

AIO

Chris Seward

COLLABORATORS

	<i>TITLE :</i> AIO		
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WRITTEN BY	Chris Seward	January 23, 2025	

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Editorial By Chris Seward

Hello and welcome to another issue of AIO, issue 16 is a great issue bursting with all the usual reviews, news and articles you've come to expect from us. Some of the highlights this issue are an interview with the programmer of The Shadow of Time, a new point and click adventure soon to be released by Epic Marketing, well the start of 1999 anyway. Domination diary part 2, the second part to a new space strategy game we featured a few issues ago. An article on MPEGs, the amiga and loads of quality reviews and juicy news storys.

The best thing about this month was the opening of the JUST-AMiGA mailing list started by me for AIO readers and ALL amiga users to come together and talk about absolutely anything amiga related. Details of how to join can be found in the [news](#) area of the mag.

This month we see the AIO email address change and the address of the web page change slightly, firstly the new AIO email address is : amiga@thefree.net - don't worry if you have just posted to the old address as that is now re-directed to my new address, this new address insures a quicker response. The web page address is practically the same but has changed slightly to allow the page to offer more options namely counter, online reading of the latest issue, online registration plus the usual download all issues etc. You can now find us at : www.amiga1.demon.co.uk/aio/index.htm - The counter so far is over 200 visitors and the counter has only been open about 2 weeks, so i'm quite pleased, make sure you visit soon!

Well thats it for this month, I hope you will join me on the JUST-AMiGA mailing list and if you have any comments, reviews, news, letter, adverts or anything else please do not hessitate to contact us.

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Slither, snake game

The Lost Island

Snake game by NC.Gamez

Simple Pacman V1.1

AIO top 20 games

FULL Solution to Archer

Games scoring system

Utils Corner :

File id extractor Deluxe

HippoPlayer

Engine9 Mod/Med player

Mini CD Player

VirusZ Pre III V1.44

Utils scoring system

Latest Amiga news :

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New educational CDs

Amiga RC5 Team news

Genesis Towerhawk

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Points about new amigas

Dis/Advantages of Mpeg

New Amiga email game

ShadowElks interview

Diary of a game part II

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1.9 How to submit your own work

Submitting your own work

As AIO goes on I would like it to get bigger and better and because it is a freely run magazine we depend alot on you. If you have written an article or review we would like to enclude it in our magazine, just send it along with any relivent details and we'll do the rest, if its a games or utilities review remember to use our scoring system and give it the correct information like where it is obtainable and what is its final score. We are also interested in any programs you have written your self and want us to review, if your file is over 500k please email us in advance to let us know it is comming. Any of your work is welcome or if you would like to see a certain file reviewed or any information displayed please get in touch.

Below are details on how to submit your own work.

Email : amiga@thefree.net (attach or just plain text)

Write : Chris Seward (AIO), 10 Scaffell Close, Eastham, Wirral, Merseyside, L62 9EU. ENGLAND

Phone : 0831 37 09 22 (Let us know your suggestions)

Web : www.amiga1.demon.co.uk/aio/index.htm (submit by mailto:)

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1.10 Who does what and how to contact them

The Production Team

Below are the people who brought you AIO this month, without them you wouldn't be reading this great mag :)

Editor : Chris Seward

amiga@thefree.net

0831 37 09 22 (UK Mobile phone)

Deputy Editor : Vacant!

Games Editor : Lee Hesselden

wrecker98@geocities.com

Utils Editor : Vacant!

Utils Reviews : Lee E Eckert

this month Chris Seward

Thanks to the following people who also did something or provided something which brought you this issue :-

Lewis Mackenzie - AIO Boot util

Banjo - AIO 3d render

Chris Brown - Web page maintaining

Malcolm Harnden - News Article

Jamie Solomons - Domination 'diary of a game'

And thanks to everyone who has registered as an AIO reader!!!

Total Registered readers : 31

If you havn't already registered fill in 'form.txt' that came with the archive and receive the latest amiga news and posting from AIO.

You can also access our web site and fill in the online form.

Mailing list members : 118

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1.11 Where to get AIO from

Distribution

To get the latest issue of Amiga Information Online please try one of the following official distributors/places below. All Bullitain Board Systems (BBS) are open 24 hours unless otherwise stated.

