture and some textures are "wall wrapped", looks as if the picture is bend into the screen while it moves around. Cool. At last we have another very slow phong, moving around behind a transparent Syndrome logo.

Conclusion: Recommended! Especially for you techno freaks out there!

---



## 1.209 Sumea - Factory 2 / Virtual Dreams of Fairlight

Name: Sumea - Factory 2

Group: Virtual Dreams of Fairlight

Year: 1996

Event: Assembly

Placing: 1 of 11

Size: ?

Recommended: '030/50MHz

Note: Exit with the joystick button

Code: Alien, Guru (player), Pete (head)

Graphic: Jaco

Music: Alien

Rating: \*\*\*\*+-

+ Nice code, original

- Blittersscreen, short, needs an assign, exit on joystick button

Comment: A rather different demo in some ways, almost innovative, especially concerning the effects and the quality of these effects. The first thing that happens when you start it is (if you've remembered to assign it...) that something that could be defined as a ring of smoke or light, but that's just while warming up. The demos speed suddenly increases a lot and we're flying through a nice tunnel that actually looks pretty much like a real tunnel, and shortly after a television is standing in front of us telling us the demos title. Everything is in blue colors that together with the nice scenery and the noisy techno music makes the right atmosphere. Unfortunately the whole thing is shown using blittersscreen, but actually that isn't a disaster as it seems to fit the show, still normal display is always to prefer. Next effects is a ball with a moving surface and some beams coming out of it, still in blue colors and blittersscreen, still fast and nice! A ball is also to be seen in the next little scene, actually many balls, which fly through some rings that reminds me a bit of gearwheels. It's blurred a bit and that makes it look even better. The next little scene consists of a floor and some small balls that fly around in a circle above it. Suddenly they fall down and are smashed on the floor, all the fragments are jumping nicely around, and we are in a hurry changing to a picture. Another picture is shown right afterwards and this one is exposed to a strange flip effect. Imagine that the picture is split up into several small square pieces and each of these pieces are flipping and turning around synchronized to each other. Looks a bit odd, but it is a very interesting effect. Afterwards there's a short flower scene, a 3D-scene including a big red flower and a spiky object flying beneath it, but it has to be seen to understand it. After a picture and a plasma effect you are to dive down into the blue sea to watch a shoal of jellyfish. This scene needs a little more processor power than the '030 is able to deliver, even when it runs in blittersscreen, but still it's nice. The last effect consists of an animation with a spinning head in the background and a round 3D-object in the foreground with nozzles that spits out small pixels, looks cool. The head reminds me of the scene in the movie Blade Runner where Deckard and Bryant watches the replicants, just

---

to give you an idea...

If you are to compare this one with its predecessor you will find only few similarities. The speed is a bit faster in Sumea I think, while Faktory is much more colorful, but it hasn't Sumea's magnificent effects. The only things I recognize are the TV and the ball with beams coming out of it, both of them are very different from Faktory.

Conclusion: A different demo that is highly recommended!

[Click here to go to Faktory](#)

## 1.210 The Sunrise / Anadune

Name: The Sunrise

Group: Anadune

Year: 1995

Event: A party in Poznan, Poland...

Placing: ?

Size: 4.71 MB

Code: Mr. Acryl

Graphic: Kazik, Lazur, Green., Sharp, Fame

Music: Revisq, Scorpik

Animation: Kazik, Green.

Design: Mr. Acryl, Kazik

Rating: \*\*\*---

+ Nice start-animation, good music, great unreadable logos, fast routines  
- Most of it is different kinds of plasmas, tends to be boring in the long run

Comment: The Anadune logo is shown, then a screen with a lot of wise words is shown for a long time. Finally the show starts, not with a coded effect, but with first part of a nice animation where a man walks towards a city, while the music helps creating the right atmosphere. Some credits are shown, then a bit more of the animation, the more credits, etc. A cool unreadable logo tells us the demo's title (?). Finally the number made effects start, starting with a very nice changing plasma with a couple of small texturemapped cubes that rotates on the X-axis in front of it. It's fast too. Next routine is a big circular texture with a spotlight slowly moving around on its surface. Another plasma is on afterwards, strange colors I'd say, but it could be design... A pretty good picture by Kazik is shown after the plasma routine (Amiga rulez! is of course (?) included), and a new plasma takes over. This time a texture plasma, making an eye waves up and down, but that's only the start, because shortly after a big glass ball enters the screen and fly in front of the eye, causing it to be refracted in it. Nice. At this point the resolution is 2x1, but Anadune obviously wants to make a 1x1 version, so that's what they do next. By showing the same effect next to each other... And they call it design. After one of Lazur's great pictures more plasma is shown (starts

---

to get pretty monotone with all that plasma), disguised as a tunnel that changes its colors, the quality is still very good. A good picture by Kazik is on as the last thing in the main-part, the good synth-music and the picture fades out, and the endscroller appears (and I guess I've never seen a scroller with so many errors in it!).

Conclusion: An evocative demo that is recommended, especially for plasma freaks!

## 1.211 Real Surreal/Impact DK

Name: Real Surreal  
Group: Impact DK

Year: 1995  
Event: The Party 5  
Placing: 16 of 22

Size: 1.21 MB  
Requirements: HD

Code: The Priest, Fazion, JSL, Nigel  
Graphic: Flow  
Music: Unison  
Design: Flow, Unison, The priest, Quayle

Rating: \*\*\*+--

+ Very nice graphic, nice design, some nice routines  
- Some of the effects are small

Comment: Two things make this demo worth viewing: The design and the pictures. The changes from one effect to another are good, or else one of the great pictures are shown. I must admit that Flow is one of my favourite artists, with his "different from most other Scene artists"-style, a little naive and simple, still thoughtful and beautiful (I made that up myself...). These pictures aren't his usual style, though, it's still different, but this time it looks completely like real painted paintings. It even looks scanned, except for the extremely high technical quality. The music is a pretty quiet piece of techno with a bit of guitar in it. The effects are transparent gourraud, a phong using few colors, some nice and some not too nice plasma and some rings moving around on each other (cannot be described, but looks nice).

