

ALG_JUNE

COLLABORATORS

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Chapter 1

ALG_JUNE

1.1 MAIN

Dark Unicorn Productions Present

A Shane R. Monroe Publication

A M I G A L I N K G A M E S

Enter~The~Magazine

View~The~Logo!

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1.2 TOC

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1.3 ENTERTORIAL

THE ENTERTAINMENT EDITORIAL PAGE

Welcome to the first issue of AMIGA LINK GAMES - your hot new source for gaming and entertainment information. Within the screens of this magazine, we pledge to give you accurate dependable reviews, the hottest new gaming rumors, the most up to the minute release dates on titles, cheats & solves, and much more. Those of you who are familiar with the DARK UNICORN DISPATCH NEWSLETTER will feel right at home here, since this disk mag is now its replacement. All the witty editorials (shameless self promotion), the latest on up and coming Dark Unicorn Productions projects, and all the other good stuff can now be found in these pages. We have liberated ourselves from the burdens of having to deal with productivity and hardware (read our sister magazine AMIGA LINK for that good stuff) and can fully concentrate on the gaming aspect of the Amiga. We figure that about 75%+ originally bought your Amiga to play kick butt games on, so you are our audience.

Although the title says GAMES, ALG will be there to cover the latest in entertainment also. In addition to the FUTURE~ENTERTAINMENT column, we will also cover the hottest new AGA and ECS mega demos on the scene, as well as cover any other area of entertainment that is lacking. As always, we are VERY responsive to reader comment and will be happy to review a game for you or add a section that everyone has always wanted. As time goes on, we will hopefully get large enough for me to get some good IRC interviews with some of the top game programmers like TEAM 17, OCEAN, and VISION/ACID (you guys listening out there? FREE advertising for you...)

For those of you who loved the DUP DISPATCH magazine for our articles on AMOS PROGRAMMING and such, many of these type columns will be moving to AL instead. The INTERNET column is one such column.

Many people may be confused why we decided to segregate the mediums like this. The answer is several fold. First, games coverage in disk mags so far has been limited and done as sort of an 'obligatory' thing. We believe that doing anything half-assed is far worse than doing anything at all, so an entertainment only magazine makes sense. Second, although there are some great disk mags out there, you usually get about a ratio of 80% to 20%; the 20% being games coverage. We KNOW there are people out there like us who really don't CARE about the latest C++ compiler or the revisions made to WORDSWORTH 3.0 or how crappy the e586 EMPLANT module is. We bought the Amiga to have FUN and play games; not emulate an inferior platform. Finally, everyone needs competition. AL on its own was a fine magazine, but needed to grow a bit in entertainment. Other mags (that shall remain nameless ;) also seemed to be lacking a bit too, but were still very popular. By combining the great entertainment information from DISPATCH and the cool hot information in AL in seperate mags under one name, we can give EVERYONE what they want. I am sure there are professionals out there who could give a rat's ass about when MEGARACE CD32 is coming out or how kick ass the intro to TOWER ASSAULT is or even how playable ROADKILL CD32 is.

These people will also benefit from the split.

Those of you familiar with DISPATCH and have read my previous editorials know how CRUEL I can be to some companies and how much I pump others. Hey, EDITORIALS and REVIEWS are all opinion columns. ALG gets no kickbacks from any company nor will I take a personal vendetta against a company (unless they REALLY piss us off) and will give you honest dependable opinions. Those who know me KNOW I do not mince words. If a game or company SUCKS, believe me; you will be the first to know. Which brings me to BCI.

Better Concepts Inc. is a fine upstanding Amiga mailorder (soon to be showroom) retail business that cares MORE about the Amiga than just about ANY company I know. This is why DUP is affiliated with them; I liked their style. They go whole hog into the Amiga market and offer some of the most remarkable deals around (when was the last time you saw BRILLIANCE 2.0 for \$55?). BCI handles all our lisenware products (registered versions of our games) and well as provides a TON of our review material. I am also an employee of the company, so I can't say I am 100% unbiased. However, you will ALWAYS get fair and accurate reviews of BCI and DUP stuff. I run DUP but EVERY program has highs and lows. We will show you both sides. I may promote them a lot, but they DO give us a lot of stuff.

Anyway, enough of that crap. Everyone is probably asleep and drooling all over their keyboard with the system beeps ringing out telling you to get your chin off the space bar, so let's get on with the MEAT of the editorial. One last thing. There are several issues of back DISPATCH mags available on good BBS's and the Aminet. We have covered a LOT of ground in those issues. In most cases, we will not repeat reviews or articles that are contained in these back issues, even though we have a new audience. All the back issues of DUP DISPATCH are available on any AmiNet Mirror site in the docs/mags directory. Check them all out. You'll love'em.

Summertime is in the air and it is typical of things to slow down everywhere in the computer industry. The Amiga is not immune to summer fever and things have indeed slowed down since last month. Fortunately, we at least have lights at the end of the tunnel with ESCOM leading the Amiga back into glory.

For those of you who may not live in the IRCs on the Internet like we do, I will summarize quickly what the word is from ESCOM about the future of Amiga gaming. First, there are gonna be plenty of A1200s available on store shelves the remainder of 1995 starting about September. A4000s on the other hand, all seem spoken for already. There will be many thousand CD32 units available also although there is no official word on FMV cards. However, we have been promised a NEW game console (CD32 compatible from the sound of it) that will rival the new systems like Saturn and Playstation around the first quarter of 1996. Sorry, no specs yet, but will keep you informed. CEI informed me that they are making new FMV cards for the CD32 as is another nameless company in the UK. See May's issue of DISPATCH for more info on this. Anyway, it is looking GOOD for gamers in AMIGA TECHNOLOGIES' future.

Speaking of reborn, the future Amiga CD32 owners might get a chance to see a little DUP in action. BCI approached ESCOM with a proposal to package their bundled software with the future CD32s and Amiga CD-ROMs. ESCOM was quite receptive and apparently asked BCI for a demo cd of their work. They

turned to yours truly to create this CD in a very short period of time. Since almost all DUP members live apart, I got some of the finest people locally to assist me in the task. The CD came together with some hard hitting IMAGINE raytraced animations, cool tunes, some rather slick programming (shameless self promotion), and the greatest of freely distributed software we could put our hands on. There will be certainly more to report by the time you read this.

Now that the basic fate of Amiga is decided, we need to start pumping ESCOM with the tools, ideas, concepts, and assistance they need to succeed here and abroad. DUP through BCI is trying to do their part; everyone else needs to do theirs. Write the developers and tell them what you want to see happen. Like I said before; money talks - but it don't sing and dance and it don't walk - you will have to do that part.

That is about it from this end. Remember, we always listen, so feel free to write us and tell us your opinions about the Amiga, ESCOM, DUP, AL, BCI, or whatever. If enough people write, we will have a forum just for reader letters. It is up to you!

- Shane R. Monroe
Dark Unicorn Productions/ALG

1.4 FUTURE

FUTURE ENTERTAINMENT
By Shane R. Monroe

Yep, things slow down in the summer. Programmers seem to like to get outdoors after all (contrary to popular belief) when the sun shines so things get to drag on. Since there isn't much to talk about, we will hit some of the stuff about DUP and BCI.

... TOMCAT developer John Graham has been away from the scene a bit. He made a move to Columbia, South Carolina and has been living up on the Internet under the nickname VIRTUAL. I am sure you have seen him around. Well, since he made so much money on TOMCAT, a followup "sequel" was bound to happen. I just got off the phone with him and the next FMV game will be a helicopter combat game. Expect all the same hard hitting action that TOMCAT offered, with some "other" goodies yet to be revealed. THIS GAME IS NOT IN B&W! We'll give you more exclusive coverage next issue. (Better yet, [CLICK~HERE](#) to see a screen snapshot of the game!)

... Those of you waiting for FLYING TIGERS; I can just tell you to hold on a bit longer. Believe me the wait will be worth it. I just got a new Alpha version of it last week and I must say that it is taking HUGE strides in all aspects including graphics, animation, gameplay, controls and just everything. He has finished (more or less) the first real mission and he has completed most of the in-game effects (things like storms, lightning, speech, etc). Fantastic stuff. This game will be a legend. For those who missed it before, FT is sort of like an helicopter arcade simulation. In fact, we thought it good enough to do a full preview for you which is in the SHAREWARE REVIEWS area. Just playing it makes me drool for the final version (much like the hilarious game KOCKFIGHTERS -don't ask- I just had

the pleasure to preview) and when the final elements are in place, FT will end up being more like an experience than a game. Still no firm release date yet. There are some early pictures of the game available. Check out the Aminet or your favorite BBS for the file DUP_PROMO.LHA.

