

adventure

COLLABORATORS

	<i>TITLE :</i> adventure		
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Chapter 1

adventure

1.1 Adventure

Adventure

Alone in the Dark 2/3

Angel Devoid

- Comes on 4 CD's

Bad Mojo

- The roach game

Day Of The Tentacle

- Successor to Maniac Mansion

Deadalus Encounter

- Very good gfx (15-bit color mode)

Discworld

Dragon's Lair

- Arcade Adventure

Dust

- Western style

Frankenstein

- Starring Tim Curry

Full Throttle

- by Lucas Arts

Hellcab

Indiana Jones IV

- And the fate of Atlantis

Iron Helix

Myst
- THE adventure of the 90s!!!

Sam & Max
- Based on a comic

Skyborg

Spaceship Warlock

Star Trek 25th Anniv.
- Star Trek...

Star Trek Judgment R.
- Star Trek, the 2nd...

The Dig
- by Steven Spielberg

1.2 Alone in the dark 2+3

Alone in the dark 2 runs *very* smooth and without any problems 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

Alone 2+3 are very fast, even in SVGA on: A1200/1230IV/18MB/AGA-EVD-Driver

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

1.3 Angel Devoid

Angel Devoid: Fantastic! 4 CD's of adventure. Just getting started now, but it runs great! Don't know how it looks on a stock machine - I bought this one after I got the Warp Engine, but I think it will play on stock '040's - maybe even a fast '030... It is full-screen though - no 1/4 screen option like Daedalus Encounter.)

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

1.4 Bad Mojo

Bad Mojo is sometimes a bit sluggish but without problems 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

1.5 Day Of The Tentacle

Name: Day of the tentacle

Genre: Adventure

Hardware needed: 8MB RAM, 256color-screenmode

Software needed: System 7.1

Description: "The Edisons are at it again. Dr. Fred's mutated purple tentacle is out to take over the world, and only you can stop him. Travel through time with three outrageous characters in this wacky graphic adventure which features cartoon-style animation and over 100 zany sound effects."
- 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 030/25MHz/Cybervision64 you will have to reduce the visible screensize. On 040/40MHz/Cybervision64 you can enjoy the highest resolution and screensize.

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

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

1.6 The Daedalus Encounter

Daedalus Encounter: It runs on any machine, but the faster the better for some of the arcade sequences. Later in the game, you almost need a Warp Engine or a CyberStorm to get past one challenge, since slower machines don't update the display fast enough. Still, in 256 color mode it is playable on a stock '040 (25 mhz). Much beter in 15-bit color mode 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

1.7 Discworld

Works without problems and very fast.

Tested on: A4000/060/50MHz/Fastlan Z3/Cybervision64/48MB RAM/
Kick3.0/WB3.1/Toshiba XM-5401TA-CD-ROM

Only for Germans: Wer die deutsche Sprachausgabe haben will, sollte sich die entsprechenden Dateien von der PC-Version besorgen.

1.8 Dragon's Lair

Dragon's Lair
Very fast at 320x240 12 fps
At 640x480 is slow (6 fps)
tested on A4000/040 36MHz 20MB RAM, Picasso II/CGfx

1.9 Dust

Western type adventure game with first person graphics..very cool

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

1.10 Frankenstein - throug the eyes of the monster

Name: Frankenstein - Through the eyes of the monster

Genre: Adventure in the style of MYST

Hardware needed: 68040 CPU, 5120k free Memory, 10MB free Hard Disk

space, 2Xspeed-CD-ROM, 256Color-Screenmode (15bit-
(32768 colors) recommended, Accelerated for Power
Macintosh

Software needed: System 7.0

Description: It's an adventure in the style of MYST with excellent graphics. Starring Tim Curry (Congo, Rocky Horror Picture Show) as Dr. Frankenstein. I don't know exactly what you have to do in this game...but I think you have to stop Frankenstein and prove your innocence (someone murdered your daughter and you have been hung instead...)

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: Hmmm...not possible cause I didn't play it too long (at this time only some minutes). But the graphics are really very good. And the sound is also cool.

Demo available: Not known.

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

1.11 Full Throttle

Full Throttle runs fast enough and without problems 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

Slow gfx, but it works on: Amiga 1200/Blizzard1260/24MB RAM/SCSI HD/
HD Floppy/Turbo EVD gfx-driver

1.12 Hellcab

very slow (SVGA) refresh on: A1200/1230IV/18MB RAM/AGA-EVD-Driver

1.13 Indiana Jones IV

Name: Indiana Jones and the fate of Atlantis
Genre: Adventure
Hardware needed: 8MB RAM, 256color-screenmode
Software needed: System 7.1
Description: "1939 - the eve of World War II. Nazi agents are about to get their hands on a weapon more dangerous than the atom bomb. Only Indy can stop them before they unleash the deadly secret that sank Atlantis." - 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: Good playable with 030/25MHz/Cybervision64 (turn off smoothing!). With 040/40MHz/Cybervision64 you can turn on smoothing (really good gfx). Good speech. Fun but some riddles are (as always) very difficult to solve.
Demo available: Maybe at: <http://www.lucasarts.com>
<Tested by: Andreas.Etzrodt@eure.de>

1.14 Iron Helix

Iron Helix: You can play this on a stock 040, maybe even a fast 030. Runs great on the Warp Engine. This one is similar to Skyborg in that the pictures are all still-images. You move forward in steps, and the picture dissolves to the new viewpoint. (Well, in Iron Helix there are a few frames blended to show movement forward; not a bad game)

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

1.15 Myst

MYST runs very well on
A4000/030 25MHz 12MB-fast 2MB-chip =
CyberVision64, TandemCD controller with CD-ROM
4x MITSUMI-ATAPI EIDE.

Also runs on 040/25, 4XCD-ROM and on A4000 040 40MHz and
Cybervision64 (and a lot of memory, of course).

Also successfully tested on: A1200/Blizzard 1230IV/18MB RAM/
OS3.0/4.4XCD-ROM from Pioneer

1.16 Sam & Max

Name: Sam & Max - Hit the Road
Genre: Adventure
Hardware needed: 8MB RAM, 256color-screenmode
Software needed: System 7.1
Description: "Grab your nightstick, squeal like a siren, and Hit the
Road with Sam&Max, Freelance Police, as they attempt to
crack their toughest case. Sam (a canine shamus) and Max
(a hyperkinetic rabbit thing) are hot on the trail of a
runaway carnival bigfoot across America's quirky underbelly
in this crazy animated adventure." - 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 030/25MHz/Cybervision64/16MB too slow. With 040/40MHz/
Cybervision64/20MB good playable. Some hard riddles...
Demo available: Maybe at: <http://www.lucasarts.com>
<Tested by: Andreas.Etzrodt@eure.de>

1.17 Skyborg

Skyborg: Runs just fine on the Warp Engine, the action sequences are
almost impossible on a stock '040 though. Not that much fun - but I
only paid \$25 for it...

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

1.18 Spaceship Warlock

Fast enough on 030/25MHz/CyberVision64/16MB

1.19 Star Trek

Runs much faster than the Amiga-AGA-version on:
A1200/1230IV/18MB RAM/AGA-EVD-driver

1.20 Star Trek Judgment Rites

It's a bit slow..but playable but you'd really need a 040 CPU to have fun. The animations are slow on 030 and the sound, well, forget about the sound. :)

Tested on: A4000/030, EGS-Spectrum, 16MB RAM

1.21 The Dig

Some sound problems in the movie-sequences but playable 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