Aminet:

Aminet : Docs/Mags/AIOV???.lha - ?? = Issue number

Web page:

[Http://www.amiga1.demon.co.uk/aio/index.htm](http://www.amiga1.demon.co.uk/aio/index.htm)

England:

Amiga Nutter BBS : +44 (0)1707 395414 OFFICIAL UK Hq

Scotland:

Backwoods BBS : +44 (0)1463 871676 OFFICIAL ScotHq

Wales:

The Killing Ground : +44 (0)1978 751393 OFFICIAL Wel Hq
(Opening times : 22:00 - 08:00)

Sweden:

Jipebo BBS : (0)8 58355020 OFFICIAL SWEHq

Pom Lekey Sysop of this BBS please contact the Editor ASAP

Australia:

Lend_A_Hand BBS : +61 3 62 739645 OFFICIAL AusHq

Email Orders:

If you would like to receive the latest issue via email just send an
email to

amiga@thefree.net

Phone:

For UK readers phone this number to place a monthly order, leave your
name and address :

0831 37 09 22

Writen Orders:

To receive orders by post please enclose a stamped addressed envelope
with a blank disk and send it to :

Lee Hesselden,
Aio Games Editor,
8 Plough Green,
Saltash,
Cornwall,
PL12 4JZ.
ENGLAND.

DISTRIBUTION NOTES : AMIGA INFORMATION ONLINE CAN BE COPIED AROUND
PD LIBRARYS, UPLOADED TO BBS'ES OR GIVEN TO ANYONE. IF AMIGA INFORMATION
ONLINE IS TO BE INCLUDED ON A COMPILATION CD OR ON A MAGAZINE COVERDISK/CD
I MUST RECEIVE A COPY OF WHATEVER IT APPEARS ON TO REVIEW. THE ONLY
EXCEPTION ARE THE GREAT AMINET CD'S. IF YOU DO WANT TO PUT AIO ON A
COMPILATION CD OR MAGAZINE THEN PLEASE EMAIL ME IN ADVANCE.

If you run a BBS or can distribute AIO by post in your country please
get in touch with amiga@thefree.net and let me know!

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1.12 Why not contact us

Contact AIO

If you would like to get in touch with AIO for any reason at all please contact us at the addresses or phone number below. Any letters, emails or phone calls are welcome, unless stated in your message your letter will be publicly shown in the latest issue from the date of when your message was received.

Email : amiga@thefree.net

Phone : 0831 37 09 22 (Uk Only)

Snail : Chris Seward, 10 Scaffell Close, Eastham, Wirral, Merseyside,
L62 9EU. ENGLAND

Also check [Distribution](#) for more ways to receive AIO.

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1.13 FR-SoftWorks Web page

FR-SoftWorks Web page

FR-SoftWorks, the creator of MicroPaint and MicroRexx, has a Web page now:

» <http://www.stud.uni-hannover.de/~peterr/main.htm>

The Web page contains the following:

- o links to the most important products of FR-SoftWorks, including descriptions,
- o usefull links to Amiga Web pages,
- o links to search engines.

Some of the Information is provided in German language only. The programs are described both in German and in English language.

The Web page will be improved in the future :-)

Author / Autor

=====

Frank Reibold

Ottberger Weg 13

31737 Rinteln

GERMANY

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1.14 Amiga gets Z

Amiga gets Z

The PC c&c style game titled just 'Z' will now be coming to the Amiga thanks to clickBOOM. It was originally started by the Bitmap Brothers but after a while they decided they wouldn't be able to make the Amiga version good enough for release so clickBOOM are now finishing the project. The bitmap brothers had the success of Speedball 1 and 2, Chaos Engine and Gods on the Amiga with Chaos Engine 2 being there last release.

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1.15 JUST-AMiGA Mailing list

JUST-AMiGA Mailing list

In association with AIO I am pleased to announce the opening of the JUST-AMiGA mailing list giving access to all english speaking Amiga users around the world, this is a mailing list where you can talk about anything Amiga related whether its general chat or help and questions. The current AIO registered readers should sign up now to receive postings about when the latest issue of AIO is available. We look forwards to seeing AIO readers and ALL Amiga users alike connected. Just follow the simple instructions below :-

Goto

<http://www.onelist.com/subscribe.cgi/just-amiga>

Scroll down to the bottom of the page and select

'Click here to subscribe to this list'

Then click on 'click here to register'

Follow the rest of the online prompts...