... Just heard from Troy Toulou, currently deep to his knees in coding his self-proclaimed "QUICKEN killer" EASY MONEY. The core version (basic home financial stuff) should be available this summer at the latest. The other modules (tax preparation, portfolios, etc) will follow soon. I wouldn't normally bring up something as BORING as financial management but it IS a DUP product! :)

... Ever wonder what happened to good ol' Michael Welch of SCORCHED TANKS fame? Well, heck, even though he works under the DUP label I hadn't heard a peep from him in months. Seems that he is working on a little version of SCORCHED TANKS for the PC using C++. Well, no accounting for taste, but at least they will have a decent artillery game now <wink>. Seriously, he is not going to dump the Amiga side of the game, but I wouldn't expect to see anything major for awhile from him. He is in totally undiscovered country over there on the dark side and it will take him some considerable time to get things done there. Hopefully he will get back to making us ST 2.0 soon. (NOTE: Many people don't realize that a new version of ST was released just recently to AmiNet (V1.85) which is a TON better than 1.77. Check it out.)

... Sean Anderson, DUP's newest member, is working hard on his wargame editor. Most people from other platforms bitch that there are not enough quality wargames out there for the Amiga and that we are a total arcade platform game machine. Sean, wargame fanatic, is about to change all that with his new program. Sound interesting? Well, here is the feature list and 'brag sheet' as provided by the author.

The War Game Processor

- o Compatible with most strategy board wargames
- o Play by mail/play by e-mail capability
- o Full color graphics
- o Scrolling play screen
- o Replay/review moves.
- o Stores any number of games/setups at once.
- o Hex coordinates identical to the board games.
- o Automatic dice rolls.
- o Customizable dice.
- o Help menus.
- o Move units singly or in stacks.
- o No stacking limits.
- o Up to 18 off-map force pools.
- o Comment your playback moves for your opponent.
- o Generates plain English move summaries for opponents without computers.
- o Combat assignments and die results summarized in playback.
- o Terrain view switch.

The War Game Processor includes a Module Editor:

- o Graphic interface allows you to generate WGP modules for your favorite wargames!
- o Create orders of battle with up to 6 definable values for each unit.
- o Assign front and back artwork to each unit from the image library.
- o Draw your own gameboards using a custom hex image library.
- o Edit your own hex and unit image libraries, using built in graphics tools.
- o Export or Import image library art for editing in your favorite paint program.
- o Assign names to individual hexes.

PROMO: Attention All Board War Gamers and Armchair Strategists! Can't find opponents for Third Reich? Not enough room to set up your World in Flames maps? All that play by mail paperwork got you down? Does the cat keep wiping out your Russian Front? Happy days are here! DUP's upcoming War Game Processor will sweep all your board wargame worries away!

The War Game Processor does for Board War Gamers what the word processor did for secretaries! Your favorite wargame can be played on computer, using a user friendly graphic interface. Positions can be saved to disk, as well as detailed histories of where each unit moved in the previous turn or phase. These can be sent e-mail to your opponent, who will be able to replay the turn, even seeing your comments as play unfolds! Or maybe your opponent doesn't have the program? That's okay, because the War Game Processor can generate plain English turn summaries in text form! All you do is make your moves. That means you can dispense with the reams of paperwork involved with play by mail and do what you came to do in the first place: Play wargames!

Your game will be played on the screen, with a scrolling mapboard big enough to handle most popular games. Even the super-monster boardgames like the Europa series can use the War Game Processor, if you have enough memory! Units are moved by simply double-clicking on a stack, or you may select individual units from within a stack, then double clicking on their destination! Hex by hex movement may be recorded by single clicking on interim points along the way! At any time, you can write a comment, clarification, description or just plain witticism which will appear when your opponent replays your moves!

The War Game Processor also comes with an intuitive, easy to use editor, which allows you to generate modules for any game you like! YOU draw the map, YOU decide what terrain features look like, YOU create the units. The editor features an easy point-and click interface for laying down hex images from a customizable library. Units can be assigned individual names and 6 numeric values, and their visual representation is limited only by your artistic ability! Built in graphics editing tools allow you to draw new hexes and units, or alter those that come with the default libraries. Graphics templates for hexes and units may be imported from and exported to standard IFF templates, allowing you to do additional editing using your favorite paint program!

Keep a close eye for a full review in next issue!

... What? FLEET COMMANDER? Boy, do I ever hear flack about this. Alright, here is the scoop. Even though I had about 40% of FC done, I have

decided that an entire re-write is gonna be needed. Why? Well, I want to do this kinda of game RIGHT for a change and although the version I have right now is pretty cool, I have decided to do it a bit different. I originally planned to make a a very souped up version of the original "star trek" type game with the 10x10 galaxy and x number of Klingons to kill in y stardates with z starbases remaining type game. Of course, full motion video was to play a big part of that. Now, instead of FMV, I am more interested in adding RAYTRACED graphics and animations in the game. Be warned; the system requirements are going to be a bit higher for this game than my previous ones. I want to do the game in hi-res for most of the non and slow moving screens, so having an accelerator or at least a 1200 with some fast ram will be almost a requirement. Hard Drive is likely to be a requirement this time too. It is the 90's, folks, and these are things that PCs have been using for years now. No more floppy based games for me. Fear not, though, it will be in NTSC and it will be ECS/AGA compatible.

... DUP member Shane R. Monroe (er, uhm, that's me) just got finished creating the ultimate Adult CD for the Amiga. Distributed by BCI (of course) this CD is loaded with cool *AMIGA* pictures and *AMIGA* animations with a full blown decked out *AMIGA* interface. If you are tired of crappy PC CDs then check this title out. It is not being sold under the DUP label (hey, we are a family programming company) it is being sold as a BCI in-house CD under the name YOUR PRIVACY ASSURED and guess what? It is U.K. legal (that doesn't make it tame, though) so all of you in England who have been waiting for a quality CD, wait no more! Reviews will be available as soon as it hits the shelves (probably by the time you read this).

... Last month (in Dark Unicorn Dispatch) we talked about all the cool stuff that is coming for the Amiga and CD32 (check out May Edition; it has some awesome info) and it seems this month is all DUP stuff. As of the time you are reading this, I will be in charge of BCI's entire PD library section. In other words, if you order PD stuff from them, it will likely be me copying and shipping it to you. The PD system they currently have will be revised to incorporating everything on CD (about 60% of it is now) and the CDs will be available for purchase. In addition to their already rapidly growing library, my own PERSONAL PD collection will be added to theirs, giving us the strongest PD arm in the U.S. A new catalog should be available in the middle of the summer and expect a hypermedia catalog-on-disk to appear here and on the Aminet. If you have any suggestions for the PD business, feel free to pass them along. I will be looking to improve the speed of service and the amount of service including custom world wide searches for those really odd and hard to find PD titles.

1.5 SHAREWARE

THE FREEBIE REALM - THE LATEST IN PUBLIC DOMAIN AND SHAREWARE

Here is the column for all you freely distributable software gurus. We get the latest and greatest off of the Aminet and review it for YOU! If you are an AUTHOR of Shareware/PD software, you may submit programs directly to us for review via U.S. Mail (yuk) or via a UUENCODED file to Shane Monroe's Internet mail box (listed in the DUP~DIRECTORY). PLEASE only submit REGISTERED or FULLY WORKING versions of the software for review and include what functions are disabled or crippled. Thanks.

BREAKIN' BRICKS - SCORCHED TANKS V1.85 - FLYING TIGERS (PREVIEW)
DELUXE PACMAN AGA

ALG will adhere to a fixed system of reviews and rating. Here is a sample block of what to expect to see from now on:

```

-----
|Title: << Program's Title >> | Rating:1 to 5 |
|-----|
|Quick Description: << Here is where you will find the quick, Aminet |
|style description of the program >> |
|-----|
|Author(s): << Author(s) Names >> |
|-----|
|Publisher: << If Applicable >> |Type: < Arcade, action, etc. > |
|-----|
|Registration Fee: <If Applicable> |HD Installability: <see below> |
|-----|
|System Requirements: << PAL, 020/030/040, FPU, AGA, ECS, Etc. >> |
|-----|
|Where Located: << Aminet directory, PD CD, company name, etc >> |
|-----

```

For HD INSTALLABILITY, you will find one of the following:
 NO - Not HD installable; NON-DOS, hard DF0: coded, etc.
 YES - Installable via easy to use installer program included.
 PART- It can be installed manually with some basic AmigaDOS
 knowledge, through a non-documented installer script,
 or some other odd but workable way.

```

-----
|Title: SCORCHED TANKS V1.85/90 | Rating: **** |
|-----|
|Quick Description: THE LATEST VERSION OF THE HOT TANK ARTILLERY |
|GAME THAT FEATURE 70 WEAPON TYPES, 64 COLOR GRAPHICS, AND MUCH MORE. |
|-----|
|Author(s): MICHAEL WELCH |
|-----|
|Publisher: DARK UNICORN PROD. |Type: STRATEGY (1-4 PLAYERS) |
|-----|
|Registration Fee: $15 |HD Installability: PART |
|-----|
|System Requirements: 1 MEG AMIGA; 1 MEG CHIP+FAST & 020+ RECOMMENDED |
|-----|
|Where Located: REGISTERED V1.90 FROM NORTHWEST PD - SHAREWARE |
|VERSION: AMINET |
|-----

```

Scorched Tanks (ST) has had a active past, hasn't it? From its humble origins to the mega cool tank game it is now, it has come a long way. In fact, it is still one of the most popular Amiga Shareware games ever. Its latest incarnation is, as always, a welcome addition to anyone's collection. For those of you who have a previous version (1.77 seems to be the most popular) you can skip the next paragraph, as it is only for those not familiar with the game.

