AIO

Chris Seward

COLLABORATORS			
	TITLE : AIO		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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AIO

1.1   Amiga Information Online

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Issue 11 - March 1998

Welcome - Editorial

Index - Contents this issue

Gamers Corner - Games section

Utils Corner - Utils section

NEWS - Latest News

Articles - Various articles

Adverts - Adverts place

Letters - HOT TOPIC replys

The Team - Editorial Team!

Distribution - Distribution details

Contact - Contact us

Aio Layout - !!!PLEASE READ!!!

DON'T forget to fill in 'Form.txt' that came with this archive

NEW Aio Web Page : http://members.xoom.com/AIO/

1.2   Welcome to Amiga Information Online

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Editorial By Chris Seward

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Welcome back for another month of the latest news, reviews and articles.

It's been another on and off month for the amiga in general, but something

we've all come to expect now with release dates put back and us being

unsure about general bits. One bit of good news for most UK readers is

that the World of Amiga show is taking place again this year. Other

features are the latest games release list, a huge article from Vulcan

about Genetic Species and an interview with Austex software, makers of

Uropa 2.

In the letters section we've had a letter from an angry Mexican reader

about the Vulcan situation. Theres also a pile more games reviews from

our new games editor and all the usual utils reviews.

Make sure you join us next issue as it's going to be BIG, this issue

is the biggest issue we've done so far with 150k actual mag which doesn't

enclude pictures, music etc. Expect the biggest and BEST issue next month,

well until then i wish you all well!

Main Menu

1.3   Contents of this issue

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Amiga Information Online Issue 11 Index

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Welcome : The usual editors welcome

Gamers Corner :

Games Editors Welcome - Games ED welcome

Legends of Triten - Zelda style game

BomberGug - Dynablaser/Bomberman game

Age of Rock - Inverse tetris with guns

Croins - Asteroids clone

3d Space Battle - A 3D space battle game

Ula Tor - Text based RPG

Desperadoes - Track down and kill game

Top20 - Top 20 AIO games of all time

Solution - Level one solution to the Final Odyssey

Scoring - How the games are scored

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Utils Corner :

SWOSfff - SWOS data editor V2.3

Format - A new MUI format replacement

Watchwatcher - Watch your clock to see the date is correct

DCTelnet - Telnet software V1.4

Scoring - How the utils are scored

Latest Amiga news :

WOA98 - The World of Amiga is back

Vulcan - HUGE article on Genetic Species from Vulcan

Pre\Box - Phase5 annouce PPC amiga clone

Brief - News in brief...

Next Month - Whats going to be in next issue?

Articles :

Games for 98 - Latest list of games for 98

Funny - Funny things to say to PC/Mac owners

Clones - The trouble with amiga clones

Diary - January 1998 Vulcan Diary

Interview - Interview with Austex software makers of Uropa2

Adverts : All the adverts for the latest Amiga things

Letters : All the letter related things

The Team : Who does what?

Distribution : How and where to get AIO from

Contact : How to get in touch with AIO

Main Menu

1.4 Games Menu

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Games reviews menu

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Welcome - Games Ed welcome

LOT - Legends of Triten

BomberGug - New bomber man game

AgeofRock - Inverse tetris with guns

Croins - Asteriods Clone

3DSpace - 3D Space Battle

Ula Tor - Text-Based R.P.G.

Desperado - Track down and kill

Top20 - AIO top 20 games

Solution - Solution to Final Odyssey Lev 1

Scoring - Games scoring system

Main Menu

1.5   Utils Menu

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Utils reviews menu

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SWOSfff - SWOS data editor V2.3

Format - New MUI format program

WatchWat - Watch your clock

DCtelnet - Telnet software V1.4

Scoring - Utils scoring system

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1.6   News Menu

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News menu

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WOA98 - World Of Amiga is back!

Vulcan - Genetic Species news and info

Pre\Box - Phase5 PPC amiga

Brief - News in brief

Next Month - Next months contents

Main Menu

1.7   Articles

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Articles menu

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GamesFor98 - Latest games release list

Funny - Things to say to PC users!

Clones - Problems with Amiga clones (BoXeR...)

Diary - Vulcans Diary for Jan 1998

Interview - Interview with Austex (Uropa2)

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1.8   Adverts

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Adverts menu

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DCandy - Digital Candy BBS (UK)

TKG - The Killing Ground BBS (UK)

PDPlus - For *ALL* your PD needs!

AmiWorld - Amiga World BBS (Uk)

RimrWorld - Rimmer World BBS (Uk)

Advertise - You want to advertise

Main Menu

1.9   Who does what and how to contact them

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The Production Team

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Below are the people who brought you AIO this month, without them you

wouldn't be reading this great mag :)

Editor : Chris Seward

Cool@DCandy.demon.co.uk

Deputy Editor : Paul Steadman

Mightyhalf@reaperman.demon.co.uk

Games Editor : Lee Hesselden

95LHSC@Saltash.Cornwall.Sch.Uk

_____

Utils Editor : Adrian Hendy

Ade@DCandy.demon.co.uk

Thanks to the following people who also did something or provided

something which brought you this issue :-

Christian A. Weber - For the ShowIFF program

Steve Hines - For Quickgrab V1.1

Phoibos - For the EXCELLENT AIO render

Thomas Krehbiel - For the Viewtek program

N. Tausch - For the music you can hear!

And thanks to everyone who has registered as an AIO reader!!!

Main Menu

1.10   Where to get AIO from

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Distribution

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To get the latest issue of Amiga Information Online please try

one of the following official distributors/places below.

England:

Digital Candy BBS : (+44) 01785 607207 OFFICIAL WORLD Hq

The Funky Frog BBS : (+44) 01543 258263 OFFICIAL UK Hq

On the Oche BBS : (+44) 01705 648791

Amiga Nutter BBS : (+44) 01707 395414 OFFICIAL UK Hq

Scotland:

Backwoods BBS : (+44) 01463 870022 OFFICIAL Scot Hq

(6pm til Midnight Weekdays and 2pm til Midnight Weekends)

Wales:

The Killing Ground : (+44) 01978 751393 OFFICIAL Wel Hq

(Opening times : 22:00 - 08:00)

Sweden:

Jipebo BBS : (0)8 58355020 OFFICIAL SWEHq

Australia:

Lend_A_Hand BBS : +61 3 62 739645 OFFICIAL AusHq

Aminet:

Aminet : Docs/Mags/AIOV?.lha - ? = Issue number

Email Orders:

Send an email to the following for the latest issue

BGonzalo@cvtci.com.ar

Web pages:

Http://members.xoom.com/AIO/

Http://www.amiga1.demon.co.uk/aio/

Http://www.dcandy.demon.co.uk/aio/

Writen Orders:

To recive orders by post please enclose a stamped address envolope

with a blank disk and send it to :

Lee Hesselden (AIO),

8 Plough Green,

Saltash,

Cornwall,

PL12 4JZ.

ENGLAND.

DISTRIBUTION NOTES : AMIGA INFORMATION ONLINE CAN BE COPYED AROUND

PD LIBRARYS, UPLOADED TO BBSES OR GIVEN TO ANYONE. IF AMIGA INFORMATION

ONLINE IS TO BE INCLUEDED ON A COMPILATION CD OR ON A MAGAZINE

COVERDISK/CD I MUST RECIVE A COPY OF WHATEVER IT APPEARS ON TO REVIEW.

THE ONLY EXCEPTION IS THE GREAT AMINET CD'S. IF YOU DO WANT TO PUT

'AIO' ON A COMPILATION CD OR MAGAZINE THEN PLEASE EMAIL ME IN ADVANCE.

If you run a BBS or can distribute AIO by post in your country please

get in touch with Cool@Dcandy.demon.co.uk and let me know!

Main Menu

1.11   Why not contact us

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Contact AIO

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If you would like to get in touch with AIO for any reason at all

please email the address at the bottom. Any emails are welcome,

unless stated, letters will be publicly shown in the latest issue

from the date of when the letter was recived.

Cool@DCandy.demon.co.uk

Main Menu

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1.12 WOA98

World Of Amiga 1998

The World Of Amiga show is back for 1998, it will be held on the

16th - 17th of May in the Novotel, London, ENGLAND. There is already

and impressive list of companys signed up to be at the show with

many more signing up all the time. Some of the exhibitors will be

Amiga International, Power Computing, CU Amiga, Amiga Format, Epic

Marketing, Blittersoft, Weird Science and many more. There will

be a wide screen TV room which will be showing the FA Cup final

live and also talked about is a huge networked game of Quake.

Tickets prices will be as follows : Adults, £7.50 and Children,

£5.50, call the ticket hotline on (+44) 01369 708029 or email

enquirys for trade or stand infos should be sent to :

woa@cu-amiga.co.uk

Main Menu News Menu

1.13 Geneitic Species

Geneitic Species news and info

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----> VULCAN SOFTWARE LIMITED <----

proudly presents a

MARBLE EYE'S PRODUCTION

of

----> G E N E T I C S P E C I E S <----

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The Amiga CD-Rom Spectacular

G-E-N-E-T-I-C S-P-E-C-I-E-S

What The Amiga Was Made For!

Development on Geneitic Species is in full steam and around the clock,

even though we have experienced some delays in it`s release date we are

confident that this awesome 3 year project will be ready towards the end

of April 98 with a full promotional release at the World of Amiga

(London) in May 98.

Pre-orders are recommended and further details can be found at the

Vulcan website www.vulcan.co.uk with on-line ordering facilities and our

world wide stockists list.

To fuel the excitiement and build up of this title we have released the
following extensive information pack to clarify exactly what Genetic
Species Offers. Enjoy!

FOREWORD

Genetic Species offers furiously invigorating and thrilling 3D action
with texture mapping speeds never before seen on any Amiga entertainment
title!

With Atmosphere, Gameplay, Addictiveness and Presentation as its highest
priorities you will experience the ultimate escapism in a violent and
puzzling 3D world coupled with the most awesome environmental effects
and imagery which are all proudly displayed in 256 colours at an
incredible (1x1) Pixel Resolution using the most sophisticated Texture
Mapping Engine to date.

In its simplest form Genetic Species requires an AGA Amiga with an 020
CPU, a minimum of 2mb Chip and 8Mb Fast Memory, a Hard Drive and a 2 x
Speed CDRom Drive. With more Fast Memory and a Faster CPU you will soon
discover that Genetic Species excels in visual presentation and by
choosing the appropriate window size, you will be spoiled by blindingly
fast action. Pushing the quality further, if you have a CyberGfx or
Picasso96 Graphics Card then you will soon realise what the Amiga was
made for! Graphics card users require only 0.5Mb of Chip Memory and a
minimum of 8mb Fast Memory.

The first thing you will see is an awesome 200Mb 3D rendered intro
animation that sets the scene and atmosphere for the experience that
follows, in order to get the best out of the intro animation a 4 x Speed
CDRom is recommended.

Once into the game you are bombarded with a Visual & Audio splendour
that is matched only by the speed, response time and gameplay. Genetic
Species has been written in 100% assembly and for the last 3 years has
seen many talented individuals eat, sweat and sleep nothing else to
bring you the ultimate 3D experience, so venture forth over the many
Huge Levels and frightening locations, all of which Demand a High
Element of Genetic Warfare and Logic Plot Based Puzzle Solving.

Not only will you have a horrific weapon array (for mass murder) at your
disposal but you will also be equipped with the latest `In-Built
Portable Probe Device` were you will be able to `Psyche` Travel through
your Environment and even engage in `Body Transfers` to Assume the
Identity of other Entities. For navigation purposes your Portable On-

Screen `Alpha Map Display` with Size and Luminance Controls comes in very handy.

The Many Enemies encountered are superbly rendered and all have their own unique `high level` artificial intelligence routines, each animated in true to life multiple positions and each as deadly as the next.

And finally, Genetic Species is brought to life with a massive selection of High Quality Digital Sounds & Effects with Stereo Surround and an incredible 30 Minutes of High Quality (in game) CD music.