Conclusion: Worth watching!

## 1.212 Sweet / Silicon

Name: Sweet  
Group: Silicon

Year: 1997

---

Event: At first just released in the beginning of April, no event, then later competed at Wired and won!

Placing: 1

Size: 0.61 MB

Code: Scorpion

Graphic: Leon, Maf, Scorpion, Tenshu/Syndrome

Music: Maf

Rating: \*\*\*---

+ Cute, innovative, different

- Short, only few routines

Comment: This demo is different from the masses. Instead of techno music Silicon uses circus music, instead of using low-res they use hi-res blitterscreen (it looks that way, anyway) and instead of trying to be hotshots they have chosen to let the characters in the demo dress in rabbit suits and the like! Everything in the demo are well drawn, the music is good to (if you like that kind of music). The first routine is a man jumping in front of a rotating background with a lot of text on it. The rotation is not too smooth, but it looks nice anyway (the hi-res helps a lot as you're almost unable to see that it is blitterscreen - or maybe it's just my shitty monitor?). After that there's a fast tunnel routine with a texture that looks like a clown or something. Nice too. And then the bumpmap: A colorful spiral is illuminated from a lightsource outside the edge of the picture. Also nice (this demo is nice!). The next routine is also a kind of bumpmap, but without bumps!?... I think it's a picture which is split into several small squares, each square catches the light independently from the other squares so that two squares besides each other almost does the same, but not completely because of the different directions the light comes from (you probably didn't understand anything of the past few lines, I understand that, but watch it - it looks great!). Another tunnel is on, this time a mirrored one changing its speed constantly. The last routine is a band twisting and winding all over the screen and in is a scrolltext. It's difficult to read, it's quite slow, but nice anyway. Only \*\*\* to this demo? Yes, it should have been longer.

Conclusion: Watch it! Despite its short duration (or maybe because of) it's good and very original.

## 1.213 Symbolia / Access

Name: Symbolia

Group: Access

Year: 1995

Event: ?

Placing: ?

Size: 1.49 MB

Code: Cobra, Bilbo

Graphic: Gaia, Cobra, Turk, Jobbo/Spaceballs, Ramjet/Spaceballs, Renegade

---

Music: Skitze, N-Gin  
Animation: Ghost, Rastan, Cobra  
Design: Cobra, Bilbo

Rating: \*\*\*\*--

+ It's beautiful with its colorful plasma backgrounds, good animations  
- The animations doesn't fit the music well

Comment: Another one of those "music videos"! But a very nice one too!  
First of all the traced pictures that presents and ends the demo is of a high quality, secondly the animations of the dancing and playing persons are good, and third: The backgrounds are beautiful color cycling plasma, while the persons also are mapped with plasma in different colors. The title must refer to the many symbols that are zoomed towards you between the people-animations, mostly totally inunderstandable.  
However, I wonder how come that one of the persons is playing the guitar, there surely are no guitar in the laid-back Techno/synth-piece. The quality of the music is okay, though.  
It ends with a star field showing the credits, then a scroll text.

Conclusion: Beautiful, watch it!

Note: Reminds me a lot of Spaceballs'  
State of the Art

9 Fingers  
also by Spaceballs.

## 1.214 Syndrome / Balance

Name: Syndrome  
Group: Balance

Year: ? (About 1993)  
Event: ?  
Placing: ?

Size: 0.58 MB

Code: Scope, Kata  
Graphic: R.W.O, Unique  
Music: Subject

Rating: \*\*+---

+ All routines are very fast  
- Most routines are pretty simple

Comment: Just to clear things up: This demo has nothing to do with the group Syndrome, Balance choose the name without any reason (or a "it had to have a name"-reason). It's their third demo, and definately not the best. Still, all routines are fast, the design good and the demo-music very well timed (but changes so often that you can't really follow it).

---

Unfortunately the routines are mostly pretty simple, for example the various 3D objects, flat shaded, glenz, one that partly disappears through the background and one two-colored and shaded one too. Other routines to be found in the demo is really beautiful plasma with a fast partytwister in front of it, a Lotus-effect where you are driving on a road, you can't see any cars, trees or signs, though, a glass ball in front of a picture, causing the picture to be magnified in it, a primitive flame effect and a "magic crystal ball", one of those glass balls with electricity coming from a thing in the center of the ball. But it's a failure as it doesn't really look like electricity at all. Nice try, though. The pictures that are in the demo are of average quality, non of them are better than okay. The demo ends with an scrolltext!

Conclusion: The plasma effect and the design are two reasons to watch it, but is that enough?

Note: Balance's 3rd real demo

## 1.215 Szarik / Przyjaciele Stefana B. (Polish division) & Monar

Name: Szarik

Groups: Przyjaciele Stefana B. & Monar

Year: 1997

Event: Rush Hours

Placing: ?

Size: 1.65 MB

Code: Mroova/PSB, (it also says that Zorka 19 has made some routines which aren't there...)

Graphic: Asazel/TBL2 (it says in the readme-file, but on the pictures it says "MV!!! Could be Mroova?)