ST is a 'artillery' type of game. Based on the old ARTILLERY system where

two 'stations' fired projectiles at each other by setting the angle of the gun and the amount of powder (or force) that the shot would fire. It was a neat concept at first (hell, MS-DOS 6.22 still has a version of it for MS-BASIC included with it called GORILLAS) but it became apparent that forces like wind, gravity, etc. should play a part in the game as well. Soon, the sort of game merged into a PC game called SCORCHED EARTH. Michael Welch seized the concept and ST was born and FAR surpassed its predecessor. Where as there were only a handful of weapons in Scorched Earth, there were just DOZENS on weapons for ST. Since the PC never was much good at screen scrolling, all the players had to play on the same screen. Not so with ST; the screen can scroll so your playfield is many times bigger than the playscreen (based on Chip RAM space). ST is a four player game vice Scorched Earth's 10, but in my humble opinion, anything more than four is a waste anyway because with THAT many players, you can't HELP but to hit someone. ST also introduced a handful of great dynamic shields which did things like repel, displace, or even absorb the enemies shots.

Since the early days, ST has become even better. There are now 70 (!) weapons to purchase as well as 13 shield types to buy. You can select the starting cash you have on hand as well as Computer tank's intelligence and aggressiveness. ST now offers a 64 color map to play on (1 meg Chip RAM is required) and is still ECS compatible. Other options include setting explosion size, gravity, wind, etc. There are several new tank DEATHS that occur when the player dies (I won't spoil them for you) as well. Another feature is the trails behind the shots as they travel. Some people like it, some don't. I personally like it.

The game has taken an enormous step forward in asthetics. Everything looks a bit cleaner, smoothed out. The music is better and it has a cool short intro to it. It is almost like it crossed a very definetive line where it is closing in on "textbook" commercial quality.

The biggest question on everyone's lips I will bet is what kind of new weapons are there. How about I give you some names and let YOU figure them out? SUNBURST, MARK 4, MARK 8, TOMMYGUN, MINIGUN, PINEAPPLE, and of course there are MORE. The evaluation version is FREE, so pick it up and see for yourself. The evaluation version is V1.85 and the registered version is V1.90. The only things different are the ability to play more than 5 rounds and the ability to save the game in progress. These are minor and there is NOTHING to distract you from good playing in the eval version.

As good as it is, ST still has a couple of things that I couldn't, in all fairness, fail to mention (journalistic integrity and all that).

First, the Weapons Link (where you purchase your weapons and shields) is still a bit primitive. It has the customary slider and arrows, but it sure could use more of a face lift and some cool goodies like moving to the beginning or end of the list with the right mouse button clicking on the arrows. Sure, you can grab the scroller and move it, but this would be easier. A custom loadout (saved under the player's name) would be great, since almost everyone buys about the same basic stuff each turn. Make it to where you buy your basics (big shots, parachutes, cruballs, etc) then store it on a hot button on the weapon link so that you can just click that for a basic load out. Alphabetizing the list would be a good step too.

Multi-machine playability would almost be a must for the next generation of ST. Modem, network, internet, or even null modem would be great as an

option. Michael told me it would be FAR to difficult to get that working in the this environment, but I think he could pull it off.

It is easy to see how a programmer's machine gets upgraded as he writes newer programs. This new version sports more colors and effects, but the cost is speed. Don't get me wrong; it is playable on a vanilla machine. BUT, on a no Chip RAM based machine it can get REALLY slow (especially during the TOMMYGUN/MINIGUN type weapons). Fast RAM is much easier to bear. If you have an accelerated machine, prepare for a real treat. The A4000/040 plays it almost TOO fast, and an 020/14+Fast RAM or 030/25 is about right.

There are still some MAJOR bugs floating around in the game, but you are very unlikely to see them unless you are a die hard 'play-every-day' kinda person. The best way to see the bugs is to use a lot of plastic based weapons and rebounding type shields. Shot vanish or blow up in the wrong places sometimes, but not enough for you to really care.

HD installability is easy. You just drag the drawer into the HD drawer you want it in, or use your favorite util to copy the files over.

In closing, let me say that this game really kicks ass and you need to get it if you are even REMOTELY interested in it. Pay the man his money and clear your conscience, too. It isn't as much a game for the unexpanded Amiga anymore, but this *IS* the 90's and if you don't have a machine with Fast RAM, a Meg or Two of Chip RAM, and/or an accelerator, you are a bit behind the times. Upgrade and play Scorched Tanks. You will be glad you did.

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-----
|Title: FLYING TIGERS (PREVIEW)                | Rating:PREVIEW|
|-----|
|Quick Description: HORIZONTAL SCROLLING HELICOPTER SHOOTEMUP WITH A |
|LOT OF MISSIONS AND A BIT OF SIMULATION THROWN IN FOR GOOD MEASURE. |
|-----|
|Author(s): SEUMAS MCNALLY                      |
|-----|
|Publisher: DARK UNICORN PROD.                  |Type: ARCADE/SIM (1 PLAYER)|
|-----|
|Registration Fee: TBA                          |HD Installability: TBA   |
|-----|
|System Requirements: 1 MEG AMIGA              |
|-----|
|Where Located: TBA                            |
|-----|

```

JetStrike CD32 is one of my favorite games of the platform. It combines a bit of strategy with lots of hard hitting arcade action. When I first saw the Alpha version of FLYING TIGERS (FT) I was immediately reminded of JetStrike. Both are similar in design but have different features about them that I like.

FT is a horizontal scrolling shoot'em-up that draws off the best ideas of several games. First, and foremost, is the arcade side of the game. You fly your helicopter over various missions and take out the designated targets with various weaponry. Simple, but it has been done before Where

FT starts to change is the 'accompaniment' that can be yours for the asking. These take the form of wingmen and air support.

During the startup of the game, you may select one of many different helicopters to fly as well as fill the weapon slots with applicable weapons. Then, you may select your WINGMEN (up to two choppers to accompany you) as well as a jet craft to come in and help out too. Your own arsenal is usually inadequate to make the mission alone, so it is useful to have some of these guys with you. You have a limited inventory of craft, so once they are destroyed, you lose.

Lots of care has been taken in the aesthetic portion of the game. It has a nice clean special effects intro (a movie like intro is rumored to precede the game later) and everything is just smooth. The menus are unique and the pointer has that 'real life' feel to it during menu selection. Loads of missions will be on the game (I have seen only a couple). Many options to set up based on your processor and machine are given. You can manually alter the game speed or let FT choose the best guess for your system. You can set all the game parameters like sound, music, etc on/off as well as choose a controller type (if you don't have a CD32 controller yet, get one folks; games are going that way). With the CD32 controller like is GOOD while you blast the hell out of everything. FT is playable, though, with a standard one button controller.

In addition to everything else, the game throws in some little digitized radio communications - which adds greatly to the atmosphere of the game. With that comes parallax clouds and even rain/lightning storms. Cool, huh. You can be hit by lightning too, and that is pretty radical.

Do I sound a bit excited for it? You bet. It has been a long time coming but I am sure it will be WELL worth it! ALG will have the exclusive review as soon as it comes out!

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-----
|Title: DELXUXE PACMAN AGA                               | Rating: 3 |
|-----|
|Quick Description: A REVISED PACMAN FOR THE 90'S, THIS TIME IN THE |
|GUISE OF A NEW AGA GAME FROM THE AUTHOR OF DELUXE GALAGA.      |
|-----|
|Author(s): EDGAR M. VIGDAL                               |
|-----|
|Publisher: NONE                                         |Type: ARCADE ACTION (2 PLAYERS)|
|-----|
|Registration Fee:                                       |HD Installability: PART      |
|-----|
|System Requirements: 1 MEG AMIGA                       |
|-----|
|Where Located: AMINET/GAMES/SHOOT/DPACMANAGA.LHA         |
|-----|

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Pac-Man has come a long way since the early 80's. What the world saw in this little yellow circle (eyes came later) and those stupid colored ghosts is beyond me. The same maze, the same monsters, and the same dots. The only thing that changed was the little fruit in the middle. Yee haw, as they say in the south. Yet, somehow, people dumped billions of quarters into Bally/Midways' energizer chomping loser.

Some time later, they finally came around and made the first pac man game with changing mazes (Ms. Pac), then the scrolling mazes (Pac Man Jr) and my personal favorite, Pac Man Plus where all sorts of weird things happened like the maze vanished, the dots all turned to energizers, the ghosts repealed against you, etc. That was pretty cool.

Finally, Pac Man enters the 90's. Now, in the age of video game secrets and hidden gems, DELUXE PACMAN surfaces, bringing us all the things we ever wanted in Pac Man from the start. What's more, it is done in style.

Now we get it all; changing mazes, special powerups like FREEZE, GLUE, SPEEDUP, and tons more. BUT, the best part of all is the ultimate power up - the GUN! That's right. Pac Man is packing. And he is pissed off. Now, for a limited time, you can grab that Glock 7 and blast those annoying ghosts into nothing. Of course, they ALWAYS come back in due time, but damn is it ever gratifying to blow them away. Unfortunately they didn't cater to the evil side of me and leave a blood trail on the way back to their little box in the middle of the screen.

So what else is new? Well, Deluxe Pacman is FAST. Imagine the original pac man on say, the bannana level. That is about how fast this thing runs. Even on a stock Amiga it is fast. There are lots of little special effects that add to the over all asthetics of the game and the high score table music is good.

Why did I only give it a 3? Welp, I am glad I asked that. See, it is neat, new, and revolutionary but in the end, it is still just Pac Man. Sure the AGA graphics are nice, but it is still Pac Man. So, I guess if you were one of those yellow pupiled people I spoke of earlier that did nothing in the 80's but cash your paycheck and put it in the Pac Man machines, then this is YOUR game. But, the lasting power of this game is dramatically limited. You are better off getting this author's game DELUXE GALAGA which will keep you entertained FAR longer than the yellow circle.