PRESENTATION

200Mb 3D Rendered Intro Animation

FEATURES

3D Light Sourced Texture Mapped Environment

4 Huge Levels Made Up From Multiple Complex Platforms

16 Enemy Character Types

Massive Weapons Array

Supports 3D Based Objects

High Element of Genetic Warfare

Logic Plot Based Puzzle Solving

3 Years of Development Time

SPECIAL FEATURES

Portable Probe Device for Body Transfers or `Psyche` Travel

Portable On-Screen `Alpha Map Display`

Environmental Chain Reactions

Enhanced Artificial Intelligence Routines

Awesome Death Sequences

DISPLAY

256 Colours

(1x1) Pixel Resolution Definition

Changeable Window Sizes

Screen Promotion

Ntsc, Pal or Multiscan

GRAPHIC EFFECTS

Distance Shading

Distortion Mapping

Shot Lightsourcing

Dark Light Routines for Pools of Shadows

SPECIAL GRAPHIC EFFECTS

Environmental Rain

Environmental Steam

Heat Distortion

Fire Effects

Explosions

Weapon Projectile Smoke Tails

Animated Floor Routines

Floor Reflections

SOUND

High Quality Digital Sound Effects

Character Digital Speech

30 Minutes of High Quality (in game) CD Music

SOUND FEATURES

Stereo Surround Effects

User Defined Mixer Frequencies

Supports AHI giving Paula 8,14,14c bit on any Amiga

Supports Wavetools

Prelude & Toccata Support giving 16 Audio Channels

ENGINE

Fully Multitasking

100% Assembly Language

Optimised for 030, 040 and 060

Supports AGA, CyberGfx or Picasso96

Single Buffering, Double Buffering or Triple Screen Buffering

Draco Support

Delfina & DraCo Motion Support

PLAYER MOVEMENTS

Walk/Run

Strafe

Rotate

Look Behind

Operate/Fire

Initiate P.P.D. (Take Over Other Entities)

INPUT DEVICES

Keyboard Support

Joypad Support

Joystick Support

Mouse (3 buttons) Support

Full control customising

GENERAL

Easy/Hard Difficulty Mode

Object Based Save Game Option

Pause Game Function

Visual Frame Counter

Luminance Controls

ENEMY ARTIFICIAL INTELLIGENCE

Attack

Retreat

Hide

Roam

Lure

Group Fighting

WEAPONS ARRAY

Mini Gun

44 Pistol

Flechette

Tazer

Flame Thrower

Fire Axe

Silenced Pistol

Laser Mine

Stun Launcher

Laser Rifle

Plasma Gun

Industrial Drill

Rocket Launcher

Assault Rifle

Hand Grenade

ENEMIES & CHARACTERS

Security Soldier

An ordinary corporation security soldier wearing a light ergo suit which
is capable of resisting a few direct hits. Security soldiers prowl the
corridors of the base, gunning down intruders with their .44 pistols and
they never stop to ask questions first. Their implants are of a low
grade and they are vulnerable to probe attacks.

Security Officer

High rank Security Officers are tougher, quicker and meaner than
ordinary soldiers. They wear upgraded ergo suits and carry the .44
automatic gun. Their implants are simplistic to preserve human
intelligence and initiative. Important rooms are often only accessible

to Security Officers.

Cyber Scout

The echelon of the automated defence forces. Hovering a few feet above
the ground they are a deadly foe in deserted corridors due to their
speed. The little human flesh and brain that remains is hidden within a
steel case. Their implants are protected by extra circuitry, making it
difficult to take them over without killing them.

Face Hugger

This genetically engineered creature has no official name. We believe it
is a new prototype war-unit escaped from some laboratory, and apparently
capable of breeding without artificial support. Being the perfect base
invader it is extremely fast and its spitting of acid creates a very
dangerous entity. They have no implants but their genetic control
mechanisms are very vulnerable to entity take-overs.

Engineer

Otherwise know as the `Dirt Rats`, The Engineers keep the bases running,
they wear no armour and their implants are primitive, but simply
spotting an intruder is enough to bring them to a blood frenzy. If you
get too close, he will try to chop you to pieces with his fire axe, show
him mercy and kill him. Engineers are also needed to access some
systems.

Commander

The commanding officer of the base is the toughest and most dangerous
human you will come across. He throws lethal grenades at intruders. Some
restricted areas are only accessible by the commander or someone
carrying a commander access card.

Zombie

Zombies are the victims of evil Genetic experiments. Dragging their
rotting limbs along, they are slow but also hard to kill. Silenced guns
are not very powerful but zombies will happily keep shooting at you
forever. Their implants have difficulty controlling the damaged brains
and taking them over is often the
easiest way to give them eternal peace.

Gel Man

Little know information on this abdominal creature but the Gel Man is
another genetic creation designed for environments with extreme
pressures.

Mantis

Little is know about these creatures. They seem to boast some kind of

Psi-weapon.

Mechanoid

Strong defensive units carrying lethal flechette guns. 90% of their bodies have been mechanised and armoured to take a phenomenal amount of damage. Their implants are strong, and a PPD attack without stunning will leave them severely damaged. Notice that they are limited to warfare and cannot handle delicate objects such as keycards or small weapons.

Scientist

The science personnel of the laboratories. They wear no armour and carry weak weapons. Their implants are not designed to repulse a probe attack so they can easily be taken over. Some areas are only accessible to scientists.

StormTrooper

Aggressive commando troopers, specially trained to locate and kill intruders. The standard weapon is the laser rifle which they will happily use to snipe on you. Their armour is light to allow maximum mobility and their implants are medium grade.

Chameleon Soldier

The skin of the chameleon man has been altered to camouflage the body. This works best when he is standing still, only when shooting and getting hit will the camouflage field disrupt to show the puny human inside. The high speed assault rifle carried by chameleon soldiers is too dangerous to ignore, so don't. The implants will yield to persistent attacks.

Wolfhead

This biped killing machine is one of the most dangerous units around. Mounted on the left arm is a rocket launcher. You guessed it, Rocket launchers are bad for your health. Some units come with a Vulcan minigun instead. The controlling implants of this unit will only disable if stunned.

Space Pilot

When not piloting space ships, the pilots are in an understandably bad mood. The Space Pilot carries a grenade launcher which fires stun grenades capable of putting even the biggest brute to sleep. The clumsy space suit puts some restraint on his mobility, but protects against vacuum and probe attacks.

Battle Cyborg

Battle Cyborgs are enhanced, heavily armoured humans capable of high

speed. They carry flame throwers for toasting enemies. Due to the

exposed upper body, the implants are weak compared to the durability of

the body.

ODDITIES

Real-time Screen Saver Which Can Also Create Player Animations Direct

To Disk

LANGUAGE SUPPORT THANKS TO THE A.T.O.

Croatian

Danish

Dutch

English

Finnish

French

German

Italian

Norwegian

Portuguese-Europe

Portuguese-Brazil

Polish

Serbian

Slovak

Spanish

Swedish

Turkish

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G E N E T I C S P E C I E S

Amiga CDRom

ENTIRE GAME FEATURES IN DETAIL

INSTALLING TO HARD DRIVE

Genetic Species runs perfectly from the CD and does not require Hard

Drive installation, but you will need to install various library files

from the 'Install' directory depending on your individual computer set-

up.

GRAPHICS CARD OWNERS

If you have a Graphics Card you should install the RTG system. This will

place various files in your libs directory on your hard drive and when

initiating Genetic Species allow you to choose various screen modes from

the RTG requester.

AHI SOUND SUPPORT

Genetic Species utilises the AHI sound system allowing multiple channel

and stereo sound effects (even without a Sound Card) this should be

installed before starting Genetic Species.

PICASSO 96 OWNERS

If you have a Picasso Graphics Board there is a full installation

program which will place the needed libraries onto your hard drive.

Having a Picasso board you will more than likely have the needed files

so check that

this is not an older version than your current one.

CD MUSIC

Genetic Species contains superb CD Music which is played throughout the

game, to get the best out of this Audio treat make sure your CDRom line

outs are connected to a good stereo system and that the volume is high!

Genetic Species also uses the Amigas Audio outputs for all in-game sound

effects.

FIRST IMPRESSIONS

When you have successfully installed the various library files you will

then be able to run Genetic Species by double clicking on it's icon on

the CD.

First up is the Credit sequence, this is our chance to let you know who

all the 'hard working people' are, who spent many sleepless nights to

bring you Genetic Species. To skip the credit sequence simply press your

LMB.

Now sit back and marvel at the incredible 3D rendered intro animation,

this sets the mood for what is about to follow and gives you an insight

into the current situation in the Genetic Species world. You can

terminate the intro animation by clicking any mouse button.

Please note that the intro Animation does not utilise Graphics Cards.

CONFIGURATION

After the intro sequences the first thing you will see is the options

screen. Using the arrow keys and the return key on the keyboard you can

configure Genetic Species to best suit your Amiga's set-up.

You have many options available that alter the way Genetic Species

works.

You can alter many elements from, screen size, sound set-up, detail

level and control methods. Depending on your Amiga set-up you will soon

find the right balance to make sure Genetic Species performs at the best

possible speed and clarity for your system.

If the frame rate is an important factor when choosing your settings,

you can type `framecount` as a level code which will show the frame

counter on the screen during play.

Once happy with your preference setting you can save them to hard disk

so the next time you play Genetic Species it will already be set-up to

your desired configuration.

When finished in the options Screen simply choose 'Disconnect' to start

playing Genetic Species.

CONFIGURATION SETTINGS IN DETAIL

Window Size

Controls the size of the visible playing area, this setting has the

greatest influence on game speed.

Floor & Ceiling Detail Mapping

The floor and ceiling detail level can be set to high, low or turned off

completely, the low detail setting produces a 10-20% increase in speed

over the high setting.

Luminance Factor

Is everything too bright in the darkness of your tomb or are those sun

reflexes blotting out everything on the monitor? Boost or reduce

brightness here.

Audio On/Off

If you wish to change AHI mode, you must turn off Audio, exit the menu,

enter the Audio menu again, and turn on Audio. An AHI requester will pop

up, allowing you to choose a new mode or different mixing frequencies.

Note: Turning off Audio can also speed up the game by 8-20%.

Channels

Depending on the AHI mode used, up to 16 channels of sound effects are

allowed. We recommend using the AHI mode "Paula: DMA 8 bit stereo" for

best performance on Amigas lacking sound card, however you will be

limited to 4 channels.

Volume

Boost the volume to balance Amiga Audio and CD music. Please note that

extreme boosting may cause sound distortion.

Player Control

Here you may select your favourite key settings for controlling the

BioShifter.

Mouse Control

Enable/Disable Mouse - Doesn't need explanation, does it?

Sensitivity Factor

Some mice are more sensitive than others, use this setting to control

how fast the BioShifter turns when moving your mouse.

Control Method

Moving the mouse to the left will turn the BioShifter clockwise. If this

doesn't seem logical to you, change this setting to invert the

direction.

Multitasking On/Off

If you need to keep you operating system and programs running keep the

switch on. Turning off multitasking will freeze all programs increasing

the game speed by 3-4%. Turning it on will restore your system.

Buffering

Really mega-advanced setting for those GFX card users whose GFX card

works best with single buffering.

On AGA systems you should always use double buffering!

GfxMode

A feature for GFX card owners; with this switch you may force Genetic

Species to bypass RTG, utilising AGA.

It has no effect on AGA only systems.

Language Options

Choose your favourite language here, thanks to the A.T.O.

CD Music On/Off

If your CD-ROM drive misbehaves, try turning off the CD music.

Ammo Display On/Off

Are those awesome transparent ammo counters and health bars annoying

you? Turn them off here.

Difficulty Normal/Easy

This setting controls the damage factor of the game. Chicken players

will choose the easy setting and real hard nut people should choose

Normal.

BACKGROUND HISTORY

Since the beginning of the 21st century, Multi and Trans-National corporations had been gaining power.

By the end of the century, global security, commerce and science were in the hands of a few hundred people. Industrial complexes and research stations had been established in space and on the moon, where research would never be impeded by environmental or ethical concerns.

Due to rife competition and security of research, all employees of the corporations were implanted with artificial control mechanisms to ensure complete loyalty. Competing freely, conflicts among the corporations frequently sparked local wars, fought anywhere in the Solar system, including Earth. As a result the rest of the human race was held hostage.

As the 22nd century began, an underground alliance had been established among countries which were secretly seeking to undermine corporate power. This alliance was known as the Counter Force Alliance (C.F.A.) yet their strength was inadequate in the face of corporate power, and nothing could be accomplished until something tipped the balance of power. This happened in 2208.

PRESENT DAY

(C.F.A. Internal Memo)

Apparently the Nepentian Research Labs on the far side of the Magnus Crater was seized by an unknown force. Observations suggested intense ground battles within the vicinity of the base, involving at least three corporations. Two days ago the battles seemed to diminish, yet we have been unable to identify which corporation came out victorious, if any. Throughout the day we have tracked military shuttles shipping troops and cargo from the remaining lunar facility, the Cantex Supply Station. Sources have informed us that the destination was the Atlas Mining Asteroid orbiting the moon.

Atlas Mining Asteroid

The Atlas Mining Asteroid is currently being converted into a regular space fortress armed with high energy space weapons. Whatever purpose this conversion serves is unknown but we suspect it might become a threat to Earth. The recent alliance between the remaining military corporations, the Nepentian Defence Triad and Lantaz Milsec, (to whom the destroyed lunar bases belonged) suggests knowledge of an impending

disaster.

Yesterday, 2 out of 3 lunar military bases were vaporised in what looked
like accidents involving stockpiled nuclear weapons but we suspect they
were self-destruct actions aimed at an unknown enemy aggressor.

We desperately need information on the current situation!

Begin C.F.A. Transmission

For some years, within the many corporation complexes, we have been
planting prototypes of the 'BioShifter'. This mobile device is capable
of taking control of Humans, Cyborgs and Droids through their electronic
implants.

We have just activated of one of the BioShifters within the Cantex
Supply Station, where the bulk of the troops and supplies are being
launched into space.

Lets hope we get the information we need.

End Transmission

BIOSHIFTER INITIALISATION

You are the first BioShifter to be activated in the Cantex Supply
Station.

