

action

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

action

1.1 Action

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----- Action

Abuse
- by Bungie

Bloodbath
- at Red Falls

Escape Velocity

Havoc
- Tank shoot-em up

Rebel Assault
- Space Shoot'em up

Shockwave Assault
- Shoot'em up

Super Wing Commander
- Shoot'em up

Tubular Worlds
- 2D shoot'em up

X-Wing
- Shoot'em up (Star Wars)
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1.2 abuse

Runs fine with a little experimentation with screen sizes and resolutions

Tested on: A3000T/WarpEngine040/40MHz/32MB RAM/Picasso II

1.3 Bloodbath

BloodBath

shoot-em-up with a lot of video animations in game,
they run very smooth even with 68030.

1.4 Escape Velocity

No problems on: Amiga 1200/Blizzard1260/24MB RAM/SCSI HD/HD Floppy/
Turbo EVD gfx-driver

1.5 Havoc

Havoc: Playable on a stock 040 with reduced GFX and screen size. On
an accelerated machine you can bump up the size and some of the
detail, but max resolution and max detail slows it to a crawl even
with a 40 Mhz Warp Engine. Maybe an '060 would handle it though...

Tested on: A4000 with Macro-System's WARP ENGINE '040 running at 40 Mhz
Cybervision-64 (4-meg)
Toshiba 6.7 speed SCSI-II CD-ROM
Amiga OS 3.1

Works good even on full screen with all textures

Tested on: Amiga 1200/Blizzard1260/24MB RAM/SCSI HD/HD Floppy/
Turbo EVD gfx-driver

Also successfully tested on: A3000T/WarpEngine040/40MHz/32MB RAM/
Picasso II

1.6 Rebel Assault

Name: Rebel Assault

Genre: Action - Space-Shooter - Star Wars

Hardware needed: Double Speed CD-ROM, 8MB RAM, mouse, 256color-screenmode

Software needed: System 7.0

Description: "It's an unforgettable arcade experience! Take control of a starfighter in a variety of challenging piloting, targeting and combat scenarios in the first LucasArts game made exclusively for CD-ROM" - LucasArts

Tested on: A4000, Cyberstorm040/40MHz, Kick/WB3.0, Cybervision64, A2091-SCSI-Controller, Toshiba XM3801B-SCSI-CD-ROM drive, 22MB RAM (10MB assigned to Shapeshifter), MacOS 7.5.5,

Rating: On 68030/25MHz/Cybervision64 you have to adjust the graphics-quality. With 040/40MHz/Cybervision64 it runs in highest resolution.

Demo available: Maybe at: <http://www.lucasarts.com>

<Tested by: Andreas.Etzrodt@eure.de>

1.7 Shockwave Assault

Name: Shockwave Assault

Genre: Action - Space-Shooter

Hardware needed: 68030, Double Speed CD-ROM, 8MB RAM, 256color-screenmode,

Software needed: System 7.0, Sound Manager 3.0 and Quicktime 2.0

Description: "Defeat a vast armada of exotic alien warships as they unleash a deadly assault on earth, then take to outer space as you drive the aliens back to their own planet. Watch the dramatic struggle unfold through over 50 minutes of Hollywood-style video. An enhanced 3-D terrain engine lets you slice through the landscape faster and smoother than ever before, and the improved polygon count heightens the rush as you dive through canyons and between skyscrapers. This revolutionary 3-D space fighter epic takes entertainment technology to the limit!" - Electronic Arts

Tested on: A4000, Cyberstorm040/40MHz, Kick/WB3.0, Cybervision64, A2091-SCSI-Controller, Toshiba XM3801B-SCSI-CD-ROM drive, 22MB RAM (10MB assigned to Shapeshifter), MacOS 7.5.5,

Rating: On 68030/25MHz/Cybervision64 it's unplayable! On 040/40MHz/Cybervision64 with some gfx-adjustments.

Demo available: Maybe at: <http://www.ea.com>

<Tested by: Andreas.Etzrodt@eure.de>

1.8 Super Wing Commander

Super Wing Commander should work but: with Shapeshifter 3.3 it works but only if I change my CD-ROM from "DIRECT DMA" to "DIRECT POLLING" (Fastlane Z3 - look at the Shapeshifter-docs for an explanation). For that reason the movie-sequences are **very** slow.

With Shapeshifter 3.6 the CD-ROM works as normal but the game crashes...

Tested with:

- Amiga 4000 Rev 3.1
- CyberStorm 060/50MHz MK1
- Fastlane Z3
- CyberVision 64/4MB
- 48MB FastRAM
- 2MB ChipRAM
- Kickstart 3.0
- Workbench 3.1
- Toshiba 4x CD-ROM XM-5401TA

1.9 Tubular Worlds

It's really a playable game for the Mac. But Amiga-games are better...

Tested on:

- Amiga 4000
- CyberStorm 060/50MHz MK1
- Fastlane Z3
- CyberVision 64/4MB
- 48MB FastRAM
- 2MB ChipRAM
- Kickstart 3.0
- Workbench 3.1
- Toshiba 4x CD-ROM XM-5401TA

1.10 X-Wing

Needs 040.

You have to turn off very much gfx-details even on 040/40MHz/CyberVision64. It really CRIES FOR a PowerPC...

Slow gfx and access to CD on: Amiga 1200/Blizzard1260/24MB RAM/SCSI HD/
HD Floppy/Turbo EVD gfx-driver