```

-----
|Title: BREAKIN' BRICKS                               | Rating: ???   |
|-----|
|Quick Description: APPARENTLY ANOTHER ARKANOID CLONE |
|                                                     |
|-----|
|Author(s): RONALD ROEMELING                          |
|-----|
|Publisher: LODGE                                     |Type: ARCADE   |
|-----|
|Registration Fee: NOT DEFINED                       |HD Installability: PART|
|-----|
|System Requirements: OBVIOUSLY NOT A 68040 OR 68020 :( |
|-----|
|Where Located: AMINET                               |
|-----|

```

Damn it. I hate reviews like this, but it is a public responsibility to do this sort of thing.

As you can see from the info box, life isn't good with this proggy. I love Arkanoid type games and I had high hopes on this one.

First problem, the files must not have been archived with the 'maintain directory structure' flag on since I had to physically create two directories myself after unarchiving it (this is contrary to what the docs said). Naturally I had to engage SNOOPDOS to locate what directory these files went in. Bummer. Off to a bad start.

Next, after I FINALLY got SNOOPDOS to be content with the directory structure and I got no FAILED loads, the music kicked in and the screen went black and BOOM; the Guru Commeth.

Figuring that it was just my touchy A4000/040, I tried every type of degrader and such to get this to work. No good.

Then, I went ahead and tried it on my CD32/SX1 A1200 clone with 020 processor and it still crashed. So, after about 30 minutes, I gave up trying to review this program.

Sad thing to, and I hate to do this kind of negative review. I WILL say though, that if the authors read this and care to send me a copy that is functional, I will be happy to re-review it in a future issue. Until then, this game isn't even worth your DL time I am afraid to say.

1.6 SOFTWARE

BUY BEFORE YOU TRY - COMMECIAL SOFTWARE AND STUFF

THE RETURN OF THE CLASSICS

I can't being to tell you how much I wanted to review TFX for you this issue, but I haven't been able to get OCEAN to cough up a copy yet, so I decided to offer you readers another valuable service. (NOTE: A call to OCEAN confirmed that despite everything TFX is *NOT* out yet, and it may not be....Sigh)

Everyone remembers the classics. The games we played in the old arcade or at home on our beloved 8-bit machines like the C64, Speccy, Apple, or Atari machines. Many of us still love the time worn treasures that got us hooked into gaming all those years ago. Although games have progressed so much farther than even the classic movie WARGAMES predicted, some of us like nothing more than to sit back and play a blast from the past. In fact, many companies are getting back to the basics like Broderbund with their LODERUNNER DELUXE and EA with ARCHON ULTRA. With such games as TFX and SHADOW FIGHTERS ruling the headlines, it is often hard -if not impossible- to find the classic games of old.

As usual, ALG comes through with the ultimate list. Here is a list of all those old classics and their Amiga equivelents. We will talk about them a bit after the chart. These are as close to the original games as I could find. NOTE: Titles listed as PD HOUSE can often be found on on-line services like the Internet, GENie, Compuserve, etc. MAIL ORDER includes 'new' companies as well as the 'used software' companies. BARE BONES in the U.S. is said to be a good source.

Original Title	Amiga Title	PD	COMM	WHERE TO FIND
1942	Banshee AGA/CD32		X	Mail Order
Arkanoid	Arkanoid		X	BCI HAS 'EM!
Asteroids	Asteroids	X		PD House
Berzerk	Intruder Alert	X		PD House
Carnival	Lotus Turbo II *		X	Mail Order
Centipede	Rollerpede	X		PD House
Defender	Defender	X		PD House
Dig Dug	Digger	X		PD House
Donkey Kong	Donkey Kong	X		PD House
Elevator Action	Mission Elevator		X	Good Luck
Frogger	Croak	X		PD House
Galaga	Deluxe Galaga **	X		PD House
Gauntlet II	Gauntlet II		X	Mail Order?
Gorf	Gorf	X		PD House
Jumpman	Jumpman Jr.	X		PD House
Lode Runner	Mine Runner	X		PD House
Marble Madness	Marble Madness		X	Mail Order?
Missile Command	Missile Command	X		PD House
Mr. Do	Bob's Garden	X		PD House
NARC	NARC		X	Yeah, Right
Operation Wolf	Operation Wolf ***		X	Good Luck
Outrun	Outrun, Lotus Turbo		X	Mail Order
PacMan	Footman		X	Good Luck
Pitfighter	Pit Fighter		X	Mail Order
Popeye	Popeye	X		PD House
Q-Bert	Q-Bopper	X		PD House
Race Drivin'	Hard Drivin'		X	Mail Order
Robotron	Llambatron	X		PD House
Sinistar	XenoStar	X		Author
Space War	Space War	X		PD House
Space Invaders	Ameoba Invaders	X		PD House
Spy Hunter	Major Motion		X	Mail Order
Super Mario Bros.	Giana Sisters		X	Good Luck
Tempest	Vektor Storm		X	Mail Order
Tron (lightcycles)	Viper AGA	X		PD House

Enter DUX as the password and you will be taken right to the game of CARNIVAL! Go figure. Must've been one of the coders' favorite games.

** DELUXE GALAGA is not a perfect clone, but the game play is so similar and gripping, that it was my first choice. There are other more perfect 'clones', but none as fun.

*** My personal favorite clone was ZOMBIE APOCALYPSE II. Same type game but LOADS of blood and stuff. Heh heh heh.

The list could go on and on. But, that is enough for now. If you are looking for a classic from the 8-Bit world or the arcade realm, why not submit it to the READER'S REACTIONS column and we will include them here. Maybe some of the readers can find them for you. Here are some of MY personal favorites that I haven't found yet. Anyone got 'em?

ARCADE
ZOO KEEPER

8-BIT LAND
FORBIDDEN FOREST

TOP GUNNER
 STAR TREK (VECTOR)
 DISCS OF TRON
 CRAZY CLIMBER

LEGACY OF THE ANCIENTS
 ALTER EGO
 SUNDOG
 FORT APOCALYPSE

Anyway, some of these classics will REALLY take you back. Many of the ones listed have 'extra' goodies as well as the 'basic' elements. For example, FOOTMAN is not only a perfect pac man clone, but it also includes a cool two player SIMULTANEOUS mode where you BOTH eat dots together. Brings a whole new element to the game. MINE RUNNER has a cool four player mode where four players can play together. Tough, since only ONE man gets to get away. Bummer - everyone else dies. Hee Hee. VEKTOR STORM has some of the coolest music around, and DELUXE GALAGA will make you ONE with your joystick.

In a past issue of DUP DISPATCH, I talked about getting back to the basics. Now that we have helped you get back to the basics, let's hope next month I will get some software companies to send me over some good stuff to review (hint hint - C'mon OCEAN, I am DYING to play TFX!) and bring us back to the future.

1.7 CD32

CD32 SPINDOCTOR

SPINDOCTOR'S FAST RAM KILLER

I promised you all good CD32 support and here I am! The doctor is in and I am gonna hook you guys all up this month by showing you a neat hardware hack for your SX-1 box! For those of you without the luxury, you might want to skip this part and continue down where you see the three asterisks in the middle of the screen!

So, why a FAST RAM KILLER? Well, there seems to be a LOT of games that just plain don't like Fast RAM, since the CD32 comes without any I guess. In any event, it is a pain in the bum to go to the shell, run a NOFASTRAM utility, then EXECUTE CD0:S/STARTUP-SEQUENCE, etc etc etc. Wouldn't it be nice just to flip a switch to do it then hit reset? Or just turn it on without the FastrAM? You bet. Makes games like CHAOS ENGINE and MICROCOSM work without a hitch.

First, the disclaimer. Amiga Link, Amiga Link Games, Dark Unicorn Productions, nor the CD32 SPINDOCTOR is responsible for any damage done to you machine by this modification or caused BY this modification. Proceed at your own risk.

What you will need:

- One Single Pull, Single Throw Switch
- One standard jumper (NON-JUMPED!)
- Two 10 inch pieces of wire (thin stuff)
- Solder gun and solder

Now, it is easy. Just solder the two wires to the switches' leads and then solder the other end to each of the leads of the jumper. Now, you can

run the switch through that convenient hole in the back above the disable switch, or you can even mount it there with a bit of ingenuity. Finally, you have to put the jumper somewhere. Take off the cover of the SX-1 and look in the middle. You will see a row of jumpers. Attach the jumper across the pins of jumper #3. Now, when the switch is in one position (crossing the pins, basically) Fast Ram is disabled. Flip it and reset it, you have fast ram back. It is that simple! Long live the CD32! (If you have any questions or problems, contact Shane Monroe via mail. No phone calls! Please!)

Now that we have that little project out of the way, let's get back to some interesting stuff.

Before we get to the reviews this month, I will fill you in a bit on the current CD32 situation. For those of you who have been on a deserted island the last year, Commodore liquidated their assets and ESCOM of Germany ended up with the Amiga pie. Instead of repeating old news, do yourself a favor and pickup May's DUP DISPATCH and read all about it. Suffice to say that there will be many thousands of CD32s available through Christmas 1995 so you can expect support to continue for your machine. AMIGA TECHNOLOGIES (the subdivision of ESCOM that is handling the Amiga/CD32) are planning to release a new CD32 in 1st quarter 95 sometime. A new hyped up CD32 (my guess is built in FMV and texture mapping capabilities) will be released and with any luck it will be 100% backwards compatible. In the meantime, CEI in the U.S. and an unnamed U.K. source will re-introduce the FMV cards soon. Both will be compatible with the current FMV technologies but (I strongly suspect) it will comply with the new FMV standards which will allow 144 minutes of video per CD. Yippee. This is gonna be COOL! Huh huh.

Many companies continue to support the CD32 including Time Warner which brought us Rise of the Robots (uh...huh huh...uh). Time Warner will be bringing us PRIMAL RAGE in September. Yum Yum I can't wait. For those of you interested more in what is coming for the CD32, I covered that subject in great depth in past issues of DISPATCH (yeah, yeah, yeah, you are tired of hearing that - but that is what you get for jumping on the wagon late! :).

A few tidbits to pass along also. I aquired many CD32 titles recently, and wanted to share a couple of little things with you that didn't really warrant a full review ...

... DENNIS from OCEAN isn't as bad as I thought it would be. Actually, a pretty damn fun little platformer. Movie tie in was gay (IMHO), but the movie itself was gay so there you have it. No reason not to check out the game though.

... BUBBLES AND SQUEAK is cool. Addictive too. Damn, when am I gonna find time to frequent the Internet and get this damn magazine done?

... Having never actually SEEN the ASSASSIN'S GAME CD, I was totally impressed. It is fully CD32 booting (no floppy drive or memory or crap needed - although some games require the keyboard or mouse). It was 90 % PAL, but what the hell? You are all using 1084s anyway right? I guess I could play a different game every day for 5 years and still have some games to go... Cool. Some of the stuff is a bit dated, but for the price, you can't beat the game-to-price ratio here.

... Wanna kill another full weekend? If you have a floppy drive attached to that CD32, get the 17BIT PHASE IV collection. Sheeze, the Suicide Man animations ALONE are worth the CD's price.

... Eric Schwartz fans rejoice. The MEETING PEARLS CD has everyone one of his animations that I know of .. And many I didn't. This will require the SX-1 since you have to access it from Workbench.

... JUNGLE STRIKE is an odd title. Looks NTSC but forces a PAL bootup. Hmmm. Also, it doesn't boot at ALL with the SX-1 plugged in. Odd, eh? Not even disabled.

... Oh god, if you have an FMV card, you have to get CANNON FODDER CD32 just for the funny as hell 5 minute or so intro FMV movie. Reminds me of the Beatles' HARD DAYS NIGHT video. It is also sort of a collector's item, since ALL other versions of CF (3D0, Jag, PC, etc) do NOT have that movie - instead they have a lame raytraced intro. I reckon it has something to do with the sheep in stockings in the FMV video :)

... SUBWAR 2050 runs great from an unexpanded CD32. Cool.

... Stuck on SIMON THE SORCERER? Check out the FULL SOLVE in the GAMER GEMS area this month!

... There is a cheat for MICROCOSM there too. :)

THE REVIEWS

ShadowFighters - Super Skidmarks - SexPot - Theme Park

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-----
|Title: SHADOWFIGHTERS CD32 (PAL ONLY)           | Rating: 5 |
|-----|
|Quick Description: YET ANOTHER ENTRY INTO THE ENDLESS BARRAGE OF |
|STREET FIGHTER CLONES. LOTS OF CHARACTERS AND LOTS OF MOVES. |
|-----|
|Publisher: GREMLIN                               |Game Genre: ACTION FIGHTING |
|-----|
|Players: UP TO TWO PLAYERS SIMULTANEOUSLY       | Enhanced for CD32: |
|-----|
|Fast RAM Compatible?                XX YES  __ NO|  _X_ CD Music Tracks |
|-----|
|Fast RAM/Floppy Drive Enhanced?    __ YES  XX NO|  __ Rerendered/Intro |
|-----|