Once your mounted cameras are activated the distorted image clarifies to
present your environment as a 3D 'first person' perspective view.

MISSION OBJECTIVES

The plot progression of Genetic Species is Bilinear, this means that you
will have to accomplish various missions before you can progress to
later levels, the way you go about accomplishing your missions is
entirely up to you. Pay close attention to your mission briefings and be
alert at all times and take nothing for granted.

YOUR SURROUNDINGS

The 3D environment is presented in glorious texture mapped and light
sourced style instantly allowing you to get a real feel for your
surroundings.

The levels in Genetic Species are broken down into further platforms and
each platform is connected by lift terminals which you can access
freely. This design is very useful for leaving entire sections quickly
in the case of level destruction or in situations where enemy numbers
are outrageously out of balance.

FURNITURE & PROPS

Throughout the levels you will come across many interactive Furnishings

such as Doors and Cupboards which can be opened and closed, although

some need to be unlocked first by means of 'switches or key cards'.

Computer Terminals can be found at various stages in the levels which

allows control over the In-Game configurations.

There are also hidden BioShifters which are only visible to you and have

been planted by the C.F.A. Activate them (by walking over them) and they

will record your current position. This is really useful if you find

yourself `dead` as you will now be allowed to restart from the last

recorded position.

As well as secret passages and many other architectural oddities there

will be various items and objects ranging from exploding barrels, to

energy vortex's, some should be left well alone where others like the

Vortex's can be entered to allow re-topping of energy levels. Most other

items can either be operated, picked up or destroyed but act wisely as

many items can help your missions immensely.

CHARACTERS

There are many interesting and frightening enemies within Genetic

Species ranging from Engineers to Face huggers, each enemy is unique and

has his or her own abilities, weaknesses and weapons, each posing a

different threat.

ARTIFICIAL INTELLIGENCE

The characters in Genetic Species are highly intelligent, for example if

you creep around quietly you can sometimes go unnoticed, but when

creating a disturbance either by firing a `non silenced weapon` or

setting off an explosion, then nearby characters (depending on their

hearing levels) are bound to investigate.

Many hours have been spent to develop the AI structures which define the

personality and behaviour of the creatures in different situations so

the following text is for the most intriguing and inquisitive players.

ARTIFICIAL INTELLIGENCE IN DEPTH

When initialising a level all enemies are set to `Prowl` mode as

default. In this mode the enemies wander around the level area freely,

searching for intruders. If the player makes any kind of noise, like

firing a

weapon within hearing range, the enemy will notice and while calculating

the easiest route to the origin of the noise, move closer to

investigate.

Generally, doors are not a problem to enemies, as long as they can be

opened and/or unlocked by the current enemy type.

When the player appears in the enemy's line of view, the enemy will

decide what to do considering levels of aggression, health, damage

taken, amount of friends and the distance to the player. Unless the

enemy is mortally

wounded or just a plain coward, he will go into Attack mode where his

only purpose is to get within range of the intruder and kill him. Even

if the player escapes out of sight and doesn't make any noise, the enemy

will continue to follow in the same direction as the player until he

reaches a dead end.

Occasionally the enemy might decide to retreat, panicking and running

away in a random direction from the last known player position. Only

when running into a dead end will he stop to calm down, returning to

prowl mode.

It might be a good idea to terminate fleeing enemies as they tend to

gossip about your location to other enemy comrades.

BIOSHIFTER SHIFTER CONTROL

Being a mobile BioShifter, you have the ability to travel in any

direction, Forwards, Backwards, Sideways and Rotating, you can also

walk, run, look behind you, operate equipment and terminals, open doors,

pickup objects and fire weapons.

PORTABLE PROBE DEVICE (P.P.D.)

The BioShifter has an in-built Portable Probe Device (P.P.D.) which can

be used for two distinct purposes.

The first function is to enable you to see what the future holds. The

minute you have launched the probe you will then see 'what it sees'

through the use of an in-built micro camera (The Third Eye). You can

steer the P.P.D. as it journeys forwards by using the arrow keys to

guide it around corners and down corridors (this is very useful if you

are running low on stamina and want to know what is up ahead). The probe

will only last for around 5 seconds before transmission is terminated or

will cease to function prematurely if it hits a wall or door. Please

note that while you are controlling the P.P.D. your un-defended host

body is vulnerable to enemy attacks.

P.P.D. USED FOR ENTITY TAKE OVER

The second function of the P.P.D. is the most important and an integral

element for success in your missions.

If you have previously Stunned a character (See Stunning) then you can

guide the probe straight into that stunned 'Character'. If successful

then your Bio programs will initiate a Cerebral Cortex intrusion through

the Entities Identification implant and your life force will absorb into

that 'Character' allowing you to 'control' and to become that

'Character' for the duration of your life.

The sequence is fast and violent but once successful you should be able

to catch a glimpse of your former hosts body falling to the floor as

your perspective changes.

Taking over other characters is vital to some missions, for example you

might have to become an Engineer to operate a particular piece of

machinery or perhaps a Scientist to gain access to secured Scientific

labs or even

a Face Hugger to allow fast 'close to floor' escape from a scary

situation.

PICKING UP OBJECTS & WEAPONS

You have the ability to hold up to 3 items (objects or weapons) which

can be accessed during play by pressing the appropriate function keys

F1, F2 or F3.

Your default weapon always resides in the F1 position.

Whenever you run over an item (that can be picked up) it will

automatically fill one of your empty slots, if all slots are filled and

you wish to exchange one of your current items for a newly found item,

then simply stand over the newly found item and press either F2 or F3 to

make the exchange.

You can also get information on your active object or weapon by pressing

and holding down the help key on the keyboard.

WEAPONS

The weapon arsenal in Genetic Species is one of the most brutal any

Amiga game has ever seen, ranging from Electric drills, Grenade

launchers to Rocket Launchers, you will never be helpless when faced

against incredible odds. When you take over certain characters you
automatically have access to their weapon but many weapons are also
littered around the locations.

Bare in mind that the ability to use certain weapons is only allowed by
certain characters so be careful to choose wisely when taking over
another entity.

WEAPONS IN DETAIL

There are many weapons available in Genetic Species but here is a brief
list of the most common ones.

MINI GUN

Ammotype: BULLETS

Mounted - Extreme Shot Rate - Noisy

44 PISTOL

Ammotype: SLUGS

Medium Shot Rate - Standard Issue - Much Ammo - Noisy

FLECHETTE

Ammotype: METAL SLIVERS

Medium Range - High Lethality - High Shot Rate - Little Ammo

TAZER

Ammotype: ELECTRIC CHARGES

Plentiful Ammo - Low Range - Stun Capability - Silent

FLAME THROWER

Ammotype: GASOLINE

Mounted - Medium Velocity - Low Range - Lots Of Ammo

FIRE AXE

Close Combat - Unlimited Use

SILENCED PISTOL

Ammotype: SLUGS

Much Ammo - Silent

LASER MINE

Ammotype: EXPLOSIVES

Manual Deployment - Extreme Lethal - Movement Sensor

STUN LAUNCHER

Ammotype: STUN GRENADES

Minimal Shot Rate - Low Velocity - Low Range - Stun Capability

LASER RIFLE

Ammotype: PHOTONS

Instant Hit - Medium Range - Long Reload Time

PLASMA GUN

Ammotype: PLASMA BOLTS

Medium Velocity - Medium Shot Rate

INDUSTRIAL DRILL

Ammotype: Nuclear Driven Battery

Close Combat - The Most Deadly Weapon

ROCKET LAUNCHER

Ammotype: EXPLOSIVES

Mounted - High Lethality - Little Ammo

ASSAULT RIFLE

Ammotype: BULLETS

High Shot Rate - High Velocity

HAND GRENADE

Ammotype: GRENADES

Slow Shot Rate - High Lethality

AMMUNITION

The blood of a Weapon! You'll soon learn that no matter how good a

weapon is, it is useless without ammunition. Ammunition can be collected

throughout the levels but conserve your need for wasting it as there's

nothing worse than being caught in a corridor with 6 fully armed Droids

approaching with only one bullet left! Best use it on yourself! :)

Some weapons (like the Fire Axe) have unlimited Ammunition.

STUNNING CHARACTERS

There are special Stun weapons available, these give off sharp

concentrated electric energy bursts or stun smoke and when used properly

will stun almost all living entities.

Sometimes the stunned Entities appearance turns a frosty blue colour as

their cells temporarily solidify but in all successful stuns the

character remains motionless, although the stunned state is only

temporary it should give you enough time to launch the P.P.D. for take-

over or at least run away.

Some smaller weapons can also stun characters but are not so reliable.

PORTABLE MAP

To help you keep track of your virtual location you are also equipped

with a portable map device, this can be activated or deactivated by a

press of a button and also scaled to fill all your display or part of

your display.

There is also the ability to set the luminance controls so it can be dimmed into your view to allow continuous play whilst map reading. However the maps should only be used as a rough guide to your location as the data may be somewhat outdated and not reveal all secret locations.

HINTS AND TIPS

You never know what can happen in Genetic Species, some puzzles are devious and not everything should be destroyed or blown away, look out for secret passage ways and rooms and always make sure you are the correct character for the task ahead. Good Luck!

DEFAULT KEYBOARD CONTROLS

Arrow Left - Rotate Left

Arrow Right - Rotate Right

Arrow Up - Walk Forwards

Arrow Down - Walk Backwards

< - Side Step Left

> - Side Step Right

Side Stepping can also be achieved by holding down the Right Amiga Key whilst pressing the Left and Right Arrow Keys.

Space Bar - Operate Doors, Switches, Terminals & Lifts

Right Alt - Fire Your Weapon

Right Shift - Run (Must use arrow keys)

Help - Will give you information on the active Weapon.

Del - Portable Probe Device Initiation

Esc - Force the BioShifter to eject from the host body.

BackSlash - Look Behind you (eeek!)

Caps Lock - Toggle Map Display

Numeric '+' - Enlarge Map

Numeric '-' - Shrink Map

Ctrl and '+' - Increase Map Luminance

Ctrl and '-' - Decrease Map Luminance

F1 to F3 - Choose Weapon or Object you are carrying.

Esc and ~ - Quick Exit

MOUSE CONTROL

If you have chosen the mouse as your primary input device then you can

rotate a full 360 degrees by moving the mouse left and right. The Mouse

Buttons available (RMB, MMB, LMB) are 100% customisable and can be set

for either, firing, walking, running or strafe etc. Note: all keys can

also be used when using the Mouse.

FINALLY

We hope you enjoy Genetic Species as much as we have enjoyed making it.

To keep up to date with future enhancements and information, please

visit the Vulcan Website

www.vulcan.co.uk

and the Genetic Species Developers Page

www.marble-eyes.dk

LOOK OUT FOR THE GENETIC SPECIES LEVEL CREATOR CDRom COMING SOON

Kind Regards

Paul Carrington BA (Director) Vulcan Software Limited http://www.vulcan.co.uk

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1.14   Phase5

Phase 5 annouce PPC amiga

»March 9th, 1998

Phase 5 Licensee

Langen/Oberursel, Germany, March 9th, 1998 - AMIGA International, Inc. and

phase 5 digital products today announced that they have signed a license

agreement for the AMIGA OS 3.1 which will allow phase 5 to use AMIGA OS 3.1

in future products.

"We are glad to see that with phase 5 digital products another important

developer and manufacturer in the AMIGA market shows his commitment towards

the AMIGA OS 3.1", says Petro Tyschtschenko of AMIGA International, Inc.

"As phase 5 has led the development of PowerPC products for the AMIGA, this

is an important agreement which will give a momentum to the future

development of AMIGA and AMIGA-compatible systems, an expectation which is

also supported by the cooperation of the different licensees of our AMIGA

technology", he adds.

The license agreement will allow phase 5 digital products to use AMIGA OS

3.1 in future products and thus expand the PowerUP product line by

stand-alone systems; as a logical step, the company has immediately

announced the development of such an independent computer system. "We are

very glad that we have been able to negotiate an agreement which allows us
to spend significant efforts into this new project, and we appreciate the
support of AMIGA International, Inc. and especially Petro Tyschtschenko
for our project", said Wolf Dietrich, General Manager of phase 5 digital
products."This partnership shows the committment to the AMIGA and is an
important signal for the future of the system.

For further information please contact:

Phase 5 Digital Products

Wolf Dietrich

Petro Tyschtschenko«

»10. March 1998

PHASE 5 DIGITAL PRODUCTS ANNOUNCES DEVELOPMENT OF THE PRE\BOX,
A POWERPC-BASED COMPUTER SYSTEM WITH AMIGA OS 3.1

Beside the finalization of upcoming products such as the CyberVisionPPC and
the BVisionPPC graphics cards, phase 5 digital products has started a new
development project for a stand-alone, PowerPC-based computer system,
called the pre\box, which will use the licensed AMIGA OS 3.1 and a further
advanced version of the PowerUP System Software to provide Amiga
compatibility on the AMIGA OS/Workbench 3.1 level under CyberGraphX V3.
"The license agreement that we have signed with Amiga International allows
us to start the development project of this new machine, which had been in
conceptual design for several months now. It is an important step for
revitalizing the Amiga market, encouraging developers and rebuilding a
market which is strong enough to maintain" says Wolf Dietrich, General
Manager of phase 5. In a separate announcement Dietrich states that the
A\BOX, the long-term technology project of phase 5 digital products, is
postponed but not cancelled. "The A\BOX project will be continued with
revised targets and specifications and with extended resources, based on
the succesful introduction of the new product lines". Dietrich points out
that the key for the survival of the Amiga and the Amiga market is the
availability of new outstanding stand-alone hardware products as soon as
possible, a goal which shall be reached with the pre\box design. "We need
an expanding market in the very near future, or the battle may be lost for
the Amiga computer system" he adds.