Music: Revisq (Klinton/Monar is credited in the demo, but that's not true!)

Rating: \*-----

+ Nice scan-quality, atmospheric music (unfortunately the wrong atmosphere)  
- This is not a demo but a slideshow, boring, you can't quit it

Comment: This is not a demo, it's a slideshow. A slideshow with scanned pictures of a dog!!! The picture quality is good, the dog is quite cute, but... PSB says that this is the most psychedelic demo ever made, and in a way it is. It makes me think of

Software

which is a

production much similar to this one. The music is the same as in

Software

! The composer is not!? Read Software's Inside information for more info.

There seems to be no end of the slideshow and you can't quit it (unless you reset or turn of the power...).

---

Conclusion: Crap. For dog lovers only!

## 1.216 Technological Death / Mad Elks

Name: Technological Death

Group: Mad Elks

Year: 1993

Event: Mountain Congress

Placing: 1

Size: 0.41 MB

Requirements: You'll need a patch to install it on HD

Code: Dak, Valdi

Graphic: Fly, Fli, Kopara

Music: XTD/Union

Rating: \*\*\*---

+ Nice design, fast routines

- No quit, the end is a bit monotone

Comment: The first thing I noticed when watching the demo is the high speed at which the routines are shown. Only few last for more than six or seven seconds. The second thing was the little vector digital watch which is present from start to end, it's a countdown to the demo's end. Sometimes it makes its way across the screen, but most of the time it's placed in a corner. The first "real" effects are different kinds of tunnels consisting of blurred lines. Nice. The demo's and group's name are shown with big vector letters flying around and morphing. There's a lot of vector and line routines in the demo, just to mention some: Rotating line grid, vector flatscape with a light sourced box "walking" around on it, vector morph, a vector man kicking a box, a box which changes between checked sides and wireframe, and more. Furthermore there are some pixel effects (jumping balls), a shade bob routine writing some exciting text ("Amiga rules"), and a few not too impressive pictures. Everything is put together in a pretty good design and with very nice changes. The music is a kind of "break-beat" techno, a quick little tune which fits the demo well, and furthermore it's perfectly timed. And that could be the reason why the end of the demo is a bit too long, it has to fit with the countdown.

Conclusion: Recommended. Especially for demo creators because of the design.

Inside information: This demo was very popular back then! A big one!

## 1.217 Television / Bizzare Arts

Name: Television

Group: Bizzare Arts

Year: 1996  
Event: ?  
Placing: ?

Size: 2.67 MB  
Requirements: AGA, 4 MB fast-RAM  
Recommended: '030/40MHz

Code: Azure  
Graphic: Fiver  
Music: Antibrain

Rating: \*\*\*+--

+ Original, nice code  
- Is a bit monotone in the long run

Comment: An audiovisual experiment they state in the readme-file, and that is actually a rather precise word for the demo, mostly concerning the visual part, as the music is an okay piece of techno, atmospheric when it has to be, but never really reaches a higher goal. As the title suggests the demo is based on TV, or more exact: What is on the TV-screen. A lot of different recordings from TV mixed with some of Bizzare Art's own recordings are digitized and put into the computer. It is shown with one colorshade at a time, sometimes brown/yellow, sometimes green/blue, in a good frame rate, but the resolution is a bit low. But film has been seen before in a demo, nothing new here, the interesting part about it all is how the video recordings are combined with the old well-known routines. The first one is a square texture mapped torus that flies in front of the movie, which has been converted to a two color display when the effects are on. Also the classic mask is in the demo. Other interesting routines are a lot of small boxes with a little movie on each of their sides, a zoom/rotator routine, also with a film on it and so on. The last one is a torus seen from the inside, of course with movies on its walls. In the credits part we see the three bizzare persons who've made the demo, of course in a video recording. The whole demo runs at a high speed, with lots of fast changes helping creating the right "TV-atmosphere".

Conclusion: Recommended!

## 1.218 Thug Life / Essence

Name: Thug Life  
Group: Essence

Year: 1997  
Event: Symposium-Mekka  
Placing: 3 of 14

Size: 3.47 MB  
Requirements (tested version): '020, 1 MB chip-RAM, 4 MB fast-RAM. Doesn't work on '040 and above, but there's a version for such processors too.

---



Code: Jamie  
Graphic: Norm, Horus, Momo  
Music: Marvin

Rating: \*\*\*\*+-

+ Good and fast routines, pretty nice graphic  
- Lack of design

Comment: Some people say that this demo should have won the compo it competed in, but as you can see it "only" got the 3th place. But one thing is for sure: It's a nice production, especially the routines are fast. And this is even on the '030-version (which also works on '020), it must be extremely smooth on faster processors!

The first routine is a texturemapped police car (thug means bandit, which explains it). It's rather simple and square, but fast and nice. After that a very special kind of bumpmap is shown. It looks like some kind of gasoline colored tin foil with letters printed in it. Great! There are three "ordinary" 3D-scenes in the demo, which look like each other pretty much. They are fast, a bit boring to look at and two of them contain lethal machinery (tanks and killer robots like ED-209 from the film Robocop). In between the scenes are different routines: A very fast phong object in good resolution, and a plasma tunnel which looks a little buggy because that half of it is mixed colors, the other half just one color. The tunnel also starts to twirl which looks very nice. After that the great bumpmap is back, but this time they've wrapped it around 3D-object (a blob) and it looks very realistic in a way! A picture is shown (called "Denis" drawn by Norm, and was no. 2 at the same party). Another, but different, 3D-scene is on: Small hovering "islands", some of them are connected with ladders and on some of them are houses, trees or swimming pools. The routine is a little buggy, but that's nothing to talk about, so I won't. Another fast phong is shown afterwards, and then an original greet-part: Yet another 3D-scene, this time with cartoonish planets with sign on them saying a group's name. Or else it's written on the rings surrounding some of the planets... It's both fast and beautiful, the planets seem to be a little square, though, but actually I think it helps them getting the right cartoonish look. And believe or not, but the next routine is (you guessed it!) a 3D-scene! It's a room with gray walls and a gear wheel in the middle with Essence written all over it. A nice detail is a text in the upper left corner saying: "PC SUXX" (hehe, they've got a point there!). After a picture a pretty weird end-text is scrolled across the screen, coming from the top moving towards the bottom.