```

Fighting games rule. That much is obvious enough by the amount of cash games like PRIMAL RAGE, KILLER INSTINCT, the STREET FIGHTER series, the MORTAL KOMBAT series, and the VIRTUAL FIGHTER games are raking in at the arcade. The home console market, in addition to that, is multi-billions yearly. So it should come as no surprise when I tell you of yet another great fighting game for the CD32.

Fighting games on the CD32 itself have been limited. There have been a few, such as INTERNATIONAL KARATE+, ULTIMATE BODY BLOWS (great game), and RISE OF THE ROBOTS (oh PLEASE! KILL IT, KILL IT!) but the hot games like STREET FIGHTER and MK/MKII have missed the Amiga console in favor of their

computer brethren (MKII on the Amiga, by the way, is just great considering it will run on ANY Amiga including ECS). ULTIMATE BODY BLOWS had quite a few moves using all the buttons on the controller a couple of times, but it really didn't capture the feeling of the classic fighting games. As much as we game players bitch and moan about having to enter moves like DOWN, FORWARD, BACK, BACK, HIGH KICK (what move is this? Anyone? Anyone?) we sure seem to get pissed when a game doesn't have it.

SHADOW FIGHTERS CD32 is probably the best of the bunch. It is DEFINATELY without a doubt the best fighting game on the CD32, and (although I haven't seen the AGA version of it) it is probably the best one on the Amiga side too. But I don't want to get ahead of myself.

First things first. LOTS of characters. As in 17+ of them. With MORE coming. That even gives all the players from UBB a run for the money. The characters are all very diverified (although some are looking slightly familiar - as in STREET FIGHTERish). You fight in different countries (alright, enough with the SLIGHTLY part; VERY STREET FIGHTERish) and do the classic 'best out of three rounds' bit.

If were to stop right there, this would be nothing more than a simple UBB clone. BUT, let me tempt you more. Now, each character is controlled using just ONE BUTTON (built-in Amiga compatibility eh?) which is nice for people who get confused with a six-button GENESIS controller, let alone the 7 on the CD32 controller. Here is the kicker that got my attention. Each player has AT LEAST (mostly more, mind you) 25 moves. Those of you with calculating minds have already come up with 16 moves with one button. Yup, that is where the MK approach comes to play. Moves are executed with combinations followed with the button or in conjunction with the button. Some moves are ground based, while others are done in the air. Getting better?

Next, let's throw in something near and dear to my heart. The BLOOD ON option. Now it is not NEARLY as grisly as MK (blood jutting everywhere) but it is a nice touch to see the blood streaked on the floor, ain't it? The biggest problem with the game is the lack of FATALITIES. That was what made MK into the most played fighting game of all time and it is here to stay. N.A.P.S. should've known this and figured it into the equation. Alas, no FINISH HIM here.

Going downhill again? Okay, time to bring you back up. The backgrounds are not static (this was the #1 complaint in MKII for the Amiga - the arcade backgrounds were chillingly animated) but very much so animated and even have the cool parallax effect found in games like KILLER INSTINCT where closer objects move slightly faster side to side than objects far away. For those unfamiliar with parallax, go get in your car and start driving. Look out the window at the clouds. They are going by pretty slow, eh? Now look at the mountains, then the trees, then the roadside, then finally at the road (don't plaster that old man with a walker who is crossing the street at the wrong time and place - the insurance company will never believe the "I didn't even see the old man until he flew across my windshield" line). Notice the 'reality' that the different 'scrolling' speed makes? That is what is incorporated into Shadow Fighters. It is also well illustrated in the KID CHAOS CD32 background also. The ULTIMATE parallax I have seen is in Arcane's T-RACER. God, that is cool. Be enough of that. Trust me, when you see the subway drive past and the action doesn't slow down, you will love it.