TAKING THE NEXT STEP TOWARDS POWERPC MULTIPROCESSING, THE PRE\BOX WILL TAKE
OFF TO NEW PERFORMANCE DIMENSIONS

The new pre\box machines will be targeting the medium and upper price
regions for PCs or Personal Workstations, but are designed to provide
stunning performance. All systems will come as multi-processing systems

with at least four PowerPC CPUs installed, which will allow them to provide
an extremely high computing power at an outstanding price/performance
relation."Multi-processing has been one of the most important goals, if not
THE most important design goal for phase 5 digital products in the past 18
months" explains Wolf Dietrich. "It is here where alternative technology
can offer advantages and superiority over the mainstream products in the PC
market. While our current PowerUP product line, which consists of upgrade
cards for existing machines, helps the user to update his system and secure
the investments made in existing hardware and software, it is a challenge
to built new stand-alone hardware products which can price-wise compete
with the mainstream PCs - especially under the impression that PC systems
are blown out at dumping prices regularly, and that a PC system you buy
today maybe outdated and nearly worthless in less than a
year."Consequently, the company does not plan to build single-CPU systems
which would have to compete at a similar performance level with Intel-based
systems, but wants to fully utilize the opportunities which have been given
with the move to the PowerPC. "Developers who jump on the PowerUP bandwagon
today can make their products ready for multiprocessing quite easily.
Therefore it will be possible to take two giant steps - from a single-CPU
68k system to a Multi-CPU PowerPC system - within only one year, an
impressive progress for the Amiga community which many have not thought
possible" Dietrich adds.

The pre\box system is designed on a ATX formfactor motherboard and
incorporates a fast SDRAM-based memory subsystem with initially up to 100
MHz memory speed. Depending on the actual bus speed of the PowerPC
processors which are used, the processor bus also runs at up to 100 MHz.The
four PowerPC processors, which are located on a separate CPU card, will be
equipped with inline or backside caches, depending on which type of
processor is actually used. As the PowerUP System Software features a
software-controlled cache coherency, the pre\box can even be equipped with
CPUs which do not offer hardware support for multiprocessing, such as the
PPC603e or the PPC750 (G3).

The pre\box system also has an integrated 3D graphics subsystem,which is
connected via a 66 MHz PCI 2.1 bus with a peak performance of 264 MB/s and
comes with eight MB of graphics memory. With this gfx subsystem, a powerful
standard is provided as the minimum base configuration on which software
designers can rely. But more than that: On the same 66 MHz PCI bus there is
a special slot for a Voodoo2-based 3D accelerator card which is directly
coupled to the built-in gfx chip. "We plan to provide, either on our own or

in cooperation with other vendors, a Voodoo2-based solution as a powerful
upgrade option" comments Wolf Dietrich. "We will not forget the demands of
the serious gamers." The stunning display features of the pre\box systems
will be accomplished by a powerful CD quality, stereo sound system with
extensive sound synthesis features.

Also as standard, there will be an Ultra-Wide SCSI-II controller and a 100
Mbit ethernet controller integrated, which will allow usage of todays
powerful UW-SCSI devices and provide fast network connectivity - a feature
which will also support the distributed multiprocessing concepts of phase 5
digital products.

For the use of inexpensive hardware expansions, a PCI bus with three
standard PCI slots is integrated. This PCI bus runs at 66 MHz, but will
also accept 33 MHz PCI boards. With the PCI bus integrated, development of
new stunning hardware products for the pre\box systems is quite easy; more
than that, developers can use standard PCI products and adopt them for the
pre\box systems by simply writing software support for them.

Yet not decided is, if there will be a socket for an optional 68k CPU left
on the board. "In this next-generation product, the consequent option for
using 68k software will be emulation. We are continuously encouraging Amiga
developers to support our new MP software technologies and guidelines which
we introduced with our PowerUP System Software, and those who follow these
recommendations will be able to provide applications that utilize the vast
power of our upcoming pre\box system right away. This is where efforts
should be spend now" says Wolf Dietrich.

Beside these main features, the pre\box will offer all standard
functionality which is expected from a computer system today, such as fast
serial and parallel interfaces, an USB bus, and an EIDE interface for use
of e.g. inexpensive CD-ROM drives or additional cheap harddrives.

The pre\box release is scheduled for the early fourth quarter 1998. The
pricing of the pre\box system is already determined based on the current
pricings for PowerPC processors. Currently it is planned to offer the
following versions of the pre\box with the following suggested retail
prices:

* pre\box 604/800 with four PPC604e-200 MHz CPUs

suggested retail price:

DM 3.995,- / US$ 1995.00/ UK£ 1495.00

* pre\box 604/1000 with four PPC604r-250 MHz CPUs

suggested retail price:

DM 4.995,- / US$ 2495.00/ UK£ 1895.00

* pre\box 604/1200 with four PPC604r-300 MHz CPUs

suggested retail price:

DM 6.995,- / US$ 3395.00/ UK£ 2595.00

* pre\box 750/1200 with four PPC750-300 MHz CPUs,

each with 1 MByte Backside Cache

suggested retail price:

DM 8.995,- / US$ 4495.00/ UK£ 3395.00

(German and UK prices include VAT, US prices excl. local taxes, all prices
are based on the current currency exchange rates. Specifications and prices
are subject to change without prior notice).

These prices are valid for pre\box systems in an ATX minitower, including
mouse and keyboard, as well as AMIGA OS 3.1 and the PowerUP System
Software, excluding memory, harddrive and CD-ROM. For an entry-level
configuration of memory, harddrive and CD-ROM (32MB, 4GB, 24speed) an
additional DM 750,- (US$ 375.00 or UK 275.00) must be considered. "Of
course, we may see changing prices and different configurations/speed
grades with changing prices of the PowerPC CPUs and availability of new
and/or faster PowerPC processors" adds Wolf Dietrich.

In order to support and encourage customers of PowerUP boards for existing
Amigas, phase 5 digital products will offer substantial discounts on the
purchase of pre\box systems to owners of PowerUP boards. "We want to
provide security for the investments of the users today. Obviously, Amiga
users and developers need to see a fast growing base of PowerPC systems in
these days, in order to support the progress of developments. We want to
encourage the users to invest in PowerPC technology now" comments Wolf
Dietrich. Owners of PowerUP boards who later take advantage of the
discounts on purchases of a pre\box system will not have to return their
PowerUP boards to receive this discount, but can continue to use their
PowerUP-Amiga as a stand-alone system or even use it's performance from the
pre\box via a link system which will be provided with the pre\box, and with
which the networked multiprocessing feature of the PowerUP System Software
can be utilized.

With this new product roadmap and variety of powerful and stunning products
to come, phase 5 digital products underscores it's position as the leading
innovator in PowerPC hardware and system software development in the Amiga
market. "We want to further support the Amiga market with these efforts"
states Wolf Dietrich. "Part of our efforts will also be to support the
developers, and to encourage them to develop for PowerUP with our best
endeavours. We will do whatever is possible for us to make existing

developers stay with the Amiga, and will also try to win back Amiga
developers who have left the platform or put developments on hold. Recent
releases of PowerUP compatible software products, which had been realized
within just a few weeks by their developers, show how easy and efficiently
existing Amiga software products can be ported to support the new processor
and performance generation. To convince software developers, we also need
to make them aware of the market potential and the outlook to the future
that we offer. All users can support these efforts, too, by contacting
their favourite Software vendors and requesting PowerUP versions of their
software."«

Main Menu News Menu

1.15 Brief

News in Brief
!!!SORRY NO BRIEF NEWS THIS MONTH!!!

Main Menu News Menu

1.16 Coming up Next Month...

Next Months Issue
Next month is going to be the BIGGEST issue ever, it is the 1 year
old issue so expect party time!!! We'll have thousands of articles,
games reviews, utils reviews, interviews. Hopefully Genetic Species
will be out by the deadline time and theres also talk of us receiving
Scene Storm II due for release VERY soon. So join us next month as
it's going to be BIG!!!
Chris Seward - Editor

Main Menu News Menu

1.17 Welcome to the Gamers Corner!

Welcome to Gamers Corner
The Aminet`s Game/ drawer wasn`t that active when I looked at the
beginning of this month. Although it was mostly filled with Game Patches I
only downloaded 6 games. One of which needed 10mb RAM to run!!!! That one
I did not review! Core! How many `POWER AMIGA' owners are there out there?
I`ve only got a standard A1200 with 2mb Chip RAM, maybe I need to upgrade!
This month this section is not so bustling, I have reviewed 5 games, all

of which are brilliant, trust me to pick out all the best! The only one I

did not like that much was 3D Space Battle, I gave it 77%, but thats still

pretty good. I am also disapointed, I have got NO screenshots! Where are

they people?? Give them to me NOW!!

Are P.D games getting better, is this the Amiga owners plead to get Amiga

games back in ALL the shops?? I wish it could be that simple! Also, look in

the Tips `n' Cheats for the solution to Dream Web. Until next month where

i`ll be putting WBsteriods and Croins Head 2 Head...

Lee Hesselden - Games Editor

Main Menu Games Menu

1.18   Legends of Triten

Legends of Triten

Legends of Triten is not realy the kind of game i would play, but it is

quite a good piece of coding. It is an action game and if you've ever played

ZELDA it is very similar, you play a man who has to kill these little black

rabbit type things as he travels on his journey. The thing i don't

understand though is that the version i have got has lots and lots of FMV's

but it onley uses 1 of them at the start i think this is because i havn't

got far enough to see them all, i get to the temple and some guy in a black

cape tries to kill me with his septor, you can't get out or kill the guy so

i don't know what to do. If you play it and you get passed the man in the

temple then email me at mightyone@reaperman.demon.co.uk and tell me how you

did it.

The graphics in the game are good and the characters are well animated

all of the characters are Manga or Anime (japanese cartoon). But the

background can be quite blocky at times so that is a bit of a let down. All

in all i think it is a good game and worth getting from the Aminet (that is

where it is available by the way)

Available from: Aminet game/???

Archived name : ???.lha

Graphics : 91%

Sound : 87%

Playability : 85%

Lastability : 86%

Overall : 87%

Reviewed by : Paul Steadman

Main Menu Games Menu

1.19   Bomber man style game

BomberGug

BomberGug is a new version of bomberman or Dyna Blaster as it was
known on the Amiga. I havn't seen one of these types of games on the
Amiga since Dyna Blaster so I jumped at the chance of downloading a
new one!!!

Loading the game is a bit wierd because the intro screen loads then
flicks back to WB then goes to the title screen, you click fire to
play, it flicks back to WB and then after about 20 seconds flicks onto
the game. This isn't a problem just a funny way of loading a game!

When the game is up you will see it is exactly like the orginal,
except the graphics of course. The graphics are no where near as good
as the orginal and could do with a little improving before they
release the full game (it's only a demo) The music is excellent and
the gameplay matches all other versions of the game I have played.

The idea of bomber man is to kill each other, its a two player game
and you each start in the corner of the playing area, before you can
reach each other you have to blast through blocks, some blocks will
reveal extra bombs which you can drop or extra firepower which means
when the bombs go off they'll blow more blocks up.

Overall, it doesn't offer anything new to the Bomberman series and
if you've already got Dyna Blaster you won't want this but if you don't
have either of these games it worth checking out.

Available from: Aminet Game/???

Archived name : BomberGug.lha

Graphics : 72%

Sound : 86%

Playability : 83%

Lastability : 80%

Overall : 84%

Reviewed by : Chris Seward

Main Menu Games Menu

1.20   Age of Rock

Age of Rock

We have all heard of Tetris, the classic game, well, there seems to be
loads of clones about on the Amiga, but when the author changes it around a

bit, puts some guns in there, and has the option for up to 3 players, thats

when Tetris gets that much better!!! That is Age Of Rock.

With Age Of Rock you do not control the rocks as you do it Tetris, you

control the gun at the bottom of the screen, the idea is to make rectangles

out of the rocks which fall into the well from the top. You better what out

though, because some of the rocks that fall down are really more than one

rock.

When you press fire a rock comes out of your gun, and when it hits a rock

it forms another square. If it misses it goes straight out of the well. If

any of the squares happen to touch the bottom of the well its Game Over!

When you progress onto the `later levels' the rock graphics change into

all sorts of things, they are also different colours and you have to press

up to change the colour of your squares or else they will go straight

through. This is really tedious, and really gets on my nerves when the

rocks are nearly at the bottom of the screen and I have to keep pressing

up!