And away you go, to post messages to this list once you have joined mail :-

just-amiga@onelist.com

if you have any problems contact the list moderator :-

amiga@thefree.net

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1.16 New educational CDs

Alive Kids, Educational CDs

Alive Kids - Adiboo is Latest Release From Alive Mediasoft

How many of you out there have kids? How many of you are frustrated at the lack of childrens software available on the Amiga? Well don't despare we have the answer.

Alive kids - Adiboo is a state-of-the-art piece of childrens software.

Join Adiboo in his magical wonderland where you can read, count draw, invent, play and explore! Meet his crazy friends where your kids will learn lots and have hours of fun.

Adiboo comes on 2 CDs. The first CD is for 4-7 year olds. It features 10 great discovery activities to learn through play.

These include:

Puzzles - put the jigsaw together to hear a song! Flower Garden - water and care for your flowers and watch them grow! Painting Game - extremely easy to use paint package to draw, colour and print your pictures!

Cartoon Creation - create your very own cartoon with ready made scenery & characters! Portrait Game - test your memory and re-create a face by picking out a certain nose, eyes etc..! Kitchen - Make cakes with the ingrediants in the game or print the receipe and make it for real! And much much more...

The 2nd CD is for 6-7 year olds. This features "I can read" and "I can count" "I can read" has 15 varied activities to develop memory, understanding, reading and writing skills. "I can count" has 15 activities in 3 difficulty levels to develop numeration, counting and ordering skills.

Adiboo has a specially designed interface to make it as easy as possible for children to use it un aided. For example, in the drawing package, you only need click the mouse once and it will draw continuously until you press it again. This is essential for small hands so they don't have to keep the button pressed whilst drawing. A full tutorial is provided at the start of each game courstesy of your friend - Adiboo. He talks you through each game in detail and describes what every icon is for. There is also a friendly worm to help you out if you get stuck.

Adiboo has been developed with full teachers support so you can feel safe in the knowledge that your child is being taught according to the national curriculum.

Alive Kids Adiboo comes packaged in a big gift box containing both CD's,

full colour manual and a free activity book and colouring crayons.

This is a complete conversion of the Macintosh version onto the Amiga.

Minimum specification required is Amiga '040 or PPC, 8mb, Hard-drive and CDrom.

Adiboo runs in 256 colour in a 640 x 480 screen. We recommend that you use a gfx card but it`s not essential.

Alive kids software will revolutionise childrens software on the Amiga.

Never again will the Amiga be left behind by other platforms - we`ve had the capabilities for years and now we have the software.

Adiboo is fully upgradable by way of future upgrades and add-ons.

No price has been confirmed as yet.

More details about Adiboo and other releases can be found in our 16 page Autumn/Winter adition catalogue. This is going out to over 4000 readers in the next few weeks. If you aren`t on our mailing list and would like to receive your free catalogue with the full 14 game review section then send us your snail-mail address today - don`t miss out!

Any questions or comments will be greatly appreciated.

Steven Flowers

Director.

(Stevenalive@innotts.co.uk)

Alive Mediasoft Ltd

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Nottingham

NG17 7FA

Tel/Fax: 01623 467 579

Email: StevenAlive@innotts.co.uk

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1.17 Amiga RC5 Team news

Amiga RC5 Team news

PRESS RELEASE

FOR IMMEDIATE RELEASE

August 20th 1998

The Amiga RC5 Team effort has entered its second year of existence and we can proudly look back on the accomplishments of the first. In many ways the Amiga is experiencing a rebirth, and the first candle is lit again.

Over the course of the years as mainstream computing has evolved from

diversity in the eighties to Wintel dominance in the nineties, the general public is more inclined to see only the 'advances' Wintel made, where alternative platforms like the Amiga seemingly underwent no change or completely dwindled from the public eye. But the Amiga did change and adapt, if not commercially, then by its definition of what Amiga is. At first it was the technologically advanced synergy of hard- and software, then the OS, to what we now regard as Amiga: the community, the spirit, a lifestyle even. And into the future, the promise of a once again far advanced OS and return of an open platform, being defined as we speak. The Amiga RC5 Team effort quickly grew from a handful of participants to what seems a major force on the frontiers of distributed computing, a convergence between what some might regard as old and new technologies. We continue to prove to the world that the Amiga is in some ways more alive by the day and that enthusiasm weighs up against other factors, while we soon hope to prove it in other ways than this effort has as well.