The graphics are pretty decent, but nothing to go call the PCers over to see. On the other hand, the animation of players is all pretty good, and the accompanying sound effects are very good. The most important thing of all is that it plays smooth. Players respond fast enough (although figuring out the 90% of the moves the book DOESN'T tell you about really bites) when you finally figure out all the moves and how to do them properly on the pad. Might be a good idea to plug in the old Amiga stick for this game since you don't need the other buttons anyway.

The thing that grabbed me the most was the TRAINING mode. Different! Have you ever seen those cloth, stuffed mannequins at a tailor shop? The ones they pin the fabric to as they cut it out and stuff? Basically they are a big round stuffed torso and a big round stuffed head. Throw on a Frosty the Snowman face and you have it. Oh, and it has no legs: just a long pole with a round ball at the end (how the hell does it stand up?). That is who you fight for the training matches. Before you go and start laughing and looking for a seam ripper to take care of business, beware! He is a FORMIDABLE foe! Last count shows he has MORE special moves than anyone else. REALLY special moves (it is like a Monty Python movie) like throwing bowling balls at you, his head opening up and a long arm with a giant hammer in its hand sliding out and banging you on the head, his stomach opening up and a huge circular saw blade jutting out of it, and such goodies. He will DEFINITELY keep you on your toes. I thought it was cool. Kudos, N.A.P.S.

I gave it a 5 because I keep playing the damn thing. A game can have crappy graphics and sound, but if I keep coming back to it, it is worth my hard earned cash. Those of you looking for KILLER INSTINCT or MKIII better go look somewhere else. On the other hand, if you want a highly playable game with tons of stay power combined with a slick aethetically pleasing interface, you ought to give Shadow Fighters a shot.

```

-----
|Title: SUPER SKIDMARKS CD32 (PAL ONLY)           | Rating: 3   |
|-----|
|Quick Description: MULTII-PLAYER OVERHEARD VIEW RACING GAME WITH LOTS|
|OF GOOD NICETIES AND SOME SMOOTH GRAPHICS.      |
|-----|
|Publisher: ACID                                |Game Genre: ARCADE RACING|
|-----|
|Players: UP TO EIGHT PLAYERS CAN GET IN ON IT | Enhanced for CD32: |
|-----|
|Fast RAM Compatible?                XX YES  ___ NO|  _X_ CD Music Tracks |
|-----|
|Fast RAM/Floppy Drive Enhanced?     XX YES  ___ NO|  _X_ Other Enhanced |
|-----|

```

What can I say? After playing the one level COW CAR preview that was floating around, I couldn't wait to get my paws on the real thing. Now that I have it, I am a bit dissapointed while at the same time I have something new to suck up time I don't have.

SS is a driving game. Nothing more; nothing less. There is no weaponry like in ROADKILL, nor is there car enhancement like ALL-TERRAIN RACING. There are no vermin in the road to run over, nor can you actually destroy your car or your enemies. It is racing. Pure and simple. But, simplicity isn't all bad. You don't have to worry about watching the damage

meter or rolling over that flying cash. It gives you more time to concentrate on the main goal. Winning the race.

Don't get me wrong. There are some REAL high points to SS too. For those with a blood lust (like me) this game might leave you initially cold. BUT, after sticking around awhile I found some cool stuff.

First, there are lots of raytraced cars to pick from. While they are smooth, they are not quite as clean as ATR, but there are several types to choose from including the famous COW car. (What a riot; a cow with wheels for feet - I about crapped myself laughing as they flew around the track).

Fortunately, there are many tracks; some of them are just downright ugly with ugly turns and loop arounds. For that, it is a good thing the game won't let you go the wrong way (although that take some of the fun out of it). Some have long jumps (ala Stunt Cat Racer, eh?) too, while others seem to be made for sheer speed.

You read right. Up to eight players can play. Pretty neat eh? Although I wouldn't expect too much speed with that many people. With just two people the game is playable. With three, ummmm..... But, you can put as many computer controlled cars (up to 8) and not worry about the speed problem. Now this is playing alone, NOT with the modem option going....

MODEM!??? YES! Finally, a cool game you can play over the modem. No, not NULL modem. REAL modem. Heh heh heh. Unfortunately, I don't know another person who has the game, and I haven't been able to get it to run from the A4000/CD properly yet to check this function. Sucks, but I think it is all there and will be super cool once we get it going. Anyone want to give it a go? I am game (but YOU foot the bill! :).

The game has a couple of niceties like being able to pull a caravan or another car behind you while you drive (makes a great 'weapon' to keep your enemy from passing you around the curves). There is also an option to set the laps and the direction of travel.

The bottom of the truth is that it is just a racing game. Lap after lap. Although the modem play might make it a totally different game, right now I only give it a 3. I will be happy to revise the score if I love the modem option as much as I think I will. Until then, I recommend you TRY before you buy if possible, or if this kind of racing is your bag then grab the checkered flag and get it!

```

-----
|Title: SEX POT CD32                                     | Rating: 3 |
|-----|
|Quick Description: AN ATTEMPT TO BRING AN ADULT VERSION OF YOUR |
|COMMON SLOT MACHINE TO THE CD32.                       |
|-----|
|Publisher: PIXEL BLUE                                 |Game Genre: ADULT SIMULATION |
|-----|
|Players: ONE PLAYER ONLY                               | Enhanced for CD32: |
|-----|-----|
|Fast RAM Compatible?          XX YES  __ NO|  __ CD Music Tracks |
|-----|-----|
|Fast RAM/Floppy Drive Enhanced?  __ YES  XX NO|  __ Other Enhanced |
-----

```

When I was overseas (from the U.S. mind you) in Scotland, I had my first exposure to slot machines (or 'fruit machines' as they are called abroad) and I must admit I spent an ungodly amount of money losing to them. I am pretty sure the draw was that I might just get that BAR BAR BAR the NEXT pull. Er, or maybe the NEXT one...Or the next....Damn! :) In any event, there have been some good fruit machines out there, but the idea that I get to see naked pictures of women while I played I figured might be enough of a draw instead of the money. SEXPOT wasn't anything like I expected. At all.

The game is your standard fruit machine with various types of fruit spinning past the three windows. Instead of certain combinations earning you more credits to play, they earned you move points. When you got some points, the whole machine scrolled off and a game board popped up. Your little peg would then move on the board the appropriate blocks and you would be awarded the box value or bonus you landed on. Some were worth credits to keep playing, and some were skulls to send you back to the beginning of the board. On the other hand, there were some with little cameras on it. The bigger the camera, the more revealing the subsequently displayed picture would be. They do bare all, by the way, and there are 30 models (advertised) through the game. I suck at fruit machines, so I have only seen two of them. :(The machine does have some of the basic fruit machine stuff like HI-LO and BUMP, but that is about it.

The graphics are tolerable and the sound is just barely so. But, there is something funny about the game. You keep playing it. For no real reason (not even to see the 'breasts and bumms' hahahah) you just keep playing. I guess that is the mark of a decent game, right? I chose the value of three because, well, there isn't much to the game (explains the short review) and the box says that the PC version has digitized VIDEO of the women (that disappointed me....HELLO!? Haven't you heard of CDXL format????!!). Bottom line is that it isn't much, but it is still fun.

Is the price worth it? Weeeeeeeell.... I guess if you are starved for adult games (I recommend the PD game XPOKER personally) this isn't that bad. If you like fruit machines with a different twist, give this a try. I personally wouldn't part with more than a tenner for it in any case. Seems to play alright in NTSC though, and that is important, too.

Hell, I dunno! I had a good time playing it. Maybe you will too.

NOTE: After playing this game for about five more hours, I decided that it has some redeeming qualities. Mainly mega-addictability. I would jump the price up to a \$20 bill now, after pulling my hair out playing it over and over again. It could've been better, but it is definately worth a close look.

1.8 GEMS

GAMER GEMS

This is a column to help out the gamers that read ALG. If you have a hot trick, trip, or solve for the latest games, please send them to us.

The only thing we offer you is your name in lights. Do you have what it takes to be the hottest game player on the Amiga? Send in those tips!

SUPER FROG CD32 - This title's codes are totally different from the disk version (damn it). Here is what we have come up with. Almost all of them are here, including the SPACE (!) codes!

1-1 742891	2-1 523924	3-1 099610	4-1 ??????	5-1 940317	1-2 ??????
2-2 235272	3-2 261057	4-2 149632	5-2 470914	1-3 100101	2-3 167892
3-3 ??????	4-3 014400	5-3 490902	1-4 523924	2-4 174170	3-4 612714
4-4 131072	5-4 830521				

SPACE CODES - 680518 711222 720223

--- Simon The Sorcerer (and CD32 version) ---
complete solve

(An old game but someone wanted to finish the cool CD32 Version)

This solve is intended for someone who's stuck at some point in the game, not for someone who just wants to play it all through with no effort. If you haven't been exploring the game on your own you'll have no idea where the places are that I'm telling you to go to.