The music is a mixture of techno, demo-music and hiphop, fits the demo OK.

Conclusion: Very nice, have a look! Should have won the party!

## 1.219 Tint / The Black Lotus

Name: Tint  
Group: The Black Lotus

Year: 1996  
Event: The Gathering  
Placing: 1 of 11

---

Size: 5.13 MB  
Requirements: AGA, 4 MB fast-RAM  
Recommended: '030/50  
Note: To run on '040 you'll need a patch

Code: Offa, Equalizer  
Graphic: Danny, Louie, Rodney, Facet  
Music: Azazel  
Objects: Tudor  
Design: Rodney, Equalizer, Offa

Rating: \*\*\*\*\*-

+ Almost everything!  
- A few slow routines, the music stops before the end scroller

Comment: No wonder that this demo is in the top of all charts: It's one of the greatest demos (if not THE greatest demo) ever made on ANY platform!!! There are so many great effects that I've lost count! Only a (very) few routines are a bit too slow for my A1230, but what the hell: It runs on '060 too...

It all starts with some bouncing letters on a funky background, the music in this part is a nice piece of funky rock. Then we're flying through a nice tunnel. Then there's a nice voxel with some kind of lightsource. You're flying over the ocean with small hills sticking out of the water. The sky looks very nice too, not just a black screen in the top, but a nicely drawn texture. While this voxel runs, a 3D tunnel flies from the top of the screen and then you're flying in the texturemapped tunnel! On the walls the credits are shown while the tunnel spins around! Suddenly it stops and fades to a transparent light sourced phong-object. Nice! A weird bumpmap with moving lightsource is the next routine. It splits into two, and behind is yet another bumpmap which also parts and so on, until we end up with a background picture and a bumpmap cube with different textures on the sides. It flies away and out of the background comes a texturemapped light sourced zooming rubberball! A matching sound is heard. It bounces around until the background is transformed into a very cool tunnel with lightning on the sides!!! Wow! Later there's a env-phong beer can being crushed. It disappears and the middle of the background starts to wave (a little like a water routine). A very nice bumpmapped fish swims in front of the waving background! Light sourced of course. In between some all these effects some very nice pictures are shown. Then there's an effect where a face is morphed out of a block and back again (phong) while the background is a flat 3D-scape with some colors on it. This routine is slow, but probably runs fine on a '060... Another landscape, this time it's a texturemapped vector with some kind of fog-effect, is shown and flown above. A brilliant picture by Louie is twisted and blurred, but by some reason this effect is dark, too dark. One of my favourites is an oval transparent light sourced phong that morphs into three small balls, while the background picture is moved around (and of course you can see it through the phong)! After that a row of lenses move in front of the picture and a "TV3" effect is run at the same time (the picture is out of focus except for the logo in the middle)! Gosh! More phong: A hand with the TBL logo on it, and then there's another one of my favourites: Tunnel with lightning on the sides (yes, one's already shown, but this one is different). It looks fantastic! Finally we have the endscroller which is not a normal endscroller, but one with snapshots from the demo and credits for every single routine.

---

Unfortunately the excellent module (with some singing by Jennie Oberg) ends a little too early, so about the last minute or two of this long demo is silent. But as long it's "just" the endscroller it doesn't matter that much.

Conclusion: If you should have missed it I like this demo! Maybe the best demo ever!? Amiga and TBL kick ass!

Note: The demo runs in 18 bit true-color, Equalizer coded the special C2P.

Inside information:

- They slowly started to work on the demo after The Party 5, and from then and till the release they worked harder and harder.
- Equalizer had to sneak out at night to code the demo because of his girlfriend! (Source: ShowTime 3, interview with Offa)
- After the demo was shown at the party Team 17 (the U.K. software house) contacted Rodney, Louie and Equalizer to make them show more of their work. Afterwards they were signed up!
- The Tint logo in the demo drawn by Facet was intended to be shown in Low-res and scroll across the screen, instead it was shown in low-res lace so that it fitted in the screen.
- Three days before The Gathering Offa had a HD crash, all his code was on this HD. Fortunately he had a backup on another HD.  
(Source: ROM 7)

The nice voxel scape, brilliant textures  
A bump mapped fish. Glub!  
The slow phong morphing routine  
The great lightning tunnel

## 1.220 Tintology Vogue / Venture

Name: Tintology Vogue

Group: Venture

Year: 1996

Event: Gravity

Placing: 4 of 4...

Size: 0.76 MB

Requirements: '030, 4 MB fast-RAM

Code: Pippen, Noster

Graphic: Korbatz

Music: Wierza

Rating: \*\*----

- + They are somehow right concerning the statements in the demo...
- Slow routines, ugly design

Comment: These guys really know how to make a demo. Anyway, they give us 13 "good" pieces of advice about how to make a winner demo. These are shown in between the slow routines (phongs, plasma, bumpmap (the bumpmap is fast, but lowres) and a tunnel with "mountains" coming out of its

---

sides. The demo is a request to other demo groups about making original demos instead of just copying old routines, add some fancy music (with singing women) and so on. The music is by the way one of these techno-pop pieces with a typical pop-vocal...  
Irony on a higher level.