In this last year we competed in four RSA Labs/Distributed Net challenges, coming out ranking in the top 10 out of thousands of teams in three of these, beating other illustrious participants such as IBM, Hewlett Packard, Siemens Nixdorf, NetScape, Oracle and a host of others, too many to mention, except maybe for the Win32/Windows team :) With over 1200 members (and over 2200 computers) of which over half consist of Amigas in the current RC5-64 challenge we have come as close to the top as a number three daily ranking, while still growing steadily as more people join and more PowerPC equipped Amigas fill our ranks. Once again we call to arms, join the effort now and propel the Amiga back into the limelight to pave the way for its comeback, possibly winning part of the US \$10,000 award for finding the right key in the RC5-64 challenge or one of the upcoming DES II challenges. For full details on what RC5/DES, RSA Labs and Distributed Net are and how we fit into all this, see the Amiga RC5 Team effort homepage listed below.

We must thank all participants for this past year's effort, all companies and magazines who supported us and continue to do so, and of course the developers contributing amongst which foremostly Stefan 'Blast' Smietanowski and Christopher A. Wichura who brought us the various Amiga clients.

The Amiga RC5 Team effort is also providing a mailinglist as a forum for the discussion on above topics and the effort in general.

For additional info on how to participate and more in depth explanation,

please visit the Amiga RC5 Team effort homepage at:

<http://www.cistron.nl/~ttavoly/rc5>

Sincerely,

Amiga RC5 Team effort coordinator

Thomas Tavoly - rc5@amiga.cistron.nl

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1.18 Randomize Inc

Genesis Towerhawk

Randomize, Inc. Announces the Genesis Towerhawk Zorro Based Amiga with Speed and Flexibility

Randomize, Inc.,

o Toronto, ON

o Sept. 1, 1998

The completely expandable Amiga from Genesis. We introduce to you the Genesis Towerhawk. Giving you a Zorro Based Amiga with speed and flexibility!

o AmigaOS 3.1 with preemptive multitasking

o Motorola 68060 50 Mhz

o 32 MB RAM optionally expandable to 128 MB

o 5 Zorro II slots

o Optionally upgradeable to Zorro III

o 4.3 GB IDE harddisk

o 32x IDE CD-Rom

o High Density Floppy Disk Drive

o PC format and Mac (with Optional CrossMac) compatible

o Compatible with any Standard PC-type Multisync Monitor with included MultiVision Flicker Fixer

o Windows95 Keyboard Compatible

o 104 Windows95 Keyboard Included

o AGA Graphics System included on board

o Video and Genlock capable

o 4-Channel Stereo Sound standard, each 8 Bit DMA

o Interfaces:

1 x serial RS-232c (modem),

1 x parallel (printer),

1 x external floppy drive,

2 x mouse/joystick,

1 x 23 pin video RGB (monitor) output from AGA Chipset,
1 x 15 pin video RGB (monitor) output from MultiVision Flicker

Fixer

connected 23 pin (just above),

1 x video composite (TV, video recorder),

1 x RF modulator (TV antenna),

2 x stereo audio

o 250 Watt ATX Power Supply

o Personal Paint 7.1 CD

o Full Version

o To get you working quickly!

o Full Documentation For AmigaOS 3.1, and hardware

o System Price

o \$2749.95 CDN, \$1899.95 US

o Optional Fast SCSI Controller

o Add to System Price \$134.95 CDN, \$94.95 US

When 060 is simply not enough and you need real speed with the PPC.

o All the features of the Towerhawk

o Motorola PPC 603e 240 Mhz

o Fast SCSI Controller built-in

o Add to System Price

o \$969.95 CDN, \$669.95 US

o Optional 4.3 GB SCSI hard disk - Add to System Price - \$89.95 CDN,

\$64.95 US

o Optional 32x SCSI CD-Rom - Add to System Price - \$124.95 CDN,\$84.95

US

Add a Mac to your Amiga for complete flexibility!

o All the features of the Alpha

o Microcode's Fusion Mac Emulator

o MacOS 8 pre-installed

o Add to System Price

o \$244.95 CDN, \$169.95 US

Check out the Genesis line up at The Midwest Amiga Expo Oct 2-4!

