

**08510b60-0**

Roy Milican

<b>COLLABORATORS</b>
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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Roy Milican	June 4, 2025	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## 08510b60-0

### 1.1 The Best In Amiga PD

Your Guide to

The Best in:

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"Your Info Source for the Best of Amiga PD"

Copyright 1995 Roy Milican & Brett Williams  
All Rights Reserved

July 1st, 1995

Enter the Amiga PD realm

### 1.2 Reviews

RRRRR

ii

```

RR  RR
RR  RR  eeee  vv  vv  ii  eeee  ww  ww  ssss
RRRRR  ee  ee  vv  vv  ii  ee  ee  ww  ww  ss
RR  RR  eeeee  vv  vv  ii  eeeee  ww  w  ww  ssss
RR  RR  ee      vvvv  ii  ee      wwwwww  ss
RR  RR  eeee    vv    ii  eeee    ww  ww  sssss

```

```

-----
Applications  Reviews on various Applications.

```

```

Games          Reviews on the best of PD Games.

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```

Misc           Software that is neither Games or Applications

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```

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Reviews on files from the previous month

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### 1.3 Editor's Notes

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Editor's Notes
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-Roy Milican-

```

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-Brett Williams-

```

### 1.4 Where?

Where do I find these fabulous PD programs? Why, Aminet of course!

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Some popular Aminet Sites are:

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ftp.netnet.net - /pub/aminet/
ftp.luth.se - /pub/aminet/
ftp.uni-paderborn.de - /pub/aminet/
wuarhive.wustl.edu - /systems/amiga/aminet

```

This publication can always be found on Aminet in /docs/mags/ and also on my site ramiga.cts.com in /pub/amiga/docs/mags/.

```

-----
I've made a Mailing list distribution for this magazine. If you would like
to receive The Best in Amiga PD every month via UUencoded file then follow the
following instructions.

```

Send E-Mail to [AmigaPD-request@ramiga.cts.com](mailto:AmigaPD-request@ramiga.cts.com) in the body type the word ADD then your full e-mail address. Do the same to delete yourself from the list, except put DELTE in exchange for ADD.

Good Luck!

-----  
Also if you have a web browser be sure to check some our WWW section for some address where you can find The Best in Amiga PD.

## 1.5 Info

This guide was started for the purpose of helping the public make good choices on the kind of PD software they want!

This magazine is produced and edited Roy Milican and Brett Williams.

Copyright 1995. All Rights Reserved.

Do you have a favorite program that is essential to everyday use? Well, why don't you write a review on it? Let others know about this great program!

Send your reviews to [reviews@ramiga.cts.com](mailto:reviews@ramiga.cts.com)

Addresses are: [roy@ramiga.cts.com](mailto:roy@ramiga.cts.com) and [bryson@schotzi.cts.com](mailto:bryson@schotzi.cts.com)

We have established a template that you can use to write your reviews. If you follow it, you should have a perfect review. We accept reviews on all kinds of software, including things like icon libraries. Keep in mind that this is a magazine for shareware and freeware Amiga products, not commercial. For your convience here are some writers Guidelines to help in writing your review. To insure that no duplicate reviews are writen you can check the list of programs already reviewed in The Best In Amiga PD.

Thanks!

## 1.6 Applications

=====  
Applications  
=====

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AmiTalk

Heddley

LX  
-----

Games

Misc

1.7 Games

=====  
Games  
=====

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- ASokoban
- Catacomb
- Gravity Force 2
- Intrepid
- Knights
- Maze
- Puzzle
- The Puzzle Pit

-----

Applications

Misc

1.8 Misc

=====  
Misc  
=====

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Nothing for this section this month

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Applications

Games

1.9 Template



#### Name Of Software & Version

->name of software (i.e. Heddley)

#### Exact Filename / Size (in bytes if possible) / AmiNet Directory

->Just as above asks (i.e. getid226.lha 14K comm/bbs)

#### Brief Description

->Give a breif description about the program.

#### Author / Copyright Information

->All the info about the author provided by the author (email, web,  
->usmail, irc, etc).

#### ShareWare Fee

->Give the amount of any fees required. Label "Freeware" if none.

#### Limitations for Demo (if any)

->Some software has limitations; list them here if any.

#### Hardware / Software Requirements

->Tell of any software or hardware requirements such as  
->WB 3.0, AGA, MUI, etc.

#### Installation

->Mark an X in the appropriate box.

( ) Easy ( ) Medium ( ) Hard ( ) C= Installer

#### Documentation

->How well is the program documented?

#### Known Bugs

->Are there any known bugs? Some you found?

#### Review Begins

->The largest part of your review. Write all your likes  
->dislikes and what the program can do. Try to list key  
->features and, if a game, fun factors. Cover every aspect that is  
->important to the use of the software. Get as detailed as you like.