Another feature in Age Of Rock is the option for up to 3 players to play

together or against each other, when ever one you choose they are much more

fun that the one player, and if you are playing together, at least you have

somebody to blame when Game Over appears!!

This game will keep you ocupied for ages, with the amount of levels

available to play, the multi-player options. Get this NOW!!

Available from: Aminet/Amiga Format Disk 107b

Archived name : AOR.lha ??

Graphics : 90%

Sound : 78% - A few bangs here and there!

Playability : 92%

Lastability : 93%

Overall : 93% *** A.I.O GOLD AWARD ***

Reviewed by : Lee Hesselden

1.21   Croins

Croins

The editor wanted me to review this one, I had no say in the matter, the

ed is a classics fan [Ed- oi, no i'm not!!!], and if you look in Issue 10,

you`ll see another classic title, WBsteriods, well, this is almost the

same. This is Croins! Another Asteriods clone!!!!

When you first load this you can see this is not your average classic
Asteriods game with rubbish graphics! This is a step away from the
classic, the graphics are much better, you have great music and you even
get a little pointer telling you which way you can fire!!
Playing the game is simply enough, you can disable the Hyper-Space
option which you can operate by pressing down on the joystick, this is
handy, because when I press up to move about the screen I have a habbit of
pressing down to slow down, but this doesn`t work and I go into
hyper-space! Damm!!
Another good feature in the game is when you press up to move, if you hold
down up and start to move faster and faster, then the stars in the
background start to move, giving you the real speedy feeling!
The only thing I don`t like about this game is when you fire, a red ball
comes out a fires at the asteriods, this is really uneffective, the firing
in WBsteriods was much better. Don`t get me wrong, this is a great game,
very playable and will last you till the year 2000!!!
Available from: Aminet
Archived name : Croins.lha ??
Graphics : 87%
Sound : 92%
Playability : 93%
Lastability : 91%
Overall : 92% *** A.I.O GOLD AWARD ***
Reviewed by : Lee Hesselden

Main Menu Games Menu

1.22   3D Space Battle

3D Space Battle
3D Space Battle, as the name sergests is a 3D space battle for two
players, the idea is to destroy your opponent using one of three weapons
you choose using the OPTIONS!
Due to a major disk problem of no fault of the program I couldn`t test
this out fully, but the time I did have playing with it was very confusing
to say the least. One player uses the arrow keys and various keys on the
keyboard, and the other player uses the numric pad, I tried them both and
found it very hard to control my craft. Using the numric pad I kept
pressing 7 to fire instead or 9 and my weapon was unloaded!!
In the time I had to play this I couldn`t even find my opponent, let alone

kill it, but I used the weapons and they fired straight in front of me, the graphics were cool and the sfx even better!

I would not play this game all the time, I can`t seem to `get into it'. If you like the seak and destroy kind of game I would get this, but its nothing special.

Perhaps, if I had a little more time I could have mastered the controls and challenged my friends to a go! Don`t get me wrong, this is a good game, the graphics are nice and the way you move around is smooth and effective.

Available from: Aminet Game/???

Archived name : 3Dsb.lha

Graphics : 86%

Sound : 88%

Playability : 56%

Lastability : 35%

Overall : 77% - Its a shame the lastabililty lets this one down

Reviewed by : Lee Hesselden

Main Menu Games Menu

1.23   NEDSUW 2: Ula Tor

NEDSUW 2: Ula Tor

"Not another boring text-based R.P.G", I hear you all cry out, well, your right,its not! This is one of those really good ones, no pictures just straight forward text and a brilliant adventure!

Altough text-based adventures aren`t great in the graphics aspect, it is amazing how good some of these game can be, this one is the 2nd by the author, he has made a whole series of NEDSUW games, and they are most proberly as good as each other.

When you start the game you are presented with the title screen asking you if you want instructions, there is not much point to that as the instructions and included in a text file complete with the archive! When you get into the game you are at the edge of a wood, you can`t see it, but just imagine! You can go north, south, east or west, the options available in all good adventures. The real crule bit now, if you go on way you go to a tree, the other way, into a castle, but if follow one of the other two paths you end up lost in the wood. Now, if you press HELP a little guy comes out from nowhere and advises you to get a map! This guy is quite helpfull some of the time, he is also funny as well.

You better be careful when you are wondering about as there are quite a

lot of places where you can die, in the process of completing the game you

will die quite a lot!

The adventure is quite big in all, you can explore a variety of different

rooms, and interact with loads of different characters. The complete

solution is included so if you get stuck you can have a quick look at that.

Overall this is a really brilliant game, it won`t last that long, most of

the puzzles are quite puzzling, which slows you down a bit, but when you

have done it you have done it, THE END!

Available from: Aminet

Archived name : UlaTor.lha

Graphics : --% - Umm, there is none!

Sound : --% - Not much of this either.

Playability : 93% - GREAT!!

Lastability : 83% - When you`ve done it, you`ve done it!

Overall : 89% - A bit of sound and a few pictures wouldn`t

go a miss!

Reviewed by : Lee Hesselden

Main Menu Games Menu

1.24   Desperadoes

Desperadoes

Look out! The cowboys are in town. Yes! You`ve guessed it, this is a

wild-west kind of a game! Its for one or two players, the idea, simple,

seak and destroy your opponent!

This games gameplay is brilliant, you play one of the cowboys and you must

kill the other cowboy, which is ever another human player or the computer!

You have only 20 bullets in your ammo displayed to the side, every now and

again around the desert you might find some bannana looking objects, these

are actually extra ammo, pick up as many as you can, you`ll nedd to when

you run out!

The graphics in this game are not that good, the programmer is defenatly

not an artist, I couldn`t do much better, but the graphics don`t let the

game down, the gameplay is there, and the quality all these massive 3D

games on 5-CD`s lack. A yellow background, a few rocks and trees, and of

cource the cowboys! Simple, but effective.

I really love this game, I love the part where on of you gets killed and

you hear `I Win!' Its great! Download it for the gameplay, not the

graphics!

Available from: Aminet

Archived name : Desperadoes.lha

Graphics : 20%

Sound : 78% - Not much of it, but what there is, is good

Playability : 93%

Lastability : 89%

Overall : 84%

Reviewed by : Lee Hesselden

1.25   Cheats and tips

Complete solution to The Final Odyssey level 1

The following article will tell you how to complete the first massive

level of the final odyssey from Vulcan Software.

1- Go under the arch and step twice on the pressure pad to close the pit

2- Walk right and take the transporter. Step on the pressure pad and

return.

3- Now you can go down where the scroll is and take the transporter that

is located there.

4- Move up to step on the pressure pad beside the mirrors and return.

5- You can now walk to the far left of the arena. Step on the pressure

pad and walk through the automatic doors.

6- Take the transporter at the top left of the arena to collect the

money.

7- Go to the next arena by taking the exit at the bottom.

1- Press the switch on the right to activate the maze transformation.

2- Now that the wall is gone, go around the bottom and up to the

transporter. Hide in the small alcove to avoid the rolling booulder.

Take the transporter.

3- There are 9 transporters. Only take the one on the top right.

4- Walk up through the electric arcs and collect the key.

5- Return to the transporter.

6- Take the transporter at the bottom to return to where the boulder is.

7- Use the switch just near there.

8- Returns as you did before.

9- The guard has now moved and you can open the door with the key. There

is also an underground bonus room to the right if you can find it.

10- Take the left exit to the next arena.

1- There are a number of hand prints on the wall. Press the second one from the left and the wall will slide into the ground.

2- Go right and collect the bomb in the chest.

3- Step on the one-way path and collect the key in the middle.

4- Get off the path by heading to the outside and getting off down the bottom.

5- Go to the top and destroy the breather.

6- Go back and take the exit at the top of the arena.

1- Walk right and collect the other bomb in the chest. Walk up to step on the pressure pad.

2- There is a different pressure pad near the force field. Step on it to temporarily disengage the force field, allowing you to walk through it.

3- Go back and take the left path up to the exit.

1- Walk to the bottom and destroy the homing domes and the orcs. Remember to pick up money whenever you see some. Go through the automatic doors.

2- Slowly move down until you see a boulder come out of the hole at the top. Quickly move back to where you were to allow the boulder to roll past without hitting you. It will then fall into the hole below and fill it up allowing you to walk over it.

3- Select the Nuke as your current weapon and place one just below the cracked wall.

4- The wall is now destroyed. Destroy the other cracked wall and take the exit.

1- Take the left transporter and collect the plasma rifle. Return.

2- Walk to the top right of the arena. There are columns of stone there. Push the one on the far right and it will move. Collect the money and take the exit.

1- Don't hesitate here. You will automatically get transported to a room with 3 homing domes firing at you. Immediately go left and drink the invincibility potion. Destroy the domes, collect the food and 3 keys that are now there.

2- Now open the 3 doors and collect the Fireblade from the chest and get ready to use it.

3- Make your way through the maze destroying all the creatures and take the right exit.

1- This arena can get confusing. The room is full of switches and each

switch swaps between 2 different mazes. Your aim is to get to the exit

on the right. There area couple of ways to get there.

2- Press the first switch at the top.

3- Go right and press the switch near the flame torch.

4- Press the switch just below that one.

5- Walk up and press the switch there. Collect the goodies and press

the switch again.

6- Go down and press the bottom switch.

7- Walk down and press the next switch down.

8- Go right and press the switch there.

9- You can now go out the exit.

1- Go into the center of the arena and take the transporter.

2- Collect the Chain Gun and return. You will need to use this on

Kilmando wholooks like the other orcs, but is much stronger and smarter.

3- Destroy all the orcs. The exit will not open until Kilmando is dead.

Fight him among the stone columns and try and get some distance between

you beforeletting loose with the Chain Gun. Once he has been killed,

collect the gold at the top and take the right exit.

1- There are a series of pressure pads here. Walk down over the 2 left

pressure pads. Once you're on top of the second pressure pad, walk

right and step on the pad there. Step on the pressure pad above that

and the one on the right.

2- Walk down through the passage and all the pits should now be closed.

3- There is a hand print on the wall, but it won't open until you've

destroyed the 4 mirrors.

4- Open the door and destroy the homing domes.

5- Talk to Karlos, then take the right exit.

1- Kill all the monsters and talk to Gorland. Don't worry about the

combination switches yet. Take the left transporter and go through the

top exit.

1- Use a bomb to destroy the wall on the left. Now that there's a gap

in the wall, you need to push a stone column through there. The only

column you can move is the one without a shadow. Push the column 1

down, 4 right, 4 down and then left to the now open wall.

2- Push the column into the hole in the ground so you can walk across

and take the left exit.

1- There is a row of stone columns in this arena. You need to push one

onto the transporter to move it. To do this, push the 5th column 2 up,

3 left, 1 down, 3 right, then down to push it onto the transporter.

2- Go through the automatic doors and destroy the crumbled wall.

3- Walk carefully past the arrows and take the transporter.

4- Push the stone column that should now be there up to the pressure pad to deactivate the force field.

5- Now you can go through the force field gate to the exit at the top.

1- This next section is a series of random mazes. You have to find 3 special keys. The maze will go on forever until the keys are found.

2- A key can be found on every 3rd maze, so keep walking up taking the top exit until you get to the 3rd maze where you will find the first key.

3- Repeat this process for all 3 keys and you will get out to the next arena.

1- Destroy the 2 breathers, get the key and blow the wall.

2- Push the first stone column you come across onto the transporter at the top.

3- The other columns need to be pushed onto the round buttons on the floor.

4- Once all the buttons have been covered you will be able to open the door. Walk right and push the stone column that was transported up into the hole.

5- You can now walk up to open the door and take the right exit.

1- Move through the maze killing all the monsters.

2- Use the switch to activate the stairs and go underground.

3- Collect the money, destroy the breather and return to the surface.

4- Take the bottom exit.

1- Go right, destroy the orcs and go down.

2- Open the automatic doors and wait there for the rolling boulder to come.

3- Don't get out of the way until the last moment in order to let the boulder through the door. It will then keep rolling until it reaches the pit.

4- The boulder fills the pit allowing you to walk over it to the bottom exit.

1- You're now back to the arena with Gorland the magician in it.

2- Take the right exit into the next arena.

1- Go right along the bottom and collect all the pickups.

2- Go back up through the arch and collect the bomb on the top left of the arena.

3- The only way to open the force field gate is to get the orc who is in

the enclosed room, to step on the pressure pad for you.

4- Move up to the hole on the right and the orc will follow you and step
on the pressure pad.

5- Quickly go around and through the now open gate.

6- Open the door with a key and take the exit.

1- Push the first stone column you come across up.

2- Move the 2nd column down and to the left and push it into the pit.

3- Walk over to the right of the arena and push the top column down and
left onto the pressure pad which will open the force field gate.

4- Push the same column down into the pit in front of it.

5- Walk up through the now open gate and destroy the breather.

6- Go down and left to where the 2 stone columns together are. Push the
left column down one. Go back around and push the same column 1 left, 1
up, 3 left, and up into the pit.

7- Push the other 2 columns up into the other pits.