Conclusion: Makes you think?

Inside information:

- Was finished the day before Gravity in 7 hours.
- Produced by Korbatz.
- The Venture members hate the kind of music that is in the demo.
- When the demo was finally compiled, crunched and archived a bug was found, it was 1 AM (01:00), it was killed two hours later and new problems appeared...

## 1.221 Toltec 9 / Subspace

Name: Toltec 9

Group: Subspace

Year: 1997

Event: Kindergarten

Placing: 1 of 9 (together with Spaceballs'  
Smurph  
)

Size: 1.15 MB

Code: Origo, Prospect, Spite, Scout/C-lous^Artwork (c2p)

Graphic: Fndr, Desoto, Pix

Music: Substance

Design: Desoto, Pix, Fndr

Rating: \*\*\*+--

- + Nice routines and pictures
- A bit short, lacks transitions

Comment: A demo with some high quality routines, atmospheric music and good pictures. Unfortunately it seems to lack transistions, and the colors are quite boring, mostly brown. The first routine is a very nice (and brown) voxel landscape, one of those that are able to freely rotate in any direction. The next one is some kind of texture water routine, I think it's an eye that is used as texture. A (brown) 3D-tunnel is on next, it's both smooth and fast, but has an ugly bug: When you look into the hallways, away from the sides, it flickers and looks generally strange. This could have been avoided by inserting a lightsource or something similar, but they didn't... After the tunnel a nice picture is shown, which is followed by another kind of tunnel, this one a texture plasma one, which is almost a wallwrap routine, but still it tends to look more like a tunnel than a real wallwrap. Another fine picture is shown, and we have reached the last effect, a 3D-scene that consists of some texture mapped columns flying around in space (or a big black room). Some fake lightsources are placed around the columns, fake because they are just

drawings of flares, not the real thing. Still it's worth having a look at. The group's name and the demo's title are shown as the last thing, better late than never...

Conclusion: It's short, but the quality is quite good.

## 1.222 Traffic / Mystic (Finland)

Name: Traffic  
Group: Mystic (Finland)

Year: 1996  
Event: Assembly  
Placing: 4 of 11

Size: 4.12 MB  
Requires: AGA, runs on '060  
Recommended: '060

Code: SHD  
Graphic: Mistra, Phonetic, Lazur, Brainlock, Mike  
Music: Archangel, Speck

Rating: \*\*\*\*--

- + Some nice routines, good pictures
- The routines are a bit slow, could need some polishing here and there

Comment: This demo is created with the '060 in mind, therefore some of the routines are of course rather slow on slower machines, but there are also some that actually runs at an acceptable speed on a '030, some even good. The first (rather slow) routine is a smoke effect where 1000 of very blurred pixels slowly fly around forming what looks like smoke, the more pixels that are in the area, the brighter the area gets. The group's name are formed from the smoke. The credits are on next, and if it wasn't for the lightsource, a ball, that flew above the letters and the colorful background you'd believe that the letters were placed directly on the background, but as the ball flies around above the letters you can see the shadows hit the texture. Nice and fast! The next part of the demo is the money part. A lot of nicely texture mapped money bills are dropped from above and now fall down like paper does. In the background a picture of a woman with the text "They had style" below it, referring to the old men on the bills?! Next on is a nice phong object that glints when hit by the light. The resolution is good, but the speed bad, but I'm sure that it's nice on a '060... And still it's not completely hopeless on a '030. A flash which shows to come from a little lightball leads us to the next routine, a strange one too. I guess it's just two plasma-look-a-likes that are moving around on two different layers without actually being real plasma. And of course there's also a tunnel, a texture mapped one, but with stars flying through, a tunnel-starfield! Suddenly a space craft enters the tunnel, turn on its warp engines (or what ever kind of engines it uses) and has soon after disappeared in the tunnel. Afterwards a grey-scale water routine is shown with a Mystic-logo under the water, it's pretty even though it doesn't look like real water, and both resolution

and speed is fine. A nice picture by Lazur is shown (has that man ever made pictures that weren't nice?!), the dance music (a remix of a "hit") is sort of cut of, it is faded, but not fast enough, as the next piece of sound, a techno module, with fragments of hardcore in it, is played. Also the next routine is grey-scale with a good resolution, but here the '060 is really needed. The background consists of a slow moving bumpmap where you can see that it is put together in each side of the map, and in front of this flies a phong wine glass, which crossing the screen in a hurry, just to make room for a pretty slow, colored voxel landscape moving in one direction only. After that a big texture mapped spiral-object appears, then a variation of the smoke routine in the start of the demo is shown, and a picture, also by Lazur, presenting the wild sea with tall waves are shown afterwards. This picture is exposed to an "old window" effect, where some parts of the picture are displaced a bit, just like looking through a not completely plain piece of glass. And the choice of picture couldn't be better as it makes the waves look alive. Simple, but effective! The smoke routine returns in a new variation afterwards, seems as if they are really happy about this one! Then a phong mystic logo is shown in a colorful texture mapped room, needs lots of CPU power to run smoothly, and so does the stand-alone logo that is shown as the last thing in this demo.

Conclusion: Recommended, especially for people with fast processors!