#### Writer's Info

->Put your name and any other info you want (short bio?), such as your  
->email/usmail address or web page.

---

## 1.10 ASokoban

Name Of Software

ASokoban V2.4

Archive Name, Size, and Directory on Aminet

ASokoban24.lha, 43K, game/think

Brief Description

This is a cool little Workbench game where you move a pair of eyes through a series of mazes pushing bags of money into a "safe".

Author Information

Panagiotis Christias

e-mail: d93-hyo@nada.kth.se

s-mail: Sandkullsvägen 16, 163 57 Spånga, Sweden

Copyright © 1993 Panagiotis Christias, Copyright © 1995 Lorens Younes.

ShareWare/PD Fee

Freeware

Hardware Software Requirements

ASokoban will run on any Amiga with WB 2.0 or higher.

Installation

( ) Easy ( ) Medium ( ) Hard (X) C= Installer

Documentation

The documentation is short, simple and to the point.

Review Begins

Well yet another fun game to play on the workbench. This game uses very simple graphics, cursor control and a pair of eyes to keep you entertained while you're letting the day slip by... This game has lots of levels. I solved the first three easily and kept moving on into the other levels slower and slower. It supports the following catalogs:

English  
Danish  
Finnish  
German  
Norwegian  
Polish

The author is working on a level editor. It keeps track of high scores, and it looks great on a high resolution Workbench.

---

## Writer's Info

Brett Williams  
 bryson@schotzi.cts.com  
<http://schotzi.cts.com>  
 Co-Editor

## 1.11 WWW

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WW   WW WW   WW WW   WW
WW   WW WW   WW WW   WW
WW   WW WW   WW WW   WW
WW W WW WW W WW WW W WW
WWWWWWW WWWWWW WWWWWW
WWW WWW WWW WWW WWW WWW
WW   WW WW   WW WW   WW

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(World Wide Web)

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Here are some web pages where you can find the latest Amiga PD

<http://ramiga.cts.com/~AmigaPD> - Roy Milican (Senior Editor)

<http://www.pdi.lodz.pl/~robert> - Robert Ramiega (Nice guy!)

<http://schotzi.cts.com/> - Brett Williams (Co-Editor)

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If you would like to or do have The Best In Amiga PD on your web page then  
 let use know so we may list it here. Mail to: [roy@ramiga.cts.com](mailto:roy@ramiga.cts.com)

## 1.12 AmiTalk

### Name Of Software

AmiTALK V1.55

### Archive Name, Size, and Directory on Aminet

AmiTALK155.lha, 60K, comm/tcp

### Brief Description

With this program, you can interactively chat with any person using  
 a Unix compatible talk program.

### Author Information

---

Brian Gunn  
1837 Carlyle St.  
Beatrice, NE 68310-1723  
gunnbr@cs.rose-hulman.edu  
& IRC as Beowulf\_ on #amiga  
This program is copyright © 1995 Brian Gunn.

#### Shareware Fee

Freeware, but the author would love to have a small donation.

#### Hardware Software Requirements

OS 2.0+ and either AmiTCP or AS225

#### Installation

( ) Easy (X) Medium ( ) Hard ( ) C= Installer

#### Documentation

The documentatin is very thorough.

#### Review Begins

AmiTalk has come a long way... This version is much better than previous versions because it works on my system. I have talked to many people with previous versions that did not work properly. This version works, and it works well. I was able to "talk" with a friend who was using an older version of talk, then we tried it with WinTalk on his Pentium and again a success. The cut and paste works well also.

I rated the installation as Medium because although it has an installer script you have to go in and make some modifications if you already had talk installed. For those of you installing talk from scratch then you should have no problems at all, for those of you updating versions there are some notes in the documentation that you will need to read so you know what files to change.

Talk is a great way to check in with your friends across the net when they are not on the IRC, or you don't want to wait for them to answer your mail.

#### Writer's Info

Brett M. Williams  
bryson@schotzi.cts.com (feel free to send me a talk request)  
<http://schotzi.cts.com>  
Co-Editor

## 1.13 LX

#### Name Of Software

Lx

---

Archive Name, Size, and Directory on Aminet

Lx\_v2.2.lha, 85K, util/arc

Brief Description

Multi-format unpacker. Can handle most of the stuff you can throw at it-- and more! :)

Author / Copyright Information

Who ? Pierre Chateau alias DarkSpirit

Where ? Cat@p22.dennis.ct.se, FIDO 2:200/113.22 or

Pierre Chateau  
SockerV 4D  
235 92 Vellinge  
SWEDEN

Shareware Fee

None mentioned.