Genesis, a division of

Randomize, Inc.

R.R. #2 Tottenham

Ontario Canada L0G 1W0

Orders: 1 888 RANDOMIZE (1 888 726-3664)

Technical: (905) 939-8371

Fax: (905) 939-8745

Sales e-mail: sales@randomize.com

Support e-mail: support@randomize.com

-

o

Thom Mills

The Amiga Monitor Solution is here! Check out the MultiVision Scan
Doubler / Flicker Fixer at <http://www.randomize.com/multivision.html>

Randomize, Inc.

R.R. #2,

Tottenham, Ont.

LOG 1W0

Phone: 905-939-8371

Fax: 905-939-8745

email: thom@randomize.com

WWW: <http://www.randomize.com/>

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1.19 World of Amiga 1999

World Of Amiga Show 1999 Announced

It has now been confirmed that there will be a UK World Of Amiga show in 1999! Work is well underway on the 1999 show, although the date and venue has yet to be confirmed. There is already a great deal of excitement for the show which will play a major part in the rejuvenation of the Amiga during 1999. As Peter Brameld, Organiser of the World Of Amiga show stated, "We MUST take the Amiga into the Millenium".

Linking in with this, and following the untimely closure of CU Amiga, the official web site of the World Of Amiga show has found a new home and is fully operational NOW! The site is being operated and managed for World of Amiga by Infinite Frontiers, publishers of the new Amiga fanzine, Amiga Energy.

For more information on the show, contact Peter Brameld at

p.brameld@ukonline.co.uk

To visit the web site, point your browser at

<http://www.infinitefrontiers.mcmail.com/>

We at Infinite Frontiers would like to hear your comments and suggestions about the information YOU want to see on the World Of Amiga web site. If it is possible, we'll do everything we can to provide all the

information YOU want to know. E-mail us at infinite.frontiers@mcmail.com
We'll be updating the site as news breaks so bookmark the page and we hope to hear from you soon. We'll see you all at the World Of Amiga 1999!!

Colin Gunn and Simon Plumbe

Co-ordinators, Infinite Frontiers

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1.20 Coming up Next Month...

Next Months Issue

Next month we'll be having a special interview with Peter McGavin, the person who brought us ADoom, the first amiga doom port, who we all should be very grateful to! Hopefully now the JUST-AMiGA mailing list is up and was started by AIO we'll see more readers reviews, articles and news. The AIO web page currently has had 200+ visits in 1 weeks time so I would like to thanks everyone who has visited. We will also be bringing you the most up-to-date reviews and news.

Issue 17 out : October 24th 1998 (Aprx)

Chris Seward - Editor

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1.21 WolfPAC

WolfPAC

WolfPAC instantly suggests to me that this is going to be a Wolfenstein pacman game, for those of you who are too young to remember wolfenstein it was the Doom game before Doom, which was also written by ID soft. So you think, great pacman in the 3D style but then you play the game and find out if you don't have a 060 then the game is snail slow.

I was quite looking forwards to playing this as it adds a twist to the current pacman clones floating about but as my 030/50Mhz and 8mb of ram won't cope with it I was pretty stuck and couldn't get to grips with it. The graphics are okish but for these graphics you would expect a bit more speed, I have got doom running faster on my config in full screen than I did this in smallest, I think it has been badly programmed as the graphics aren't that outstanding that the game needs to be dog slow.

The game looks quite playable and I am only putting it down as its really unplayable to most people, a good thing is you do get a PPC

version aswell to play with. If you have a PPC or 060 and would like to review this get in touch with me and maybe you can say this game is any good.