## 1.223 Twin Peaks / TRSi

Name: Twin Peaks

Group: TRSi

Year: 1996

Event: The Party 6

Placing: 4 of 15

Size: 2.4 MB

Requirements: A1200, 4 MB fastram. PowerPacker.library (included in the first release). Does not run on A4000!

Recommended: '030

Code: The Twins

Graphic: Noogman/Artwork

Music: Virgill/TRSi^Essence^Artwork

Rating: \*\*+---

+ Some very nice bumpmap

- This demo is Beta and therefore has a lack of design and isn't very optimized. Read on for details.

Comment and information: This demo could probably have been very nice. But it isn't. Because of a fatal error on a hard drive all source code was deleted, so the demo that was released is only a beta-version. A final version will never be released. Because it is only a beta-version the routines aren't optimized (one of them a little buggy), the rock music restarts in the middle of the demo (it is well timed until then) and there's no design. The demo starts with a very nice bumpmap routine, which

---

is shaken in time with the music. The next routine is interactive, you get the chance to steer around in an ugly textured voxel world. The screen isn't very big and the resolution is low. And furthermore you're only aware of that you have to steer for yourself by reading the README-file included with the demo. When shown at TP6 the organisers found out very late that they had to steer the routine themselves causing a gray square in the middle of the screen and nothing else... The README-file also contains information on the routines, the HD error, etc. Well, next on is a texture mapped, bouncing, zooming ball which is replaced by another texture ball, this time transparent. Again the resolution is low (but it doesn't matter that much in this case as the colors are rather blurred). The next routine, on the other hand, is in 1x1 resolution. It's a rayfraction 3D object (transparent of course...), which means that when the light hit it, it is both reflected and goes right through the object. It is very slow, maybe The Twins should have chosen to keep the lowres display. Next up is a different lightsourced phong duck and a cup, then a slow env-mapped 3D object. A nice picture is shown for a long time, and then a voxel cave appears, which is a little buggy (sometimes the top just disappears). It would have been nice if it was a little faster... At last (in my copy) there's some very nice bumpmapped 3D objects, both ordinary and envmapped. And then it ends, which is an error in my version (I guess). According to the README-file there are a few more routines. How this demo ended 4th at TP6 I can't really figure out.

Conclusion: Could have been nice...

## 1.224 Vertigo / Abyss

Name: Vertigo  
Group: Abyss

Year: 1996  
Event: Saturne Party 4  
Placing: 6

Size: 1.0 MB  
Requirements: '020, AGA, PAL, 2 MB chip-RAM, 4 MB fast-RAM,  
XPKMaster.library (included), xpkRAKE.library (included),  
xpkSQSH.library (included)  
Doesn't work with '060...  
Recommended: '030/50 MHz or '040/25 MHz (if it runs on such thing)

Code: Bartman, Spin  
Graphic: Pink, Cyclone/Illusion  
Music: Pink  
Objects: Pink

Rating: \*\*\*\*--

+ Generally nice routines, the music is okay too  
- It's a bit short

Comment: This is a nice little production! It all starts with some odd fades, where you only see some faint shadows, then an Abyss logo appears.

---

A title picture is shown afterwards, it's some very well drawn letters spelling the demos name. The picture zooms away and suddenly it flips over to reveal it's other side, which is zoomed towards the screen and used as background for the next routine, some kind of bumpmapped party-twister . But it isn't an ordinary twister, first of all it's horizontal, and second it looks as if it's made with the same technique as voxel - a voxel twister? Very nice, almost smooth too. Next routine is okay too, it's a "creative" phong object (a ball with two peaks sticking out of it), but the phong that comes afterwards is much nicer, as it is env-mapped and has small satellites around it. And now for something completely different, one of the coolest effects I've ever seen! And I'm sorry to say that it is about as unexplainable as it is beautiful, but, anyway, it's something about some plates getting smaller and smaller that are rotated, the first one is rotated a bit before the next and so on. Creates a spiral effect. Back on the ground, a phong object takes over, not completely smooth, but okay. It's just so meaningless after that great "spiral" routine! The next routine is great too, it's some kind of wallwrap , but instead of just being attached to the sides of the screen, this one is attached to the sides of the screen and wrapped around a ball in the center! In between some of the effects nice pictures with text are shown to inform the viewer about the next routine. The music is rock, technically well made, and the music itself is okay too. It fits the demo okay, but I guess more electronic music would be better.

Conclusion: Should be in your collection!

Inside information:

Was designed to fit on one DD-floppy, Abyss wanted it to be easy to spread and not take up to much HD-space.

Abyss wanted to include more stuff in the demo, but as time went by they decided to release the demo without adding the stuff. Therefore it is kind of short.

People at the party didn't understand why the demo was only placed 6th, it is said to be the absolute best demo at that party. It got three times less votes than the winner demo!

The voxel-look-alike twister  
A strange phong object  
A look into infinity. Marvelous!  
Ball-map?

## 1.225 Vi Elsker Darkhawk / Depth

Name: Vi Elsker Darkhawk

Group: Depth

Year: 1996

Event: South Sealand

Placing: 7 of 12

Size: 0.6 MB

Code: Presence

Graphic: Sanctum, Folcka

---



Music: Cytron  
Vocals: The Depth team

Rating: \*+----

+ Hmmm... If you're a Dane (or Scandinavian) this is pretty funny.  
- If not it's not...

