FatAllyII-SE

COLLABORATORS			
	TITLE : FatAllyII-SE		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 26, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

FatAllyII-SE

1.1   Fat Ally II - Special Edition

                   Please note the following text was written by me 3 years ago (←
                        before I sold
my Amiga and bought a PC), when I was a quite overly enthusiastic Amiga
supporter. I've calmed down a lot since then, got a decent job to support my way
through Uni and realised that everything I said about the PC in the past was very
very true.

  Nicky Hunt (fatally@postmaster.co.uk)

        Fat Ally II - SE
        ~~~~~~~~~~~~~~~~~

   This is the first AmigaGuide document I've ever written so it may have a
few overlooked bugs in it, please don't this affect your viewpoint on the
game itself (i.e. don't expect it to be as good as this,(-:).

                 Fat Ally
                 II was created using
                 AMOS
                 and a variety of other
programs including Dpaint, Imagine V2 and
                 ImageStudio
                 .
   I'm sorry if you don't like this game but I would like you to remember
that I am quite a new entry in the big long guest book that is the Amiga, and
my only previous contact with computers was an aging rubber keyed
                 speccy
                 and one of those SuperUltraPlayStationJupiter68 washing machine ←
                    things.
This game was created on a stock 1200 with an external disk drive and 245
meg hard disk drive. In a few weeks I should also have 6 meg of memory after
committing my life to one of slave labour (tell me, is £1.20 an hour, for 8
hours a day, good value. I think not). I've become quite a bit of an Amiga
addict as of late and have vowed never to leave my machine for one of those
586PentiumIntel/DX/SXBollocksArse
                 PC
                 so-called-computers that all the Sunday
papers wet their pants over. As I write this it has been announced that

Escom are be the new owners of our fabled technology, and so may the force be with them (cringe). If anybody reading this is considering selling their Amiga to "upgrade" it to a totally different platform I can only but warn them, IF YOU SELL YOUR AMIGA YOU WILL MORE THAN LIKELY REGRET IT FOR THE REST OF YOUR COMPUTING LIFE, GONE WILL BE AN EASY TO USE AND QUITE SIMPLY BRILLIANT MACHINE AND GAINED WILL BE A OVER-HYPED PIECE OF CRAP WHICH WAS CREATED IN THE 70'S AND SHOULD HAVE STAYED THERE. DO NOT SELL YOUR AMIGA!

1.2 Fat Ally

Fat Ally is the dream child of
Mike Hogg
and was created
during an imaginative argument on the downfalls of the modern music often referred to as "Rave". Mike suggested the constant blips and bleeps shoved out by all manner of drooling DJ's could be connected up to a C64 to produce an all new game. This game would be called "Fat Ally Cleans the Streets" and would involve a rather plump person going by the name of Ally chasing an epileptic Coke can around an abandoned park. A few days later I had an hour or so to spare so I went to work on an Amiga version of the latter game. Half an hour later it was complete, and as I like to put it was utter cack. Still despite these humble beginnings, Fat Ally has gone on to be a household name (well at least in my household) and international superstar. Ally's second game cunningly entitled "Fat Ally 2" was met with somewhat scepticism (3 refusals from PD companies to date), so it was decided that the ultimate Fat Ally game had to made to put the allegations of Fat Ally being crap to rest. A new Fat Ally game was born, which although similar sounding is nothing like "Fat Ally 2" (it has "II" instead of "2" for a start).

1.3 AMOS

Fat Ally II – SE was made using AMOS which I reckon to be an alright way of making games, but my views are not shared by certain individuals. True, AMOS does have it's faults (no AGA support, no access to intuition except through separate commercial add-ons etc.) but there is no denying that it is just perfect for knocking up the simple, not-to-complex game and getting it to run at a reasonable speed. AMOS is the perfect tool for luring beginners into programming and also keeping them there to continue pumping new fresh blood into the Amiga PD and maybe even commercial games scene.

1.4 Mike Hogg

Since Mike created Fat Ally (or at least the character of Fat Ally) it is compulsory for me to include a few lines of text about him. Mike has this strange dream about moving to America and living in a small rural town. Somehow he's got it into his head that this insignificant game will propel him into the realms of the rich and famous. Personally I reckon the only person apart from myself to actually see this game will be the person at the

PD companies who's job it is to empty the bins.

1.5 ImageStudio

   I am a fully registered user of this absolutely f@#king brilliant
shareware image processor. If you have not yet heard of this amazingly fine
package I strongly advise you to get a copy from aminet, local PD etc. for I
can guarantee you that you will not be disappointed. I know this must sound
like I wrote it or something but I do believe that it is without a doubt the
greatest ever PD program. Ever.

1.6 The Speccy

   My very ever first computer was a rubber keyed spectrum 48K 8Bit
microcomputer (to give it it's full name). It cost me £45 and was in my
opinion the best money I'd ever spent. Originally my plan on getting a
computer was to "do my homework on it". Of course as is always the case I
ended up playing games on it all the time. The speccy is the most classic
of all the 8-Bits in my opinion. If you want to re-live the old days I
would recommend you purchase the ZXAM shareware speccy emulator which runs
at a reasonable speed and is just what you need to bring all the nostalgia
flooding back. Oo it brings tears to me eyes.

1.7 The work of Satan

   As of late due to the fall of Commodore and much undue hype this rather
feeble computer format's sales have taken a sharp increase. I have
unfortunately had the misfortune to use one of these "revolutionary computers"
and hated every moment of it. Here are my own personal pet hates of this
satanic machine which was obviously created by somebody very annoyed with
life, considering suicide and wanting to leave the rest of the world in
eternal anguish:

   1. It isn't an Amiga.
   2. Even with 32Meg and a Pentuim chip it can barely multitask.
   3. It can only have 8 letters in a filename.
   4. You can only store 1.44Meg on a high density disk.
   5. You have to buy a soundcard to have sound better than that of a
       speccy.
   6. Windows is utter cack.
   7. DOS is worse.
   8. Try getting something as good as Dopus on it.
   9. There is no such thing as "free" PD.
   10. Can't handle anywhere near as many colours as HAM8 without a
       graphics card.
   11. Don't get "Gravity Force 2" for it.
   12. No accessory is ever compatible with another one.
   13. I've never used it for more than 2 hours without it
           crashing. (normally less).
   14. All "serious" programs usually need over 50Meg of hard disk

space.
15. Every time you turn it on more hard disk space "evaporates".
16. Try making an animation then saving it to a domestic video
    player.
17. Compare "Paintbrush" to "Dpaint".
18. It's vastly overpriced for what you can do with it. (£900 for a
    great plant pot holder).
19. It doesn't have a command line history.(In an Amiga shell enter
    something that is obviously wrong e.g. "Format pants" and press
    return. Press Up and it will reappear, now do the same on a PC).
20. Try doing anything half usefull on a 2Meg PC, then try the same
    on an stock A1200.
21. You don't get "OctaMed" for it.
22. You have to BUY screensavers. (No GBlanker, Oo No No.)
23. You don't get "Fat Ally II – SE".
24. In one evening I convinced Mike Hogg to buy an Amiga, after he
    spent over a year working with PCs.
25. There's no easy way to get into programming with it.(No AMOS or
    BB2 or similar.)
26. It even needs drivers just to run a mouse.
27. You can emulate a PC on an Amiga but can you emulate an Amiga on
    a PC?
28. You can't "Drag" screens down and up.
29. Even with 8Meg it always seems to run out of memory amazingly
    quickly.
30. I could never think of 30 things wrong with the Amiga.