Limitations

No deliberate ones ;)

Hardware / Software Requirements

Tested on A1200/030 and /020. Should work on any Amiga with 68020+ but  
\*may\* work on 68000. For full use you will need:  
(taken from docs...)

Prog	Why??
LHA	To Unpack LHA/LZH files
LZX	To Unpack LZX files
UnZip	To Unpack ZIP files
ARJ	To Unpack ARJ files
ZOO	To Unpack ZOO files
ARC	To Unpack ARC files
DLD	To Use Unpacking routines from Decrunch.library
DMS	To Unpack DMS Files
PowerPacker.library	To Unpack PowerPacked Files
XPKMaster.library +	
XPKxxxx.library	To Unpack XPKxxxx sub files (ex XPKNUKE.library)
Unpack.library	To Use Unpacking routines from Unpack.library

DLD and the unpacker.library are supplied and the rest are easily obtainable.

Installation

(X) Easy ( ) Medium ( ) Hard ( ) C= Installer

Documentation

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Very brief, but then it is only a 'front-end' requiring you to have lots of other utils to use. This is understandable. It does list what you will need for full use (see above), and most of these will come with their own docs. One good point about the doc is that it contains a DOPUS setup which is useful and makes setting it up a doddle!

#### Known Bugs

No bugs were recorded, but it does seem to have a nasty habit of crashing (well it doesn't cause the computer to rest, but locks up the window where it was started) if you try to unpack a file which has already been unpacked.

#### Review Begins

Well, when I first got this util I was using an arexx script to do the job, and whilst I had built-in support for Lha, lzx, arc, zoo, etc, I didn't have the technical knowledge to do it for others. So this was a bit of a lifesaver-- especially considering I run a BBS, and unpacking strange formats can be a right hassle!

The first thing which made me fall in love was the DMS option. It asks where you want it to be unpacked to, saving loading up loads of DMS-Win type proggies-- I found that useful.

The proggy isn't very graphically nice. It looks quite ugly greeting you with Lx v2.2 By DarkSpirit 1995 in inverse video, which is enough to put most people off, but the program does work well. Slight grievances are that it doesn't have a list command, which I think would have been reasonably easy to implement in the first versions, although for the amount of formats supported now (it says it supports 152!) I can understand that this would be harder. Another option I would like to see would be the ability to configure archiver strings in a separate file, for those who know how, to get better compression/less speed or vice versa.

As mentioned above this program does have problems when a file already exists, but is well worth a look anyway-- especially for anyone who needs to unpack files or unknown packer automatically and for people who run BBSs/mail points/nodes. Overall an excellent program, and any lack in a nice interface is made up for by working steadily and well :)

#### Writer's Info

David Lascelles can be found on his BBS - Creepys Amiga BBS in England on 0191 3832181 (24Hrs) or at 2:256/503.0 (FidoNet), 69:101/11.0 (AmNet), 39:131/2.0 (AmigaNet) and David.Lascelles@creepys.nemesis.co.uk - I would suggest email and logging on as the best methods :)

## 1.14 Enter The Amiga PD Realm

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          Contents
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```

Reviews	Editor's Notes
Where?	Info
WWW	PD Definition
Staff	Next Issue

=====  
Special Stuff  
=====

Readers Poll	Graphic Help!
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## 1.15 Staff

=====  
Staff  
=====

Senior Editor	Co-Editor
Copy Editor	

## 1.16 Senior Editor

=====  
Senior Editor  
=====

Roy Milican

E-Mail: [roy@amiga.cts.com](mailto:roy@amiga.cts.com)

WWW: <http://amiga.cts.com>

FTP: [amiga.cts.com](ftp://amiga.cts.com)

IRC: AK (frequently in Undernet #amiga)

## 1.17 Co-Editor

=====  
Co-Editor  
=====

Brett Williams

---

E-Mail: bryson@schotzi.cts.com

WWW: <http://schotzi.cts.com>

IRC: YukonPete

## 1.18 Copy Editor

```
=====
Copy Editor
=====
```

Jason McIntosh

E-Mail: kpsmcint@eku.acs.eku.edu

Address: 1427 Fairlane Dr.  
Richmond, KY 40475  
USA

## 1.19 Readers Poll

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-----
Reader's Choice Monthly Poll
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```

The Best in Amiga PD asks its readers to cast a vote for the best Amiga application or game. The results will be tallied and posted in 2 months. Thats issue 4 as to give readers the time to get there votes in and be counted. The program you select should be available in the Aminet archives.

Only one vote per person, please.

Send all votes to:

[poll@ramiga.cts.com](mailto:poll@ramiga.cts.com)

## 1.20 Graphic Help!

```
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Help!
=====
```

Are there any graphic experts out there? Well if you are an expert or just an avid artist, I need your help! I'm wanting a really nice logo for this magazine (mainly just for web pages).