8- Go left to the last stone column. Push it 1 down, 2 left, 3 down, 4
right, 2 up, right and then go around and push it into the last pit.
Take the exit.

1- Get through the random hedge maze by destroying all the guards and
taking the exit.

1- Make your way to the switch and activate it. The arena will now turn
dark.

2- Collect all the money, destroy the orcs and press the switch again.

3- Take the top left exit and make your way back to the arena where
Gorland is located.

1- Go to the combination switches and make them as follows: down, up,
down, down, up, up. Collect the money. You should now have a full
money bag.

2- Give the money to Gorland, who will give you an orb in exchange.

3- If there is any money left at the top, return and collect it now that
your money bag is empty again.

4- Take the bottom exit.

1- Make your way through the maze destroying the 2 breathers.

2- Free the girl by inserting the orb into the hole next to the cage.

3- The girl should now be following you. Take the exit on the right.

1- Take the transporter.

2- There are 3 switches here. Press the first 2 switches and a key
appears. Get it.

3- Take the transporter back. You can now open the door with the key.

4- Find the mirror and break it. Go back and open the wall with the
hand print.

5- Take the transporter to the exit.

1- Destroy the breather, collect all the chest items and make your way
to the exit below.

1- This is the arena with the tunnel that lets the girls escape. Take
the girl into the tunnel and walk down it until the girl disappears.

2- An exit is now open at the left of the arena.

1- You have arrived at the heroes graveyard. Collect the money and
leave via the left exit.

1- Destroy the homing domes.

2- Push the stone column below the flame torch up against the flame
torch.

3- You can now move right. There are 3 stone columns here. There is a
switch behind the middle one.

4- Push the columns on either side up, so you can move the middle one to
the side to reveal the switch. Push the switch.

5- Once the maze has transformed, go to the spinning sword. This is the
real Sword of Zendren. Collect it.

6- Press the switch on the left hand side, then leave by the left exit.

1- Destroy all guards in the random maze and go to the exit.

1- Kill all the monsters, collect all the money, step on the pressure
pad at the bottom, and leave via the right exit.

1- This maze has invisible walls. The idea is to negotiate the maze and
try to get to the 2 pressure pads to close the pits.

2- Once the pits are closed, take the right exit.

1- Use one bomb to destroy the damaged wall.

2- Destroy the dome with the spinning balls and it will leave a key
behind. Hint- to avoid the bouncing balls, leave the arena and come
straight back and the balls will be gone!

3- Open the door and collect the 3 bombs there.

4- Destroy the other walls and leave by the bottom exit.

1- Go right and up to the next arena.

2- Collect all the money at the top. Press the switch to reveal more
money.

3- Return to the invisible wall arena.

4- Take the top exit this time.

1- Destroy the breather and the 3 damaged walls.

2- Activate the stairs and go underground.

3- Talk to Jobe the blacksmith who will give you a pair of tongs.

4- Return to the surface and take the top exit.

1- Give Karlos the Sword of Zendren. He will now be free.

2- Go back to the invisible wall arena and take the left exit.

3- You are now clear to take the top exit in the next arena.

1- Collect the key and all the money. Open the door at the top left.

2- Take the transporter to collect the bonus.

3- Return and leave by the left exit.

1- Destroy the 4 breathers and take the left exit.

1- Destroy the breather, collect the key after destroying the spinning

balls.

2- Go back to take the right exit.

1- You can now open the door with the key and go underground.

2- Destroy the breather there. Go back to the surface and remove the

fireball. The field should then go down.

3- You should now have a full money bag. Go on a journey back to

Gorland the magician, like you did to get to Karlos.

4- Give Gorland the money to get the last orb.

1- Go to where the 2nd girl is located, (1 arena left and 1 arena down).

2- Free the girl and take the right exit.

3- Get the girl out as before by taking her to the tunnel.

4- Return to the arena with the field and the fireball that are no

longer there.

5- Leave via the bottom exit.

1- Push the stone column on the far right of the arena down 4 places.

2- Push the column that is now left of you across left 2 places and

collect the key that is there.

3- Walk up through the door and down through the automatic doors.

4- Kill the Key Master and take the left exit.

1- Kill all the monsters. Make your way down the bottom left and walk

through the sliding doors. Walk back again to re-open the doors to let

the rolling boulder through so it can fall into the pit.

2- Take the exit below.

1- Press the switch that is on the left hand side of the tablet.

2- Destroy all the homing domes. Each will leave behind a key. Collect

the keys.

3- Open all the doors and press the switch that is there.

4- You can now take the right exit.

1- Make your way to the bottom of the arena.

2- The level exit should be open at the bottom.

3- Go through the exit. You've finished level 1. Phew!!!

Kind Regards

Paul Carrington BA (Director) Vulcan Software Limited http://www.vulcan.co.uk

Main Menu Games Menu

1.26   Top 20 AIO games

Top 20 A.I.O Games

I was bored with the Top Ten, so i`ve increased the size by 100%, its now

the Top 20 A.I.O Games!! Hopefully, next month, I will have the Aminet

Charts as well. Anyway, a lot of change at the Top this month, only 4 games

not getting in to the BEST of A.I.O, and Alien Formula 1 is still hanging

on there from the first ever issue, joint 8th!!

1. MYST 96% Issue 10

2. T.F.X 94% Issue 6

3. Uropa 2 93% Issue 7

Evils Doom 93% Issue 2

Age Of Rock 93% Issue 11

6. The Final Odyssey 92% Issue 9

Croins 92% Issue 11

8. Worldcup V1.02 Guide 91% Issue 8

Alien Formula One 91% Issue 1

AmiPet V1.14 91% Issue 10

11. Amitamagotchi V0.53 90% Issue 7

Aerial Racers 90% Issue 4

Rez & Sparky 90% Issue 4

14. Dog Fight 89% Issue 5

NEDSUW 2 : Ula Tor 89% Issue 11

Genetic Species Demo 89% Issue 2

17. Unoffical SWOS Update 88% Issue 8

WBsteriods V1.5 88% Issue 10

The Strangers 88% Issue 10

20. Bloodbath 88% Issue 2

Main Menu Games Menu

1.27   Game Scores

Games reviews and what there score means

Games are reviewed mostly on playability and how long they will last
you, although some big games with fancy graphics might be expected to
get good reviews it is not always the case. A small 10k game might
get a better overall score than a 1Mb game. It is not that the 1Mb
game isn't any good it's just that the playablility might be non
exsistant and there is no point in downloading a huge file if it
will last a couple of minutes and you will only run it to show off
to friends.

90%+ - AIO GOLD (amazing)

70-89% - Nice but some let downs

50-69% - Not to good but it'll do

30-49% - Hasn't really been thought out to well

0-29% - POOR! AVOID!

1.28   SWOSfff V2.3

SWOSfff V2.3

As you may have noticed over the last year or so there have been a few
Sensible World of Soccer data editors being released and here is a new
one, this is about the third I have seen. The idea of this program is to
edit the data in your SWOS data draws, you can load in any team in the
world and change practically anything from there price to the various
skills they have.

A good feature about this SWOS data editor is it has an automatic
pack option, so if you've got Propack in your C: directory you can
pack the files in the editor insted of having to do them manually
like some other editors I have tried. Another good feature of SWOSfff
is that you can edit your current management games and this to my
knolage is the first editor that allows you to do this. I have found
it anoying on SWOS that if you buy a player worth £2 million for
£5 million the price doesn't go up to the value that you bought the
player for like it would in real life. Now all you have to do is load
up the editor and change it to the right amount, you can also change
everyone of there skills from heading to shooting.

The interface is nicely laided out, it is made in amos but if your

not worried about multitasking this isn't a problem. The sections

are spread out well and are clearly marked and easy to understand

for begginers.

Overall a great package, although it is not a WB application and can't

multitask properly it has some very useful features that make it the

best editor I have seen to date.

Available from: Aminet game/patch

Archived name : swosfff.lha

Overall 91% out of 100% *** AIO GOLD AWARD ***

Reviewed by : Chris Seward

Main Menu Utils Menu

1.29 New format program

Format V1.71

Its been along time since Commodore programed the format function and

now it's becoming just a little outdated in the cosmetic style. So heres

a new format replacement that uses MUI.

There isn't really alot to say about it, it does all the things that the

normal format does but it looks alot better and is easier to use as it

uses MUI. Of course you have to have MUI but if you have this is definatly

worth a download, take a look at the screenshot and see for yourself.

Screenshot - Screenshot of the util [Click once]

Available from: Aminet/BBSes

Archived name : Format171.lha

Overall 90% out of 100% *** AIO GOLD AWARD ***

Reviewed by : Chris Seward

Main Menu Utils Menu

1.30 WatchWatcher

WatchWatcher V1.3

Watchwatcher is a very simple, but very vital program that all of us

need. There isn't much to say about it except it checks your clock to

see if it's altered to stupid dates, sometimes if your HD crashes

or programs muck up your clock you can go on without knowning your

clock is set to something stupid like 12/12/2001 00:01 when it is

really 16/03/98 22:00 (The time of writing this :)) If this happends

then watchwatcher will notify you. It's a program all of us need,

so i'll just leave you to the program description by the author :

"Have you ever encountered programs that overwrites your system clock?

It's mostly old games, demos and sometimes strange system hangups also

causes the date to be set to an incorrect value. This results in a clock

set to often insane values, sometimes it's 1989 (travelling back in time?)

and sometimes the clock says that the date is 2001 (amazing having an

computer that can travel into the future!!!)

All this makes me mad, so I wrote this little program to help me overcome

these problems."

Overall this a vital program that we all can't do without!!!

Available from: Aminet Util/Time

Archived name : Watchwatcher.lha

Overall 89% out of 100%

Reviewed by : Chris Seward

Main Menu Utils Menu

1.31   DCTelnet

DCTelnet V1.4

DCTelnet is a telnet client for the Amiga. It is allows you to connect

up to online services when online to the internet, you can connect to

various things encluding unix systems to run shell accounts and BBSes

on telnet, this can save the cost of using a dial up for BBSes as you

can just go on while downloading some files off the aminet or waiting

for a web page to load in.

You type in the IP address of the _server_ you want to connect to and

it'll instanly take you there. The IP address of someone is usually the

bit after the @ in there email address if they have static account but

if you have a dynamic account which means you ip changes everytime

you connect to your internet provider it will be different and you will

have to ask the BBS owner what there IP is at that time.

It has all the features you would expect it to have like upload/download,

ansi colours, return codes. etc... DCTelnet V1.4 is probably the best

telnet software available on the amiga at this time. It has many features

which make it better than others available and is one of the only telnet

clients I have seen that supports full ansi colours. Although telnet can

be slow, if your going to want to use telnet I definatly recommend you

use DCTelnet V1.4.

Available from: Most good BBSes

Archived name : dc-dct14.lha

Overall 91% out of 100% *** AIO GOLD ***

Reviewed by : Chris Seward

Main Menu Utils Menu

1.32   Utils Scores

Utils reviews and what there score means

Utils are not marked on how good they are compared to other utils,

they are marked by usefulness and what purpose they serve. As there

are so many different utils that do so many different things it is

hard to review something like MUI and then when reviewing a program

like a WB clock say it wasn't up to the standard of MUI. This is why

it is not possible to have a Top Ten list for utils.

90%+ - AIO GOLD (amazing)

70-89% - Great but lacking some features

50-69% - Not to good but it'll do

30-49% - Hasn't really been thought out to well

0-29% - POOR! AVOID!