Comment: The main theme in this demo is Depth's love towards Darkhawk (Darkhawk/Iris). There's only one effect (a "buggy" one!...). If you've seen a karaoke-show you'll have a pretty good picture what this dentro looks like: While the Depth team is singing (in Danish) the text appears on the screen. The music is the only thing that keeps up this production, but it's quite funny when you understand it... The reason why the rating is so low is that I've judge it from an objective point of view, in my opinion it should have been at least a \*\*\*\*\*'er.....  
In the end scroller Depth announces a lot of "Darkhawk" releases, I'm looking forward to these!

Conclusion: He he he. Darkhawk must be a very nice guy! :-)

## 1.226 Vision / Oxygene

Name: Vision  
Group: Oxygene

Year: 1995  
Event: The Party 5  
Placing: 2 of 22

Size: 1.13 MB  
Requirements (tested version): A1200, some fast-RAM  
A version which works on standard A1200 is released  
Doesn't work on '060 (not very well anyway)

Code: Oxbab  
Graphic: Niko, Mon, Spiral  
Music: Claws/Bomb

Rating: \*\*\*+--

+ Some nice routines, good music  
- Some primitive vector 3D scenes and objects, the resolution is a bit low

Comment: It all starts with a nice Oxygene logo while the demo decrunches. After a little while the show starts with the credits which are shown with some pretty nice plasmas in the background. The title title is shown, looks like  
like  
they've used to few colors. Afterwards the show changes to some kind of 3D scene: Two ugly vector toruses change their sizes so that they can fly through each other's holes. In the background there's a starfield, but all in all this doesn't look too good. The next effect on the other hand is great: A (probably precalced or an animation) big phong object runs in the background, while another phong object flies in front of it. Next to this phong object a vector star appears and is mirrored in the frontmost phong

object. Time for some Wipeout-clon, unfortunately it is still standard vector graphic, that is no textures, no shadeings, no nothing... It's quite fast, though, and so is the next routine, a nice plasma tunnel which stops after a while, so that it becomes background for the next routine. It's an env-mapped phong object which changes its colors regularly. Afterwards a very nice picture is shown. It's on for quite a long time (but because of its high quality that doesn't really matter). Then it's time for some more plasma, a low-res plasma-zoomer, which slowly changes its style from normal zoom to waves (however, the resolution is a bit too low). The next routine is also groovy: We're inside a cave, not a traditional 3D scene, and it doesn't look like it's build from polygons, nor it is voxel. There is only one color shade used at a time, but it slowly fades between a range of colors. A flashlight lights up a circle on the columns that is in the cave. This routine needs quite a lot of CPU power, and I don't think that they've patched the demo to work on '040 and above. After the cave a simple vector star appears. Suddenly the background changes to a wallwrap mirroring this simple object, nice. The next object is a little more advanced (there's no background, though), this time it is some kind of gouraud shading which slowly changes its color, and furthermore it's blurred. Another 3D scene appears, still with standard vector planes. A man runs through a tunnel while a door closes at the end of the tunnel. He isn't well animated (not bad either), and like the other vector scenes this isn't pretty. Once again the credits are shown, this time with a nice wallwrap in the background. The music is a good piece of techno, not much to say about it I guess. Worth listening too, also without watching the demo.

Conclusion: To bad about those vector scenes, but it's an OK demo anyway.

The group's name  
The demo's name  
A very nice picture!

## 1.227 Wit Premium / Freezers

Name: Wit Premium  
Group: Freezers

Year: 1994  
Event: Galloween  
Placing: 2

Size: ?  
Requirements: Works on A500 and better, no fast-RAM needed

Code: Sputnik  
Graphic: Grid, Alex  
Music: Bethoven, Atheist  
Design: Sputnik

Rating: \*\*+---

+ Fast routines, pretty nice pictures  
- Some routines with unclear display

---

Comment: This must be Freezers tribute to Wit Premium (a beer). But besides the name and a beer logo in the demo there's nothing that makes the viewer think of beer, non of the routines are beer-ish. For example the first routine is a very fast and "jumpy" trip through a "town" build up by big blue blocks. We're are moving either forward, backwards or to one of the sides, never turning, always looking the same direction. The speed and smoothness saves this routine, although the blocks look rather boring. The title is shown, some of it is shown with 2D vector graphic flying in front of the other half. Next routine is also vector, this time 3D. It's a little simple square thing with nice textures on some of it's sides. To bad it's so small. The next one is a plain texture mapped box, but unfortunately the display is very grumsy during this routine, which does that it doesn't look too good. The same partly goes for the next routine, however it doesn't matter that much as it is a plasma routine. It starts like a tunnel, but later we get to see it's true nature, nice! A nice picture is shown, followed by a fast vector object that splits into several small pieces, then joins and splits, etc. Another picture is shown, not as good as the other, but still quite okay. A zoom/rotator routine is on, it's okay too. The last routine is in some ways a bit disgusting, actually it's a combination of an axe and the picture that is shown right after the axe that makes it "work", but you have to watch this one for yourself... Finally there's a scrolltext (with one of the longest greetings-lists I've ever seen. It's impossible to know that many!).

The music during the demo is techno, the one in the end is typical end-music...

Conclusion: You don't have to see this one, however, the speed is refreshing.

Inside information: With Premium is Freezers favourite beer!