What I'm looking for is a graphic about 400x200. Of course,

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it doesn't have to be exact. It needs to have the following "Your Guide to: The Best In Amiga PD", of course you may be as creative as you dare.

All submissions will be considered, and the following issue will contain the chosen picture when distributed. All runners up will be displayed on my Web page for viewing as well. You can send all entries to roy@ramiga.cts.com uuencoded, or you may ftp them to ramiga.cts.com and drop them in /pub/incoming/

Thanks!

--Roy

## 1.21 Our Definition of PD

-----  
Public domain (PD), shareware, and freeware: Our definitions  
-----

Many people use the terms PD, shareware, and freeware loosely, but the editors of The Best of Amiga Public Domain want to clarify our usages. In order to keep this from being a monstrous essay about rights, we will keep things simple and adopt a broader standard than others might use.

The term "public domain" is derived from literary terminology meaning that nobody claims any rights to a said work. Thus, it is in the "public's domain" and can be used by anyone for any purpose. But we will modify that term to refer to any computer software that is publically accessible and distributable. So, PD-- for us-- means any software you can legally copy and share. In short, we will not refer to any software which is illegal to distribute.

The term "shareware" means that the author of the software requests that you send some form of payment if you decide that you like the software. Paying may incur upgrades and/or new features. It may simply clear your conscience. In some cases, registered software cannot be redistributed since it is only available directly from the author. These circumstances should be clearly stated in the software in question.

The term "freeware" means that the author expects no payment for usage of his or her software. For brevity's sake, we'll leave it at that.

Unless otherwise stated in the software, all rights to software is owned solely by its author.

## 1.22 Catacomb

Name Of Software

---

Catacomb

Archive Name, Size, and Directory on Aminet

catacomb.lha ~520K /game/role/

Author Information

By Peter Gage. Copyright 1992 Peter Gage.

Shareware Fee

US \$15. You get the latest version. I don't know if this is still supported or not.

Limitations

This game is not crippled in any way.

Requirements

Ran fine under WB 2.1 and WB 1.3. I didn't test it for WB 3.x.

Brief Description

Catacomb is a first-person perspective adventure game, similar to Dungeon Master by FTL.

Installation

(X) Easy ( ) Medium ( ) Hard (X) C= Installer

Documentation

Though a little hard on the eyes, the ASCII documentation does an adequate job of describing the game's functions and installation.

Review Begins

You begin your quest above ground on an island. Although you can't explore very far on the island, it is a novel beginning. Soon, you are underground...

The game is completely mouse controllable (with keyboard support as well) and easy to navigate mechanically, because everything has a nice, big icon. The logical screen is a little bigger than the standard NTSC physical screen, but you can move it around with the left-Amiga-mouse movements to adjust it. This had no significant effect on playing.

One distinguishing feature of this game is that it has various rooms that contain neat things like a chemistry table, a skeletal adventurer, and a mausoleum. Plus, each room and hall has a one or two line description which adds to atmosphere. Speaking of atmosphere, the game does have some sound, but no music.

While the game is very good, I think it will frustrate a lot of people.

---

The dungeon display doesn't necessarily correspond to the heading of the player. There is a compass onscreen which helps, but I found it rather confusing to move through the halls. If you can get past this and map out the levels, I think you will find your time well spent.

#### Writer's Info

Jason McIntosh  
Copy Editor

## 1.23 Guidelines

### Writer's Guidelines

If you have decided to write a review, here are some tips for helping us keep edit-time to a minimum:

Most importantly, structure your review into paragraphs. Each paragraph, even if it's only one sentence, should deal with a single area of your topic. For example, you don't want a paragraph that discusses aspects of interface and the sound effects both. Break this into separate paragraphs, and it will make your review seem more "together" and professional.

Remember 5th grade English and the Topic Sentence? Each paragraph should begin with a broad topic sentence that gets explained in detail in the body of the paragraph. Also, no sentence in a paragraph should give redundant or useless information. Keep it lean.

Separate paragraphs with a blank line.

Try to watch spelling and punctuation, but don't worry about this as much as structure and content.

Following these suggestions, along with the template, should provide us with a review that will require little in the way of editing, and we can get around to putting the magazine together faster. Thanks for your interest and contributions!

## 1.24 list

### List

Issue #1

- A Better Snake v1.0042

- AccessiblePlayer v1.30
- Amiga Slate v1.2
- CLChat v4.0
- MCP v1.04
- MinesweeperPASCAL v1.52
- Startrek WB-Backgrounds

-----  
Issue #2  
-----

- AmiTalk v1.55
- ASokoban v2.4
- Catacomb
- Gravity Force 2
- Heddley v1.1
- Intrepid
- Knights v2.42
- Lx v2.2
- MazeMania v1.15
- Puzzle
- The Puzzle Pits 2

## 1.25 Intrepid

Software Name

Intrepid

Archive Name, Size, and Directory on Aminet

intrepid.lha, 401506 bytes, /game/shoot/

Author Information

By Peter Gage. Copyright 1990-1992 Peter Gage.