Main Menu Utils Menu

1.33   New games list

Latest games list for 1998

==

title info publisher date

==

3d pinball pinball the rios ===

access denied mission 2 adventure solo software ===

adventure shop === apc&tcp mar

alien f1 racing islona ===

alien olympics cd vulcan `98

alien prescence === apex systems ===

almagica - soafw cd, aga dsp / vulcan ===

aphasia shoot em up === jan

auto racing racing, cd the rios / lebed project ===

basket island aga manyk software / guildhall leisure ===

battlecraft === === ===

betrayed action, ppc aurora works ===

black sanctuary cd the rios / lebed project ===

bloody blaster aga twilite ===

brainkiller 3d-shoot titan computer delay

children of darkness rpg desktop corruption ===

cold blood === vulcan ===

cyber force === mirage software ===

deluxe galaga 3 aga, shot em up shareware `98

daydream === apc&tcp `98

dan wilder === mirage software ===

death angel === alternative ===

delta 4 adventure hellbound software ===

demistar shoot em up, cd the rios / lebed project ===

desolate action adv. vulcan ===

diversia c&c clone, cd ablaze entertainment delay

dna === psyche ===

domain === mirage software ===

donk+ aga the hidden software ===

double agent spy vs spy clon flair software ===

eat the whistle football hurricane software feb

enigma === otm ===

escape from atlantis === apc&tcp `98

escape towards the unk. adventure hurricane software feb

eurofighter 2000 flysim, ppc === ===

explorer 2260 shoot em up vulcan ===

f1 pole position racing === ===

ffigy dual format cd effigy software ===

fire mission 3d === geosync media ===

forgotten forever c&c clone, cd charm design ===

fortress of fear diabolish, cd digital reality softworx delay

foundation c&c clone sadness software delay

football director 3 === d&h games ===

fubar === q-group ===

gate to freedom === mirage software ===

gilbert goodmate === prelusion ===

golem action adv, cd underground software ===

goldrake aga pixel dreams ===

gun fury ecs binary emotions / guildhall ===

h.a.r.d. corps === geosync media ===

hard target === vulcan `98

hotelmanager manager apc&tcp `98

hover bomber bomberman aurora works delay

in shadow of time aga shadow elks ===

jimmy gong secret agent === james ford ===

krud tv manager skillo interaction ===

kung fu - laiban 2 action, sw lld / 3le delay

machines of the wastel. === pandemonium ===

magic island adventure apc&tcp ===

maim & mangle c&c clone, cd vulcan ===

martian tales warcr. II clone skillo interaction ===

marvelous 2 === apc&tcp `98

master blaster 2 shareware alex ivanhof ===

matrix assault === geosync media ===

max rally === fortress delay

metallic power === === ===

metamorphs === === ===

microlyte warriors === guildhall `98

mortal weapon === mirage software ===

necromantics dual format cd effigy software ===

nothingness adventure, cd melina soft. / cassiopee dev. ===

olofight beat em up the real ologram delay

operation blindstorm shoot em up, cd 3pa ===

pang === 3pa ===

phantasmagoria cd alive media soft ===

phoenix === islona delay

p.p. - private eye aga exotic software ===

project battlefield === mirage software ===

pro rugby league === alternative ===

pro tour 97 === evolution designs delay

pulsator === fullspeed feb

quake aga 68k+ppc clickboom ===

quiet please - tennis aga spooky fellows / guildhall ===

radioaction 3d-shoot skillo interactive ===

rally world === geosync media ===

resident evil aga, adventure === ===

^^^^^^^^^^^^---[Ed- I doubt this is true!]

rock star ecs mirage software ===

rugby boss === alternative ===

sixth sense investigat. cd, disk cineTech / islona delay

skaut === apc&tcp `98

skimmers aga apc&tcp `98

spacefighter ecs bpm promotions ===

speris legacy 2 rpg binary emotions ===

starfighter 3d aga, 6mb geosync media `98

super taekwondo master ecs mirage software ===

testament 2 3d-shoot apc&tcp `98

teen agent adventure siltuna software / guildhall ===

the haunted adventure, cd alive media soft ===

the joy of killing === mirage ===

the obilisk === aurora works ===

treasure of titan === === ===

treasure of tutankhamon === === ===

the settlers 2 === === `98

thunderstorm === alternative ===

totalitarian === stephen strudwick `98

turbo tornado ecs apc&tpc ===

underwater caspers === === ===

urban massacre === shareware ===

virtual karting deluxe === silltunna ===

westerados === apc&tcp `98

wingnuts === forgotten myths ===

world of formula one === apex systems ===

yokozuna === digital warp ===

zone 99 === aurora works delay

===

!!! GAMES CANCELLED !!!

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title info publisher date

===

3D games creator cd vulcan software cancelled

breed 2000 cd vulcan software cancelled

jetpilot expansion cd vulcan software cancelled

hellpigs cd vulcan software cancelled

valhalla 4 cd vulcan software cancelled

wasted dreams cd vulcan software unsure

===

NOTE: i started compiling this list for my own enjoyment and usage but as

the time went on i thought, what the hell, there might be someone

else interested so i decided to release it.

i know some of you find it lame to release game lists, i don't, i

think it's a bit interesting to see what's going on and stuff.

it's not like it's a group release or whatever...

feel free to drop me a mail about it and i will update the list.

spot_@hotmail.com

use it abuse it read it or nuke it, would i care? :) / spot

Compiled by : Spot/3LE

Main Menu Articles Menu

1.34 Funny things

Things to say to PC users!

Microsoft - Where did you break down today?

Windows... Redundancy in the making.

Windows '95 - How many times can they make the same mistake?

Windows '95 - Yet ANOTHER chicken at Kentucky...

If a PC was fast, it'd be called an AMIGA!

"Lets beat the Jones' and get Windows '95 too!"

Windows - It happened and (unfortunately!) will again!

Run Windows on my Amiga? I can - but why spoil a good thing!?

Windows... When you're on to a good thing, delete it!

Microsoft - Haven't you spent enough already?

Windows '95 - Because some people NEVER learn!!!

Let's put a 7Mhz crystal in a PC - and see what it STILL don't do!!

Enhance your Amiga twofold - delete all IBM/MAC emulation software!

Windows on the net? That's it - create worldwide embarrassment!

Ever notice how fast Windows 3.1 runs? ...neither have I.

Windows 4.0 will be released when 3.1 finishes loading.

C:\DOS\SYSTEM\OS2\UTILS\DOCS\HELP\WHERE\THE\F$#%\AM\I\NOW???

My IBM keyboard is broken. This O is upside-down.

Macintosh: the computer with training wheels you can't remove.

It said "insert disk #3" but only two would fit!

ERROR: Windows Operator out of memory!

Windows: An overpriced way to eat up HD space.

Washing Windows is better than running them.

Using a single-tasking computer is a sign of low self esteem.

DOS 6: Because there aren't enough problems in the world already.

Friends don't let friends use Windows.

I only shoot IBM's to put them out of their misery.

OS/2 = Half an Operating System?

Smash forehead on IBM keyboard to continue....

If speed Kills - Use Windows!

Windows Error #56: Operator fell asleep while waiting.

Windows isn't a virus -- viruses do something!

Sometimes computers do funny things !@#$%^&* WHAT THE F#@K WAS THAT?

Air conditioned environment - Do NOT open Windows!!!

...File "WIN.COM" deleted. System now virus free...

...File "WIN.COM" deleted. Free space: 4,294,967,295 bytes...

...Virus "WIN.COM" found! Formatting tracks 78 to 635477957...

"File MOUSE.DRV not found. Please reinstall Windows '95." <-- TRUE!!

OS/2 Warp... Gee, I hope not - It might catch my 7 Mhz Amiga 500!!!

Windows users are immortal? Yeah! - They'd have to be! [Snore!]

Windows '95 loaded. 2,208 bytes memory free...

Intel Outside -> (SLAM! ..and don't come back!!)

Intel Inside -> (...Just squish that ugly pest for me, darling.)

Amiga - Plug'n Play, Multimedia, User Friendly - Invented here first.

Windows '95 - Record holder for the biggest software patch ever!

Dos 7. When you need trouble - you've got it!

Which computer do you use?: IBM [sigh] ... NO CARRIER.

MS-DOS -> No seatbelt required when travelling in reverse.

Windows '95 -> No seatbelt required at speeds under 3 km/h.

-**** ATARI ****- ...Ummm - Who?

In case of Windows '95 - Break glass...

MS-DOS ERROR: File "AMIGA.500" is too efficient - cannot emulate!

An IBM user should be charged with "Self-Inflicted"!!!

A PC user should be charged with "Obstruction of WWW Traffic"!!!

-**** IBM ****- The thorn in my side...

Windows 3.1 - The finger in my eye...

Windows '95 - The knife in my back, The fist up my a***!!!

Microsoft - Where were you up to last time?

MS-DOS ERROR #46: Typing too fast! Please slow down...

MS-DOS ERROR #93: STOP!!! I can't keep up!!!

Uninstalling Windows '95... [CRUNCH!!!] - Hard drive eliminated!

Win '95 Multitask - What's happening when it can't decide...

Win '95 Swapfiles - Too big to purchase!

"WIN.COM" - 2.5 Meg ram goes missing... Amiga "loadWb" - 13.5 Kb!!

"Intel Inside" logo - Because we ALL think in circles!!!

"Cyrix" ...because it sounds soooo much better than "Ethel".

"Pentium" - Because it only got five percent.

"Pentium" Because 5/5 ain't bad ...even if they're all wrong!

AT, XT, 286, 386, 486, 586, 686... Why no improvement though?

Windows '95... AAARRRGGGHHHHHHH!!! - KILL IT!!

Windows 2000 - Just add power station...

Windows '95... For those who can't fool themselves.

Windows '95... Custom built for Masochists.

Windows... As if DOS isn't bad enough...

Widnose... Sounds better this way!

Windows... A teaching aid for morons!

Windows... Just to make life a little bit harder!

God created man... Then some IDIOT created Windows!

Windows '95 - Even God has his bad days!

Microsoft... Were YOU sucked in today?

Bill Gates - Because abortion is illegal!

Bill Gates - The problem to everyones solution!

Bill Gates - No! ...NOOOOOO!!!!!

"Windows Upgrade Pack" now includes the REST of life's problems!

Windows '95 - Welcome to solitary confinement!

Windows... I thought TORTURE was illegal?!

"Loading Windows - Please refrain from snoring..."

"Windows '95 installed - prepare to modify/crash/reinstall soon..."

MS-DOS. ...an yu was caling ME stoopid?

Thanks to Glen Martin for these (GREMLiNS BBS +61-3-9870-4393)

Main Menu Articles Menu

1.35   Problems with Amiga clones

Problems with Amiga clones
No doubt most of you will have heard of the many NEW amigas comming,
or that have already been released, we've got the BoXeR, the A/BOX,
the other one from Power Computing and the many others that i've
either forgotten or there would be to many to list. No, i'm not joking
it seems that there are so many new amiga clones comming out using the
Amiga hardware, you may think that this is a good thing, but I for one
don't!
My reasons for disliking the amount of Amiga clones that are comming
out is because, if a third of the Amiga market buy the BoXeR, then
another third buy the A/Box and the last third buy the one from Power
everyone is going round with different computers, this will split
the Amiga community and make the userbase even smaller. If these
computers were or are all compatible then fine, but still is there much
point if a new official amiga is planned? We also have pOS comming out
but if there is going to be Workbench 4 is there much reason for that
either?
Aswell as this the new amiga clones comming out just seem to have
an 68030 processor, a big harddrive, CD-rom and a few other bits,
if the future of the Amiga is PPC why don't they invest in making these

clones PPC only with the 68000 series for backwards compatibility.

It seems pointless buying one of these 'Amiga clones' if it is not

offering anything new over the already existing hardware. All the so

called clones offer is your existing hardware stuffed in a tower case and

not much else.

Ok, i'm not saying don't buy any of these clones but why are these

companys producing them if a new Amiga is planned? It seems pointless

to me!

Article by : Chris Seward

1.36   January 1998 Vulcan Diary

January 1998 Vulcan Diary

26th January 1998

After many meetings and internal development discussions Vulcan has

released its future plans for 1998. The year ahead is mainly based on

development expansion and will see Vulcan developing for Macintosh,

PC and Playstation formats aswell as high-end specification Amiga

CDRom and Amiga PPC formats. A full Past, Present and Future analysis

including (Teams & Talents) information can be found at the `Who Is

Vulcan` link.

23rd January 1998

Vulcan Software partners with the ATO (Amiga Translator's Organisation)

see `Who Is Vulcan`. Adding to our continued localisation support, this

partnership will insure that all our future Amiga CDRom titles will be

available in as many languages as possible.

19th January 1998

More reviews just in for The Final Odyssey CDRom, as we suspected

`A Cracking Reception!`

15th January 1998

Vulcan America has changed operators! Steve Ocepeck the former operator

of Vulcan America in Ohio is transferring the business to Terry Fike

in Texas. Terry the owner of `Turtle Lightening Software` will now be

responsible for supplying all Vulcans titles to American and Canadian

Amiga users. Terry offers top quality `mail order` services throughout

the region and will also be Vulcans main trade outlet in North America.

Follow the `Where Can I Buy` links for more information, ordering details

and current price lists. All at Vulcan UK wish Steve the best of luck in

his new business ventures!

12th January 1998

Genetic Species Demo Version 3 is now available for download.

9th January 1998

Genetic Species CDRom is finally nearing completion! 3 years of pure

sweat and creativity is now coming to a close and the title is all set

for a February 98 release, can you honestly wait! To mark the occasion

Vulcan in co-operation with Amiga Advis have initiated a competition for

10 lucky Amiga users to win a free copy of Genetic Species CDRom on

launch day. To enter the competition please visit the newly updated and

frames capable `Genetic Species Developers` website at (www.marble-eyes.dk)

where you can also find `up to the minute` information and screenshots,

or simply follow the Genetic Species Links from this site.

5th January 1998

Another day! Another Year! Today marks the 4rth anniversary of Vulcans

existence which was incorporated on the 5th January 1994. Happy Birthday

Vulcan!

Main Menu Articles Menu

1.37   Interview

Interview with Austex

We recived an interview with Austex from Vulcan a few weeks ago so

here it is. It's a pretty good read!

Q: Who are the members of your team and how did you come to form Austex?

Paul: Austex Software has only two members, Stephen Smith and Paul

Goulding. We have both been Amiga owners since 1987 and formed our own

demo group in 1989, with two other members, called Aushax.

We coded a few demos (about four) and then decided to do a compilation

disk with a number of demos, some utilities and a freeware game. This

compilation disk was completed in 1990 and was titled "Genesis". The

game was called Nebula and was later given some pretty good re-views in

the Amiga Magazines. As we completed the genesis collection, we decided

to leave the demo coding scene and commence a commercial project with

just Stephen and myself.