## 1.228 Xenophobia / Subspace

Name: Xenophobia  
Group: Subspace

Year: 1997  
Event: Icing beta  
Placing: 2

Size: 5.15 MB  
Requirements: 1.87 MB chip-RAM, 3.95 MB fast-RAM  
Recommended: Fast '030 and FPU (the demo detects and uses FPU if present)

Note: The tested version is the so called "Xenophobia Final B"

Code: Origo & Spite, Prospect (Scout/C-lous made the C2P-routine)  
Graphic: Desoto, Calladin, MRK, Pix  
Music: Mr. C, Azazel, Archangel, Blade, Fndr  
Objects and raytracing: Rioter

Rating: \*\*\*+--

+ Some nice routines and pictures

---

- Some slow routines, bad change from part one to part two

Comment: A shaking text appears, followed by another, and another. Then a shaking bumpmap is shown. It shakes to the techno-music. It disappears and a rather slow plasma routine is on. Suddenly a transparent torus appears, also a bit slow, but the plasma isn't slow because of it. After that we are suddenly in a tunnel which changes its shape in the end away from the viewer, looks OK. Another boring change leads us to a lightly blurred phong object, then a rotating bumpmap (good), and finally to a nice picture. The picture is taken over by a plasma routine which looks as if it's sometimes one tunnel, sometimes two. It's fast and nice. And there's a lot of different kind of plasma. Part one of the demo is over and a short flash shows the Shell/WB, the second part is started shortly after. But it doesn't look nice with the flash and should have been avoided. The second part starts with the credits using a low-res water routine, which is OK. I wonder why there are so many musicians involved, the music is of a quite normal length and quality (that is pretty good). Next routine a nice moving bumpmap. Shortly after the same bumpmap rotates. A good picture of Sandra Bullock (pixeled by Pix that is) is shown. After that there's a transparent double tunnel, one zooms away from the viewer, the other towards the viewer. Looks nice and is fast too. The effects in the second part are generally shown for only a few seconds, the voxel landscape which is on next is shown a little longer. The colors are few, it isn't completely smooth, but the resolution good. And furthermore there's a short glance at the sun which results in lensflares... The last routine is a slow voxel-like 3D-blob, doesn't look very nice and is quite slow. And then the show suddenly ends.

Conclusion: Worth having a look at.

## 1.229 X-Files / TBL2

Name: X-Files

Group: TBL2

Year: 1997

Event: Rush Hours

Placing: ?

Size: 0.56 MB

Code: Klusek

Graphic: Juicy Fruit, Rodnej

Music: Asazel

Design: lazoor

Rating: \*-----

+ It's short, nice pictures...

- About everything

Comment: Parental advisory! This "demo" or slideshow contains nude pictures of Gillian Anderson (Scully from X-Files) and a single one of Pamela Anderson (the one with the big... hair...). The scan quality is okay. In between the pictures is a flashing screen with some text on it. The music

---

is hardcore, noisy as hardcore is.

Conclusion: Forget it!

### 1.230 XXX Video / Apathy

Name: XXX Video

Group: Apathy

Year: 1997

Event: ?

Placing: ?

Size: 0.3 MB

Code: Hellrazor

Graphic: Sunscreen

Music: Trump

Design: Hellrazor, Trump

Rating: \*-----

+ Nothing

- Almost everything, no quit

Comment: This looks like an old A500 demo, a pretty bad one too. Besides from a small bumpmap which only uses every second pixel and every second line all effects are simple and/or ugly. I'll mention them quickly: 3D starfield, slow light sourced vector object, not very smooth wireframe box, simple, jelly vector tunnel with an ugly color, slow morphing vector object. Things that were popular 10-12 years ago, today it's considered primitive and old-fashioned. If they at least had made the routines smooth and used a full palette instead of an ECS palette (few colors). But on the other hand I guess it runs on machines without AGA. But I wouldn't say that is positive since the demo sucks pretty much. When it ends there's a text asking you to wait for the end-text. The end-text, which is a horizontal bumpmapped scroller of the same type as before, is pretty nice compared to the rest of the demo, but...

Conclusion: Avoid!

Note: Has probably nothing to do with Haujobb's founder XXX...

### 1.231 Y'on / Anadune & Floppy

Name: Y'on

Group: Anadune & Floppy

Year: 1997

Event: Rush Hours

Placing: 1

---

Size: 2.76 MB

Recommended: Fast '030 or better (if it runs on better?)

Code: Mr. Acryl, Zig

Graphic: Lazur, Kazik

Music: Revisq, Sixtus

Anim: Green.

Objects: Hightower, Green., Mr. Acryl

Design: Mr. Acryl, Kazik

Rating: \*\*\*+--

+ Good graphic and music, some nice routines and changes

- Some slow routines

Comment: The show starts with a picture with a text in the bottom telling the first atmospheric lines of a story. A plasma is on while the groups' names are shown. Another picture is on, including a little animation. After that a transparent env-mapped phong object flies across the screen, and when it disappears the background picture suddenly changes into two transparent tunnel, one zooming towards you, the other away from you. It's fast and looks great! It disappears and a low resolution bumpmap, which aren't very fast, is on. A picture by Lazur is on, and shortly after this picture is scrolled around on the screen in 2x2 resolution and with three transparent glass balls flying in front of it. The balls stick together when it's possible (like soap bubbles). The balls and picture stop moving and in front of them a blurred phong object appears. The picture and the balls are slowly flushed away because of the blur. Unfortunately the phong is not too smooth, but besides from that it's okay. Later the credits are shown with a little blurred sign moving around in the background, and the credits themselves in the foreground. And afterwards there's even more phong: A lot of small, slow, texturemapped blobs fly around. You'll need a quite powerful computer to make this go smooth. The same goes for the bumpmapped blob that is on afterwards, and for the last routine, a big texturemapped phong object. The pictures in the demo are nice, and the synth/techno-pieces are quite atmospheric and fit the demo well.

Conclusion: Worth having a look at!

Note: The demo's pictures and music aren't packed or encrypted, so they can be shown or played without help from the demo.