Shareware Fee

US \$15. You get the latest version, if still supported.

Demo Limitations

Not crippled in any way.

Brief Description

Intrepid is a strategy/action hybrid with lots of lush graphics and sound. Unpacks to over 700K.

Hardware/Software Requirements

Runs fine on WB 1.3 and WB 2.1. Didn't test on WB 3.x.

Installation

---

(X) Easy ( ) Medium ( ) Hard (X) C= Installer

#### Documentation

ASCII documentation is minimal, but online docs are excellent.

#### Known Bugs

Memory gets fragmented badly, which required me to reboot usually.

#### Review Begins

You may have heard of this game before, or even seen it in Amiga World. My expectations of it and what it actually is were very different. Contrary to popular opinion, it is not an Arctic Fox clone. It is based on a similar premise, but Intrepid holds its own.

Your mission is to rescue a beautiful female scientist from the clutches of an evil terrorist organization known anacronymatically as I-SOR (eye sore). You are presented with many screens of information about your location and the surrounding terrain of the Antarctic tundra. You travel around, expend fuel, expend bullets, and expire the enemy thugs who pop up in shooting gallery-style action sequences.

The interface, like the entire game, is an extravagant illustration and completely mouse controllable. Every click seems to emit an appropriate sound and graphic movement. Very slick, very simple. I didn't even read all of the provided online docs, which are presented with yet another nice point-and-click interface screen.

The graphics are good; the sound is good; the gameplay is interesting. The only qualm I have is with the time limit. It seems very short. Each move takes 5 minutes and you only have about four hours to find the scientist. It may sound like a lot, but that tundra is big and you have to locate supplies as well as dispatch the enemies encountered and then still find the I-SOR headquarters. That's a lot to do!

But in the final analysis, Intrepid is a top-notch shareware offering. Get it, and (if Peter is still contactable) register it to lend your support.

#### Writers Info

Jason McIntosh  
Copy Editor

## 1.26 Knights

#### Software Name

Knights V2.42

#### Archive Name, Size, and Directory on Aminet

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Knights242.lha, 228843 bytes, /game/2play/

#### Author Information

By Kalle Marjola in 1993, 1994. No explicit copyright given.

Email: marjola@cc.helsinki.fi or Kalle.Marjola@Helsinki.fi

Snail: Kalle Marjola  
Jukolantie 14  
01900 Nurmijarvi  
Finland

There is a web-page listed in the docs, but it has since changed.

#### Shareware Fee

Freeware!!!

#### Hardware/Software Requirements

Should run on any Amiga with at least 1 megabyte RAM.

#### Brief Description

Knights is a two-player action game where you battle a friend and monsters in a random dungeon. Many items and surprises add spice. Warning: this is a mild blood-fest.

#### Installation

( ) Easy (X) Medium ( ) Hard ( ) C= Installer

Installation is annoying if you want a bootable disk because you have to copy the needed files by hand. Otherwise pretty straight-forward: simply assign FONTS: to the fonts directory in the unarchived directory.

#### Documentation

Documentation is kind of disorganized, but covers all material well.

#### Known Bugs

NTSC is supposed to be supported, but I found no way to invoke it.

#### Review Begins

Have you ever played a game once and not stopped for several hours? Generally this happens with commercial software. There are exceptions in PD: MechForce, Megaball... and now Knights!

The premise here is that you and a friend delve into a single-level dungeon trying to solve certain objectives. It's the objectives and the "split-screen" that really make this game shine.

Using joysticks (the easiest controls), you guide your intrepid

---

warriors into the dungeon level that was randomly created. Inside you'll find zombies and vampire bats to contend with (and they aren't dumb, either), as well as your worthy human opponent. You'll find various potions, scrolls and weapons to play with. The variety really keeps things new for a long, long time.

Your objectives range from escaping from the dungeon while possessing a certain item (book, wand, etc), or after having used a certain item to open the exit door, or simply killing the other player. There are several preset objectives, but you can change almost all aspects of them. Options include number of keys in the dungeon, number of gems, population of zombies and bats, etc, etc. Again, variety is the rule here.

The dungeon is presented from a bird's eye view, straight down. The graphics are very good, with lots of animation and special effects. The screen is divided into two sides, one for each player. It is suggested that you use a book or cardboard to block one another's view. I agree. The game wouldn't be nearly as much fun if you could see what strange noise your opponent just invoked. And, boy, are the noises in Knights strange! The sounds are great, especially when you splat a bat with a hammer....