First, go to the troll bridge. The troll won't let you by because he's on strike. In one of the forest scenes there's a barbarian with a thorn stuck in his foot. Find him, talk to him, and Simon will pull the thorn out. The barbarian will give you a whistle for you to blow when you need him. Go back to the bridge and talk to the troll. He'll take the whistle from you and blow it. The barbarian will appear and beat the troll up. The bridge is now open.

Beyond the bridge is an oaf. Talk to him. He needs water for his magic beans. Go to the witch's cottage. There is a handle on the well. Use it and the bucket will rise to the top. Get the bucket and go back to the oaf. You'll pour the water on the beans and leave the screen. Turn around and go back. The oaf is gone but some of the beans are still there. Get them and go to the back of Calypso's cottage. Use the beans with the compost. A watermelon will grow.

Get the watermelon and go to the screen with the bard. Use the watermelon with the sousaphone. It will jam and you'll talk the bard into giving it to you. Go to the sleeping giant and use the sousaphone. The way to the upper mountains is now open.

Go to the tower. The bell won't ring because it has no clapper. Go to the forge. The clapper is on the table. Get it, return to the tower, and use it with the bell. Now use the bell and hair will drop down from the top of the tower. Use the hair to climb up into the tower. You'll end up with a pig called Repulser.

Take Repulser to the "candy house" (the house with the beehive next to it) and use her on the door. Now you can get inside. Get the smokebox and hat. Go to the pub. There's a box of matches on top of the fruit machine. Get it and return to the candy house. Use the smokebox on the beehive.

There's some wax on the beehive. Pick it up. Go back to the pub. Talk to the barkeep and ask him to mix you a drink. While he's making the drink, use the wax on the beer barrel behind him. Wait around. He'll throw out the beer barrel and give you a voucher. Leave the pub and pick up the barrel.

Go to Calypso's cottage. Open the drawer. Take the scissors that are inside and return to the pub. Use the scissors on the dwarf. You now have a

beard. Go to the screen that the dwarf mine is on and wear the beard. There is a rock lying on the ground next to the mine. Pick it up and look at it. Enter the mine. When you're asked for the password, you can say "beer" immediately because you looked at the rock.

Inside the dwarf mine, try to go left. You'll be stopped by the guard. Give him the beer barrel as a bribe. He'll go to drink it and leave the path to the mining operation open. Unfortunately, the door leading from the mining operation to the treasure room is locked.

Go to the Wise Owl's tree. Notice that the Owl drops a feather when he first talks to you. Get the feather and return to the dwarf mine. Go to the right. Use the feather on the dwarf who's sleeping on the ground. He'll roll aside, revealing a key. Get the key and use it to open the treasure room door. Give the treasure room dwarf the beer voucher. He'll reward you with a gem.

Go to the dodgy geezer and talk to him. Offer him the gem. He'll buy it for 20 gold pieces.

Go to the dragon's cave. The dragon has a cold. Go to the druid's house (it's the house with the wagon wheel in front of it). There is a cold remedy on the stump to the right of the stairs. Get it and go back to the dragon. Use the remedy on the dragon and it will put him to sleep.

Go to the mining operation in the dwarf cave. There is a hook with a rope attached to it hanging next to the door to the treasure room. Get it. Go to the forge. There is a rope lying on the ground to the left of the barrel. Pick it up. Go inside Calypso's cottage. Pick up the magnet that's on the fridge.

Return to the dragon's cave. Use the hook on the boulder hanging above the entrance. This will let you climb above the cave. Use the rope with the magnet. Then use the rope and magnet with the hole. Keep doing this until the hoard runs dry.

Go to the woodman and talk to him. He needs an axe made of milrith to cut through the enchanted trees in the area. He'll give you a milrith detector. Go to the screen in the mountains with the small statue and use the milrith detector.

The screen above the dragon's cave has a rock lying on the ground. Pick it up. It has a fossil inside. Take it to Von Jones's dig and give it to the hole. Von Jones will tell you to get the fossil out. Go to the forge and use the rock with the anvil. The blacksmith will break the rock open and reveal the fossil. Go back to Von Jones's dig and give the fossil to the hole. Tell Von Jones that you marked where you found it with your metal detector.

Go to the screen that you left your metal detector on. Look at the dirt around Von Jones's hole and you'll see milrith ore. Pick it up and go back to the woodcutter. He'll tell you that he needs it made into an axe head. Go to the forge and use the milrith ore with the anvil. The blacksmith will pound it into an axe head. Take the axe head back to the woodcutter. He'll go out to chop down trees, leaving the door of his house open.

Go to the dragon's cave. There's a fire extinguisher inside. Get it and return to the woodcutter's house. Go inside and use the fire extinguisher on the fireplace. Now move the hook that's in the fireplace and you'll be transported down to a secret room. There is mahogany on a shelf to the left. Pick it up and take it to the woodworms' stump. Tell them you have it and they'll jump into your hat.

Go to the room at the top of the tower. Use the woodworm on the floorboards. This will let you get to the ground floor of the tower. There's a wedge holding the door shut. Pick it up and open the door.

Go to the druid's house. There's a ladder leaning against the wall outside. Pick it up, take it back to the tower, and use it with the hole in the floor. Go down the ladder and open up the tomb. You'll be scared away,

but come back and open it up again. There is a loose bandage on the mummy. Try to take it and the mummy will fall apart. Pick up the staff it drops.

Go to the back room of the pub. Give the staff to the wizards. Then give gold coins to them to pay the membership fee. You're now an official wizard.

Go to the druid's house. There is a specimen jar on the left side of the upper level. Take it. Go to the Swampling's house. Use the stew with the specimen jar. The Swampling will then tell you he's run out of stew and go to get the ingredients for more.

Go to the screen containing the bridge over the gorge. In the lower left hand corner of the screen are some vines. Go to them and you'll climb down into the gorge automatically. Talk to Gollum. He tells you that he's fishing for food. Tell him that you have genuine swamp stew for him. He'll give you the fishing pole in return. You'll automatically use it to fish the One Ring out of the river.

Go to the goblins' fortress. There is a paper under a rock below and to the right of the door. Get the paper and take it to the storekeeper. Go to the front of the store, leave the screen, and then come back again. There should be a box there now. Open the box and you'll be taken to the goblins' fortress.

Open the box to get out of it. Pick up the rat bone that's lying on the floor. Look at the boxes and you'll see your spell box. Pick it up and look at it. You'll find a piece of paper inside. Use the paper on the door, then use the rat bone on the lock. Pick the paper up again and you'll have the key. Use the key on the lock and open the door. Go to the right. You're in the main cell block. Get the bucket and go down.

Talk to the druid. He thinks you're a demon because he can't see you. Remove the ring and talk to him again. He tells you that he turns into a frog when he sees a full moon. Use the bucket on the druid. Now pick up the flaming brand that's in the brazier and use it on the druid. He'll turn into a frog. The commotion has attracted the attention of the goblins so hide by opening the iron maiden and walking into it.

Days later, the frog will return. Open the iron maiden, then walk over to the frog and take the hacksaw that's in his mouth. Use the hacksaw on the bars and you'll be free.

There is a gnarled old tree high up in the mountains. Talk to it. It wants you to remove the pink splodge on it. Go to the shop. There is a bottle of white spirit to the left of the storekeeper's heads. Buy it, take it back to the tree and use it on the splodge. Talk to the tree again and you'll be told four magic words.

Go to the witch's cottage. She first appears when you try to pick up the broom. If you already tried to pick it up she'll appear the moment you walk in the door. You must now fight a wizard's duel. This is actually rock-scissors-paper played with transformations. Keep going back into the cottage and playing until you win. You'll get the broom, but the witch will cheat and turn into a dragon. Use the magic word that turns you into a mouse to escape.

Go to the druid's house and talk to him. He tells you that he has a potion for you, but needs a herb called frogsbane to help him with his lycanthropy. Go to the Swampling's house. There is a chest on the floor below the chair. Move it and then open the trapdoor that is revealed. Go down the ladder. You can't go to the right because there's a loose plank. Go to the shop and buy a hammer (it's hanging on the wall to the left of the shopkeeper's heads). Return to the Swampling's house, go down, and use the hammer on the plank. Now you can go to the right and get to Skull Island. On top of the skull is the frogsbane. Get it and go back to the druid's house. The druid will give you the potion.

Go to the row of climbing pins in the mountains. Unfortunately, there's one missing. Go to the woodcutter's house. There is a pin on the table inside the house. Get it and return to the row of pins. Use your climbing pin on the hole and you'll be able to climb across the mountain.

The snowman on the other end won't let you pass. Go back to the torture room in the goblins' fortress. On the floor between the doors and bars is a roll of mints. Get them and return to the snowman. Consume the mints and the snowman will be melted.

Beyond the snowman is Sordid's tower. The bridge will collapse as you get close to the door. Use the broom and it will take you across the gap to the door. Consume the druid's potion. You'll shrink and automatically walk through a crack in the door.

Chippy will take you to Sordid's garden. Pick up the maple leaf lying on the ground. Walk to the bucket and you'll automatically pick up a matchstick. There is a stone lying on the ground near the left edge of the screen. Pick it up and go to the left.