As such, one of the demos on the disk was titled "End of Aushax". It was

the death of Aushax and the birth of Austex Software. So, it was early

1991 when we first began planning the game we now call Uropa2. We had a

talented graphics artist for Uropa2, Bruce Abel, but he isn't actually a member of Austex Software.

Q: Uropa2 is a very complex game containing a multitude of genres, did it evolve as you progressed or did you work to a set design?

Paul: A set design!! I wish. The game we planned and the game we released only have one thing in common, they were both 3D isometric, apart from that, it has completely changed.

Stephen: It was originally going to be called "Ulterior Colony" and based on a murder investigation aboard a space freighter name Vindicator. In the beginning of 1991, we had written down plans for the game and needed a graphic artist. We eventually approached a local guy by the name of Bruce Abel who agreed to do the graphics for us. He started doing some, but was not too keen on doing Isometric stuff. We wanted colonists drawn in Iso3D to roam around the freighter, but what we ended up with were robotic looking creatures.

Now, Bruce was starting to add his game input which started making it difficult to adhere to the original plans. As the design started changing, we ended up with gameplay that was boring, repetitive and difficult to code for. At that time, around 1994, the solution was to modify the game to incorporate features from the original Uropa 1, which we completed a number of years before. This made a tremendous difference to the whole project and allowed us to finish the game. My only regret is that the graphics could have been more modern. The surface section should have had textures, real-time light sourcing and more control for the hovars such as angled flying, height etc.. The base section would look better in hi-res mode, with larger than screen rooms and levels.

Q: What was the inspiration behind Uropa2?

Paul: Well, that's difficult, I suppose the original Uropa which we both coded on the BBC and Commodore 64 during 85 & 86 was an inspiration. The inspiration for the original Uropa was Elite on the 64 and BBC. I still think Elite was more ground breaking at that time then any of the Doom/Quake clones are today. But Uropa2 is nothing like Elite, so I suppose there have been a number of games that have inspired parts of Uropa2, but nothing that really stands out has having a significant influence. Has that answer confused everyone?.

Stephen: Yes! Originally with Uropa1, I wanted to write a game where you could travel about a planet via some sort of vehicle or ship and then go underground and explore various cities etc. Elite was great, but I wished that you could go down and visit the planets. Frontier sort of

fixed that, but you couldn't go down and wander around inside buildings. Uropa2 allows you to fly about the moons surface and then visit a base and wander around inside. However, total freedom to go anywhere on the surface and have puzzles to solve became a coding nightmare, so the solution was to make it mission based.

Q: Uropa2 is huge! how long did it take you to develop it?

Paul: Oh, don't bring this up, it has taken too long. As I mentioned earlier, we started planning the game in early 1991. We commenced actual coding of the game in late 1991. So if my mathematics is correct, it's taken us about six years to complete the game. It was originally planned to be ready sometime in 1994, but we kept changing it so much, and then it required more features to be brought back up to date. This dragged it on a bit, plus in early 1996 we became very disappointed in the Amiga scene and gave up on it for about six months. Then after further thought, we decided the only chance for the Amiga to survive was for software developers to keep supporting it. So, we finished it.

Stephen: Also, the shareware release was a bit of a flop, so Vulcan came to rescue us. I suppose a lot of people would be asking, "why the hell did it take six years to write Uropa2?". I've asked that question myself, quite a lot. One of the major reasons for taking so long is that we both have other jobs and Uropa2 was a part-time programming project.

Q: What is your favourite element of the finished game?

Paul: It's not a "Doom/Quake" clone or a "Red alert" clone. Now, I really like Red alert, but that genre of game is very common at the moment and Uropa2 is very different to either one. We also put in a hell of a lot of attention to finer detail, there are a lot of aspects to the game that most people won't see unless they play around and try doing things in the game that arent necessary to complete objectives. Little things like, burn a few colonists and see what happens, another Centurion droid will transport into the main transporter room and start hunting you down.

Stephen: I like the duality of the game with the base and surface sections. I think that it breaks up the game from just being one style.

Q: What other Amiga projects have you been involved in?

Stephen: I worked on a number of projects involving the Amiga at the University I worked for. These included a VHF radar system, of which I designed and programmed the A/D card, firmware and radar software.

Q: What is the Amiga scene like down under?

Paul: A bit sad really, there are still dedicated Amiga shops in about

four or five of the major metropolitan cities, but out in the regional

cities like Townsville there are none. I guess there are still a number

of enthusiasts around and we still talk to them on IRC, but it needs a

major injection of enthusiasm from Gateway 2000.

Q: Has it been difficult developing for the Amiga during these turbulent

times?

Paul: In the early days it was very exciting, this gave us the needed

push, but once Commodore went crash in 1994, it did become difficult.

We became very annoyed with a number of the people that we thought were

responsible for the Amigas downfall. You will be able to guess who by

playing the game, they get a few

disguised mentions. The surprising part is the renewed interest in the

Amiga over the last six

months, companies like Vulcan, Phase 5, and others are pushing it, this

is good to see.

Q: What would you like to see happen to the Amiga?

Stephen: The Amiga obviously needs an overhaul, in both the OS and

hardware. The OS is all that the Amiga has going for it at the moment

though. When the Amiga came out, it's custom chipset astounded everyone.

The push nowadays is to go with the flow and use "off the shelf" parts.

However, an interesting trend at the

moment is that some companies are just designers and leave the actual

chip making to other known companies. I can't see why this couldn't be

done with the Amiga, design a new chipset and get some large

semiconductor manufacturer to produce them. This has happened with

Chromatic Research and their MPact chips.

Paul: Become a new, modern, powerful and wonderful computer again

(nostalgia kicks in). I still remember the days when we could look at

other computer owners, especially PC's, and really pity them. The Amiga

was better in every feature back in the late 80's. There are still some

features about the Amiga that are better than the

only other two (Macs & PC's).

Q: What is the best part about being Amiga developers?

Paul: Not having to code on a PC. Lets face it, Windows is the most

bloated piece of software I have ever used.

Stephen: I like the Amiga, and I like coding for it. The fact that it

has survived through two bankruptcies is testament to it's original

concept. I have never coded on the PC and never will.

Q: What advice would you give to other people who want to develop Amiga games?

Paul: I have 3 tips.;

1. Don't code in 100% assembly language.

2. Don't code in 100% assembly language.

3. Don't code in 100% assembly language.

Seriously though, when we coded the demos, we were quite happy to use assembly language and hit the hardware. However, games are an application that should obey all the operating system rules. Such a large application is too difficult and time consuming to code in assembly. The next project we do will probably be an 80/20 mix, 80% will be C, or C++, or a similar high level language and the remaining 20% will be assembly.

Make sure you find some dedicated beta testers that are serious about testing and not just trying to get hold of a game for free. We had a few good testers and they were excellent while others basically told us nothing and just wanted another free copy as they became available (may their chooks turn into Emu's and kick their dunny doors down). Look after your good ones and get rid of the useless ones.

Stephen: My advice would be to never program a game part-time (nowadays anyway). Also, make sure you have a team of people organised so that each person knows exactly what they're supposed to do.

Paul: Also, if your writing a game part-time, it will take you take you at least two to three years to complete. You need to realise that computers are advancing rapidly and the base computer at the time of release will probably be the mid range computer of today.

Q: What are your plans for the future?

Paul: Play other peoples games for about six months, and then plan and commence another project. How does Uropa3D sound??

Stephen: The idea for Uropa3D has been around for quite some time. It would be a Quake2 type game but with a Uropa2 theme to it, although it would be more mission based. I have some plans for some hardware and software that requires a lot of work, which I'm looking forward to.

Q: Do all Australians drink xxxx beer and call women Sheilas?

Paul: Well, I drink Sub-zeros and like to say "please don't hurt me mistress".

Stephen: Calling women "sheilas" doesn't happen much anymore, except perhaps, after consuming prodigious amounts of alcohol...

Please note:

The views expressed in this interview are not necessarily Vulcan Softwares own views.

Main Menu Articles Menu

1.38 Digital Candy

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0 1 7 8 5 6 0 7 2 0 7 - 5 Node Ringdown For Easy Access.

The uks funkiest Scene BBS, kicking ass on a big A4ooo / o4o

Main Menu Adverts Menu

1.39 The Killing Ground

...the sky used to be the limit...

...but now you can reach the Heavens...

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The Supreme God of BBS software

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I LOOK FORWARD TO YOUR REPLY

NICK ABBOTT

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Main Menu Adverts Menu

1.43   Your own advert

How to advertise in AIO

Are you trying to find something, a game that you lost years ago and

now want it back, are you trying to sell some of your games or do

you run a user group/BBS and want new members? If you are trying to

sell anything or want to buy something or anything at all wants

advertising then email us below.

So all you have to do is send your advert to the email address below

and we'll sort out the rest :-

Cool@Dcandy.demon.co.uk

Main Menu Adverts Menu

1.44   Letters

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AIO Letters

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Hot Topic: Will you still support vulcan after there statement?

From : aristides castiglioni <arisc@geocities.com>

hi guys!!!

I'm an amiga user from mexico, i have just started to read your mag. and

I think is great, congratulations for the great job that you have done.

Also I'm writting for al this vulcan thing, I really want to express my

personnal opinion about all this mather.

after reading all that text from vulcan anybody could think that everything

is wrong with the amiga, and that they made the right decision, however. I

think that we should look at all the games of vulcan and ask this

simple question:

do they have created a single game which you

can say: "Wow! That is really a great game! It is well worth forking out

my hard earned cash for something like this which will definately take full

advantage of my system."????? don't think so, it's not really bad to develope

for the p.c. after all it's true that the p.c. market is huge (and completly

attacked by pirates so it's not as safe as many guys think) but what i really

disliked was the way they talked about the amiga, saying that the only way

to save her was with a huge 500+mhz monster with an 28X cd rom (something

completly stupid) otherwise it was doomed, it doesn't make sense I mean they

where the ones who said that the amiga was great for it's flexibility right???

then why they are saying now that you need a mega monster at 29 pounds or

else it's over??? I don't really think vulcan is the kind of company that

should be complaining, i mean what kind of games they have created?? you know

i did bought 3 of their games, and i don't think they were so amazing, the

first titles where created with amos!!!! if I sold 3 copies of a game created

with amos at 18.99 pounds I'll consider myself extreamly lucky!!!!! let's take

a look a their titles:

valhalla 1 (I bought this one) it's a funny game, but it's soooo hard!!!! i

still don't know why a key appears for heating a piece of meat, let's face it

it's not the kind of game that you want to buy. It looks like a licenseware

title.

hillsea lido(I bought it too) what about this one?? it's a theme park

clone!!! but it's not half good as theme park!!!! once again it looks more

like licenseware than anything else.

tiny troops (the last one i bought) it's nice and funny, but it has a

extrange look, it looks more like a pd game than a commercial one, anyway

it's far better than the other titles. and what about jetpilot??? burn out

for god !!!!!! that's one of the worst nice gfx crap games examples that

i have ever seen!!!! I think that the only games i thought were great were

final odyssey and genetic species (and they were programmed by other groups

not vulcan) i don't really see why they are complaining about their financial

problems, It's amazing that they have survived all this years with those

games!!!! if they would have develope those games for the p.c. market I'm

sure they would have died 3 years ago, if clickboom complained of something

similar i wouldn't dare to say anything about it, I mean look at their

games!!!! myst, capital punishment, quake. but vulcan!!!! and they want to

make titles for playstation!!!! if they think that valhalla can be sold for

the playstation i'll be a monkey head!!!! now, here is an important point,

if they start making amazing games for the playstation then what we could

think about vulcan??? what we need are games that really give playability

and that takes advantages of our systems, I'm not asking for huge doom clones

what I'm asking is for a title that really worths the money it costs,

nothing else. And i believe that's the way we all amiga fans think.

thank you very much for your atention.

aristides castiglioni.

Ed:

Thanks for your letter Aristides and i'm glad you enjoy our mag. I

agree with you on some points about there first games not being so good

but any company that starts out does not really end up making there

first games the best. I don't actually think they are going to release

Valhalla onto the playstation, what they are actually doing is expanding

there company to other platforms so it is 'safe' enough for them to

stay in business. They are not totally abandoning the Amiga just keeping

a float so they do not go bust or anything.

Main Menu

1.45   IMPORTANT

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AIO LAYOUT CHANGE?

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AIO has been running for 11 months using the Amigaguide style layout

and the big question now is should we change? I am thinking of changing

the style to that of 'DiskMag Creator Gold' with a special aio executable

with a more coded feel to it. It is up to you, the readers... I would

like everyone who is reading this issue of AIO or any issue of AIO

to reply as it effects you. Two versions of AIO is not a choice!

Email me with one of the following statements :-

"YES CHANGE NOW!"

OR

"NO, KEEP AMIGAGUIDE"

or anything along those lines as long as it's clear which one you want,

email :

COOL@DCANDY.DEMON.CO.UK

or visit the NEW aio web page and mailto: me

http://members.xoom.com/AIO/

Main Menu