My brother and I played this until 4 in the morning the evening that I downloaded it. My advice: get it, now. The down side: if there's nobody to play with, you'll have much less fun. While the game is still playable to some extent, the two-player element really brings it to life. This game beats out anything I've reviewed so far.

As noted in the docs, there are no plans to expand this wonderful game any further. That really depresses me, because this is a first-class job, and it is brimming with potential for expansion. Maybe if we all sent Kalle a little monetary incentive, there would be an update... :) When I spoke to him, though, he said that he was sick of AMOS and would probably never get back to it. Bummer.

#### Writers Info

Jason McIntosh  
Copy Editor

## 1.27 Maze

#### Software Name

MazeMania v1.15

#### Location of File

MazeMania.lha, 50K, /games/wb/

#### Brief Description

Let the computer generate a random maze and then work your way through it.

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#### Author Information

Daniel Pink  
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#### ShareWare/PD Fee

Freeware

The author would like for you to send a postcard or letter to tell him you are using the program and like it.

#### Hardware Software Requirements

Any Amiga with OS 2.0 or higher. Also requires ReqTools and GadTools.

#### Installation

(X) Easy ( ) Medium ( ) Hard ( ) C= Installer

#### Documentation

Very well written and covers everything you need to know about the program.

#### Known Bugs

None.

#### Review Begins

When I first downloaded this I wasn't sure what to expect. It is a very very small program. It loads fast and asks you what you want to do. You can configure the size of the maze and then let the computer generate it. You then can take a "2-D" view of the maze from over head and that is all fine and dandy, but the thing that makes this program is when you go into the "3-D" mode of the maze. This brings up a big window with you smack in the middle of the maze you just created and you have to find your way out. No, I didn't find any cheese, and let me tell you the first few times I played I could not get myself out of it.

The graphics are *\*very\** simple, but effective. The game moves along quickly without having to spend a lot of time updating the graphics. If you like a good challenge then get this program. Let the computer create a really big maze and then spend the day trying to find your way out.

#### Writer's Info

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Co-Editor

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## 1.28 Puzzle

Software Name

Puzzle

Location of File

puzzle.lha, 15k, game/wb/

Brief Description

Move the pieces of the puzzle around until you have them in order.

Author Information

Tobias Ferber  
ukjg@rz.uni-karlsruhe.de

Shareware Fee

Freeware

Hardware Software Requirements

Should work on any Amiga. Tested on A3000/16Mhz with Retina Z2.

Installation

(X) Easy ( ) Medium ( ) Hard ( ) C= Installer

Documentation

None!

Known Bugs

None.

Review Begins

This is another great Workbench game. It allows you to pass many hours away just hanging out while your computer is doing other more meaningful chores. If you remember those little plastic boards with the sliding pieces inside that you had to move around until you had them in the right order or they made a picture, then you now know what this game is all about.

Don't come here looking for graphics because there are none. It is done simply with numbers. But, it is very configurable. You can tell it how many rows and columns that you want, tell it the size of the pieces that you want, and several other options.

If you are collecting Workbench games then you should add this to your collection. It is very good. One thing that I would like to see added to it is some sort of scoring system along with a high score table. Even if

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it just kept a timer that would make it more of a challenge.

#### Writers Info

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## 1.29 The Puzzle Pit

#### Software Name

The Puzzle Pits 2

#### Archive Name, Size, and Directory on Aminet

puzzlepits2.lha, 258K, /game/think/

#### Author Information

By Abe Pralle. Released in 1994, but copyright 1992 Abe Pralle. All rights reserved.

#### Shareware Fee

A mere US \$5.

#### Hardware/Software Requirements

Runs great on WB 2.1. Should run on WB 1.3 and 3.x.

#### Limitations for Demo (if any)

No limitations.

#### Brief Description

Puzzle Pits is logic-based game similar to Sokoban.

#### Installation

(X) Easy ( ) Medium ( ) Hard (X) C= Installer

The program requires a library and a font which you might not want in your boot disk/partition, so you might have to copy them by hand. Otherwise, installation is a very simple matter.

#### Documentation

For those who only want to play it, the docs are good. On the other hand, if you want to make your own levels, many things are left either ambiguous or not mentioned at all. This is frustrating, because the editor is very powerful and flexible.

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## Review Begins

As AMOS games go, I generally find them to be poorly designed. After downloading this and seeing that it was written using AMOS, I sighed, "Oh, another lamer." Boy, was I wrong.