Try to pick up the lily leaf and you'll pull it to the shore. Use the matchstick with the lily leaf. Use the maple leaf with the matchstick. This boat can't get you to the other end of the puddle, though, because the water isn't deep enough. Use the hair you got from Chippy on the tap. Unfortunately, it's caked with rust. Get the seeds that are near the left edge of the screen (you'll take the boat over there automatically). Use the stone on the seeds and they'll be pulped into oil. Use the oil on the tap. Now move the hair and some water will flow out of the tap. Now you can sail your boat all the way across the puddle.

On the other side of the puddle is a frog that will try to eat you if you get too close. Look at the water just below the fisherman's feet. There is a tadpole swimming in it. Pick it up. Talk to the frog and threaten to hurt the tadpole. The frog will leave. Now you can pick up and consume the mushrooms that the frog was sitting on. You'll be returned to your regular size.

Open the door and walk into the tower's entry level. The chest there is actually a monster, and you'll be forced to retreat from it. The tree in the garden has a branch you can take. Do so, go back into the tower, and use the branch on the chest. It will be rendered harmless.

Go to the laboratory at the top of the tower. The teleporter there could get you out of the tower, but the demons won't tell you how to work it unless you can send them back to the pit. Sordid's spell book is in the bookcase with the monster skull on it. Get it and look at it. You find that in order to send the demons home you must have eight candles, a mouse, a human skull, and know the true names of the demons.

The demons won't just tell you their true names - you're going to have to be sneaky. Go to Sordid's bedroom. If you look at the mirror there, it will tell you that it can see out of any reflective surface anywhere in the world. There is a shield in the entry level. Get it and take it to the laboratory. The center table has a hook on it. Use the shield with the hook. The shield is pretty tarnished, though. There are some chemicals on the table. Pick them up and use them on the shield. Now it will shine brightly. Go to the bedroom, talk to the mirror, and ask to see the demons. You'll learn their true names.

Pick up the pouch and the sock. Use the pouch with the sock. Now use the pouch with the hole at the base of the stairs. You've just caught a mouse.

Go to the entry level. There is a spear hanging in a rack of weapons. Pick it up. Go to the torture room. There is a human skull hanging from the top of the screen. Use the spear on the skull and it will fall to the floor. Pick the skull up.

Pick up the chest. Move the lever. This will raise a stone block and

expose the top of another block. Use the chest with the exposed block. Move the lever to drop the block and crush the chest. Move it again to raise the block. Pick up the candles that were in the chest.

Go to the laboratory, talk to the demons, and tell them that everything's ready. They'll tell you how to operate the teleporter and you'll send them back to the pit.

Go to the bedroom. Get the magic wand that's lying on the table below the mirror. Pick up the book lying on the bed and look at it. It will tell you that a wand can only be destroyed by being dropped into the Fiery Pits of Rondor. Go back up to the laboratory, enter the teleporter, and say that you want to go to the Fiery Pits of Rondor.

The attendant at the pits won't let you past because you don't have enough money to buy a ticket. He'll give you some free brochures, though. Look at the brochures and you'll find an elastic band. On the floor near the fire bell is a sapling and a pebble. Pick them both up. Use the sapling with the elastic band to create a crude catapult. Use the catapult with the fire bell and you'll set it off. The attendant will run away, leaving the way clear for you to enter the pits.

Go two screens to the right and you'll see Sordid. The fire system put out the fire in the pit and he's trying to relight it. Use the wand on him and he'll be turned to stone.

The wand must be destroyed in order to free Calypso and the other heroes from its curse. Go back to the souvenir booth. There is a box of souvenir matches on the right side of the counter. Pick them up and return to the pit. Use the matches with the pit and the fire will be relit. Use the wand with the lava and it will be destroyed.

One small problem...Sordid has come back to life as well! He'll try to kill you by wrecking the bridge and teleporting you to the empty space where it used to be. You're a little hardier than he expected, though. There's a bucket of floor wax on your side of the screen. Pick it up and go back to the right. Once he starts casting his spell you'll have a few seconds to use the floor wax on him. Sordid will fall into the lava and be killed. You are a winner!

Typed on 6/19/94

1.9 READERS

READER'S REACTIONS COMPLIMENTS, KUDOS, AND COMPLAINTS

Since this IS the first issue, there is nothing really to put here just yet. However, as always, we desire input of all types and kinds here. We appreciate taking the time to read this column and hope that maybe some of your questions, thoughts, or ideas might be covered here too! Don't forget, questions are also welcome, but we can't guarantee a personal reply or even a good answer here, but hopefully a fellow reader can answer in a future issue if we cannot! Thanks again for your support!

1.10 GENERAL

GENERAL INFORMATION ABOUT AMIGA LINK GAMES

AMIGA LINK GAMES was brought forth from the well-received disk magazine the DARK UNICORN DISPATCH. It was decided that it would be better to join forces with AMIGA LINK and pull the games out of that periodical and add them to the DUP's already superior reviews to fashion the best gaming magazine around. In turn, all of DISPATCH's productivity and such went to AMIGA LINK instead.

As of now, the primary author/editor of this magazine is Shane R. Monroe, founder of DUP and the DISPATCH. As time goes on, there will be more authors to allow a more varied opinion here. Feel free to submit a resume and sample copy to me and I will get back to you on it. I could use some more talent here! :)

The magazine is dedicated completely to the entertainment aspect of the Amiga. No articles about the Emplant or the Cyberstorm or anything like that. Just pure fun.

Interested in subscribing to this or AMIGA LINK magazine? Just send your Email address to ZOOOL@CYBERSPACE.COM and he will hook you up.

Thanks for taking the time to read our magazine! :)

Shane R. Monroe

1.11 DUPDIR

THE DARK UNICORN PRODUCTIONS DIRECTORY

As you already know, Dark Unicorn Productions is fully integrated into the Internet. All our programs, newsletters, and miscellaneous files are available at your favorite AmiNet Mirror Site.

We can be contacted on the IRCs as well. Look for our nicknames next time you sign on. We are usually hanging out in the #AMIGA channel or #AmigaCafe, but feel free to try and send us a private /msg anytime.

Finally, DUP is proud to announce the opening of our World Wide Web Home Page on the Internet. It is still under construction so please be patient. The site address is:

<http://www.eskimo.com/~drizzit/dup/dup.html>.

Lastly, you can resort to E*Mail to reach us. The below directory gives our Internet mail addresses, and you can also send Internet mail through most on-line services such as GENie, Bix, and Compuserve.

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1.12 ENTERTAINMENT TRIVIA

ENTERTAINMENT TRIVIA

Welcome to our monthly trivia contest to test your knowledge on Amiga games and entertainment. Since this is the first month, let me explain how this all works.

There are five questions every month. Some will be screen snapshot identification, sound sample identification, music clips, miscellaneous questions about games past and present, and all sorts of other stuff.

How do you win? Answer all five questions. Send them to:

smonroe@awod.com

-or-

Shane Monroe
110 S. Cranford Rd. #6F
Goose Creek, SC 29445

All entries with all five questions answered directly will be put in a hat and chosen at random. Winners will be notified by E*Mail or Snail mail, depending on what the user provides for a return address.

What can you win? Each month we will have a different prize provided by the nice folks at BETTER CONCEPTS, INC (800) 25 AMIGA. It will be software, CDROM titles, hardware, manuals, etc. It will be good stuff!

RULES: To play, you must NOT be an employee of Better Concepts, Inc, Amiga Link Games Magazine, or Amiga Link Magazine. One entry per person per issue. Questions/Answers must NOT be posted on public access facilities such as Usenet, or other public message forums. If you are caught posting such information, you will be barred from any and all future ALG/AL competitions. All screen snapshots and digital sound samples are copyright by their respective companies and that copyright is recognized by ALG. They are being used for non-commercial purposes and any company who doesn't want their products basically advertised for FREE in this column can write to me

and I will never include their products in any future issue.

TO BE GIVEN AWAY THIS MONTH:

The Chaos Engine CD32 and Diggers CD32

or (your choice)

An Epyx Ergostick Joystick and Back to The Future III (Floppy)

THIS MONTH'S TRIVIA QUESTIONS ... THEME:GRAB BAG

1. SCREEN IDENTIFICATION

CLICK~HERE to see this month's screen snapshot. Do you recognize this famous game? HINT: No reason to cry about it!

2. SOUND SAMPLE

CLICK~HERE to hear this month's sample. What game did this come from? HINT: Fun bloody fun.

3. MUSIC CLIP

CLICK~HERE to hear this month's music clip. What game is this tune from? HINT:War is hell.

4. NAME THAT COMPANY. They created a multitude of C64 games as well as a few Amiga games. Many of their C64 games have been converted to PD Amiga games. They can also boast one of the first realistic helicopter simulator on the C64 and Amiga. Name the company.

5. WHO DID IT? She was the only female member of a trio of programmers that created the first fantasy chess game for the C64, then later for the Amiga. The team is still together today, making programs for a well known, yet quite lesser computer platform.

Good luck everyone and remember to send those entries in NOW!
Winners will be announced here next month! Have fun!