Let's start with gameplay. You are in some magical "pits" from which you must escape. The fiction of the game explains this part with a neat graphic intro, but the main point is that in order to move to the next level, you must place barrels over every blue square on the level. You can find a few types of crystals and other objects to aid or hinder you. Learning how these elements interact is part of the challenge. On top of it, the configurations of barrels and boxes and other objects make for some incredibly entertaining (and brain bending) puzzles.

As with many AMOS games, the graphics are excellent. They resemble Ultima VII both in size and in perspective. I was highly impressed. There is lots of animation, as well. Water moves in waves, your man takes steps when he moves, bends and strains when he pushes a barrel.

The game sports music, but it gets a bit repetitive. The sound effects are sparse, but are well done.

Using the mouse, you control the character. You can simply click somewhere on the screen and he will attempt to go there. It is this kind of detail that makes this game exceedingly good.

This would all be enough, since there are more than thirty levels to traverse, each more devious than the last. I didn't play very many of them, but what I played and what I saw are all exceptionally designed: difficult, yet balanced and solvable with experience. But wait! There's more...

You have the option of creating your own levels or modifying the existing ones. With the editor, you can do virtually anything conceivable within the game's rules. There is even a scripting language that you can use to do intricate things like showing an external IFF file, or printing a text message. It is especially useful in modifying the environment, like removing or adding objects, and so on. Like the game, the editor is controlled entirely and elegantly with the mouse.

Overall, I was shocked by the quality of this software. It is commercial quality and Abe deserves to be paid for what he's done. There are a million Sokoban clones, but this one takes a step ahead and pushes the boundaries of the genre. Excellent!

## Writer's Info

Jason McIntosh  
Copy Editor

## 1.30 Heddley

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## Name Of Software &amp; Version

Heddley 1.1

## Exact Filename / Size (in bytes if possible) / AmiNet Directory

Heddley11.lha, 137K, text/hyper/

## Brief Description

A powerful Amiga Guide editor/creator

## Author / Copyright Information

Edd Dumbill,  
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Burnholme, York YO3 0RB  
England

E-Mail: ejad-a@minster.york.ac.uk  
IRC: Edd (in #amiga or #Heddley)  
Telephone +44 (0)904 414524  
WWW: <http://www.york.ac.uk/~ejad1/>

The author has stated that he is moving in June of 1995. We will update this info as it is made available.

Heddley is copyright by Edmund Dumbill.

## Shareware Fee

Shareware Fee is UK pounds	10.00
US Dollars	15.00
DM	25.00

## Limitations for Demo (if any)

No limitations are placed on this program.

## Hardware / Software Requirements

Requires Amiga Guide v39 for extended Amiga Guide features,  
but will work with older versions.

## Installation

( ) Easy ( ) Medium ( ) Hard (X) C= Installer

## Documentation

Heddley is well documented in Amiga Guide (what else :) )

## Known Bugs

One known major bug in Heddley is that in full font Heddley documents  
are messed up. Heddley uses ASCII character 160 instead of 32 for

blank spaces. This can be fixed with a program called Fix Heddley by David Zvekic.

#### Review Begins

This program is one essential program for anyone having to deal with AmigaGuide files. Heddley makes the effort of putting together a guide file seem effortless.

Heddley will use the advanced features of the latest AmigaGuide library. You can do such things as bold, italics, and underline. Heddley also supports the reverse text, highlight, and fill types. Creating buttons is a snap. When you go to create a new button you are given options to do internal, and external document links, ARexx scripts and commands as well as DOS commands and a quit option.

With the preferences you can choose your editor, text width, font and font size. To make your life easier, you have several save options. You can save it not only in AmigaGuide, but ASCII, ANSI, and HTML. While you are working on your guide file you may want to check and see how it is looking. Well, there is a "test database" option which loads up your document right there for you to check out.

The interface, the ease of use... I would recommend this program to anyone in need of creating an AmigaGuide file. Heddley is used in the making of this very magazine. The author should be commended on his achievement on creating the best AmigaGuide editor to date.

#### Writer's Info

Roy Milican  
Editor

## 1.31 Gravity Force 2

#### Software Name

Gravity Force 2.

#### Archive Name, Size, and Directory on Aminet

gravforce.lha, 201794 bytes, /game/2play/

#### Author Information

By BiTS. Copyright © 1992-1994 BiTS. All rights reserved.

#### Shareware Fee

Freeware!

#### Hardware/Software Requirements

Should work on all (even AGA) Amigas. Tested on WB 2.1 only.

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## Brief Description

Grab two joysticks, a friend, and de-stress! Blow stuff up in varied worlds, with all the options you could want.

## Installation

(X) Easy ( ) Medium ( ) Hard ( ) C= Installer

## Documentation

Docs are very good: well organized and comprehensive. Has online docs as well.

## Known Bugs

A couple of negligible things are mentioned, but I didn't see any bugs at all after even several days of play.

## Review Begins

Well, if you like two-player games with fierce competition, here's another to put on your harddrive with Knights (see review in this issue). The premise here is that two duelling spaceships compete in races and/or blow each other up a certain number of times. While there is no scoring, per se, there are statistics to compare among players.

One thing that I always like to see in games is configurability. Gravity Force 2 has oodles of options. You can change anything from thrust power to gravity strength to type of weapons used. I hear of a newer version which has even more options than this one, and this one has about six or seven screens of it.

When you've set up your options, you have about 50 levels to play in. Some are races, the others are duels. Races are fun, and they can be played solo, but the duels are the real point of the game. With the many special weapons and the ability to knock your opponent into a wall and destroy him/her, you'll soon be addicted.

If you want to have a long night of battling, you can have two or more players enter the Tournament mode. While only two players compete at once, the computer tracks who fights who according to who won the last match. This makes for a different spin, but you need to have a surplus of friends unfortunately.

The graphics are not great, but they are good. I especially like the explosion from the freefall bombs. Gravity Force 2 is one of those games that doesn't need good graphics, though. The sounds are very appropriate and in good quantity. BiTS even did some sound design (ie, the 'clank' when two ships collide was created by hitting an exhaust pipe with a cord).

Another aspect of this game (and many of its counterparts) is the statistics it keeps. It tracks exact minutes you've played, total number of shots fired, etc. I wish it tracked more stuff.. How about tracking and storing on disk results from tournaments across several sessions? How about ongoing, individual win/loss records?

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There are other games out in the same genre, but the ones I was able to get and try are of a lesser standard. I don't have AGA, so I couldn't try Rocketz or Bratwurst. If you don't have AGA either (or if you do), Gravity Force 2 is an excellent value for the meager download. Play it while we all wait for the network/modem/internet version!

#### Writers Info

Jason McIntosh  
Copy Editor

## 1.32 Next Issue

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Coming Next Issue!  
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- Extensive Shape Shifter 3.0 review -
- Winner of the graphic contest -
- Megaball AGA and an interview with it's author, Ed Mackey -
- In depth: MechForce and Mech Headquarters -
- An upcoming contest with a registered Shape Shifter 3.0 as the prize -
- And many more reviews -

## 1.33 -Roy Milican-

-Roy Milican-

Hi!

Glad to see that you made it to issue two! Welcome, if you are a first time reader! First of all I'd like to thank everyone for all the positive support and comments. Please keep them coming, we want to here what you have to say.

You may notice that some thing have changed. We are fine tuning the magazine in many ways. You should be aware that the format has changed slightly. For those who are writing reviews, you may want to get our new template that will be taking full effect in the next issue. We have also changed our policy on reviews. This magazine is now going to put forth the effort on new and old Amiga programs! So join in and help us. Please check out the info section. Make sure also to take part in our readers Poll.

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I would also like to give thanks to our first authors in this issue! I hope to see more from outside help. I would also like to thank David Zvekic for pointing out that The Best In Amiga PD was suffering from an error in Heddley involving fully defined fonts. I will now be running his program found on Aminet (text/hyper/FixHeddley1.2.lha) to fix it in the future.

We are also welcoming a new staff memeber this issue, Jason McIntosh! He will be writing reviews, primarily games, and taking care of the final output check-overs.

We still want your opinions! Send them to [roy@ramiga.cts.com](mailto:roy@ramiga.cts.com)

## 1.34 -Brett Williams-

-Brett Williams-

Hello,

I would like to start off by apologizing for not making any comments in the first issue of this magazine. Roy called me up and asked if I would help him do this magazine, and I being a person with TONS of spare time on my hands (NOT!), said "SURE!". So we put together a couple of reviews and rushed out the first issue, and I was not ready to put in any nots, but I am better ready this month...

I guess I will just use this time to let you all know a little about myself. On the IRC you have probably seen me as either Jo\_Blo which I no longer use or YukonPete which I like better; it suits me... I have been on the Amiga scene since 1987, or maybe it was 88, but I bought my A1000 as soon as it hit the market. I had to: the power supply in my Commodore 128 died... That is the way I have gone through all of my computers up until the Amiga. I had my VIC-20 until I could not stand playing with it's tape drive, then I got my Commodore 64 and its power supply finally died, so I got the Commodore-128. It went until the A1000 came out. I stuck with it until the A4000 came out, and I got my A3000 at a discount because they were pushing the A4000's. Then last year I got my CD-32. So out of all those computers I have every one of my Amigas and none of the old Commodores...

So when it comes to the history of this fine computer system that we all know and love I am well versed. I am not very technically knowledgable about it, but I can hold my own...

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