Available from: Cu Amiga CD 26 (Games/wolfpac)

Archived name : -

Graphics : 79%

Sound : 10%

Playability : 1% - Far too slow for its type

Lastability : 4%

Overall : 11%

Reviewed by : Chris Seward

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1.22 Slither

Slither - snake game

Slither is yet another conversion of the original game titled Snake, there have been plenty of these made already and here is yet another one to tickle our tastebuds as a certain computer game tv program presenter would say (prizes for the first to guess who it is :))

The idea of slither, as if you didn't already know is to eat the blobs to get bigger and so to proceed to the next level. With slither it is slightly different and you for some strange reason have to eat coins, I mean when was the last time you heard of a snake that could eat coins?!? Anyway thats the idea and thats what you've got to do although i'm sure if a snake really eat coins it'd choke and die ;)

Maybe it is just me being slightly bored of snake conversions after playing at least 1000+ in my lifetime but slither isn't a very good version of Snake. The background is a nice digitised picture of a snake but this really distracts you from the game and can sometimes put you off, come on if you had a snake looking at you all day wouldn't you be a bit put off?... well maybe not but i was! The music is good but thats about it, the snake is poorly drawn and is just a green shape with a wiggly line down the middle and two black eyes. The game is to hard to play and you can never seem to eat the coins. Overall this has got 57 levels and its only a demo but after about the first I gave in.

Overall i'd say miss this one out, if your a snake addict get hold of it but other than that don't waste your money.

Available from: ENGiNE9@OnLineAmiga.Demon.co.uk

Archived name : Slither.lha

Graphics : 76%

Sound : 81%

Playability : 85%

Lastability : 73%

Overall : 79%

Reviewed by : Chris Seward

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1.23 The Lost Island

The Lost Island

Boy, haven't the Engine 9 Design team been busy recently, two games and a util all in one issue! Well enough of that and on with the review. The idea of TLI is that you have to escape from the maze/island to proceed to the next maze/island, as the story goes you have been trapped on various islands by Mr Psycho who has given you a time limit to get off them before you die. The view is sort of an isometric view but not exactly, you move your player about which is quite well drawn trying to find the purple square to escape, you can only move on the grey and brown squares with the green being grass or something and there is also water and some red stuff.

For each level you have a timer which goes down while you rush around frantically trying to escape from your doom. I didn't seem to be to successful as I couldn't even manage to get off the first level and became disoriented and disorientated after a while when every place I went looked the same, grey blocks everywhere, was i going mad? Well obviously not and after a while i made the man dance to the music by moving left and right.... hmm maybe the game made me a little mad. Overall a great little game, if you can't find the exit you'll probably go mad like me and become extremely annoyed but if you do you'll be a happy chappy. Get it, its good!

Available from: ENGiNE9@OnLineAmiga.Demon.co.uk

Archived name : thelostisland.lha

Graphics : 78%

Sound : 83%

Playability : 82%

Lastability : 69%

Overall : 79%

Reviewed by : Chris Seward

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1.24 Snake game by NC.Gamez

Snake game by NC.Gamez

The second snake game reviewed this month is SnakeFW from NC.gamez

The idea of snake is to eat the dots, in this game they are numbers starting from 1 going up to 9 and then it's onto the next level. Eat a number and your score jumps up but then it starts declining in 1's until your score is empty, so the idea is eat more before your score hits zero.

Your points are past on to the next level but will still go down until you have none left so it is up to you to eat the next number as quick as you can to get the highest score. The more levels you pass the harder they get with walls and other things placed on your way, I only managed to get to level 3 without dieing.

This game is quite addictive considering its only a basic snake game, its simple but it will keep you entertained, the graphics may not be much but they do the job and the excellent sound will keep you going for hours.

Available from: Aminet Game/misc

Archived name : ????.lha

Graphics : 71%

Sound : 82%

Playability : 80%

Lastability : 76%

Overall : 78%

Reviewed by : Chris Seward

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1.25 SimplePac

Simple Pacman V1.1

We all love pacman, I love pacman, you love pacman, everyone loves pacman. Its just a game you can't get enough of. Its a simple idea and one that has been run over many times so I won't go into much detail, basically you are a circle with a mouth and you have to eat all the dots without getting caught by the ghoasts. There are powerpills to collect which make the ghoasts scared and allow you to eat them for a certain lenght of time before they change back.

Simple Pacman is a great workbench version of this retro game. You

have two windows, one is the main playing area and the other is the hiscores. You can close the hiscore window if you choose to. The window can be resized to any size you wish, it is very flexible and will be redrawn almost instantly.

This is a great addictive game to play while doing something that requires the workbench to be active like copying disks or something else of that nature. A nice game that is well worth a look!

Available from: Aminet Game/wb

Archived name : simplepac.lha

Graphics : 76%

Sound : 68%

Playability : 85%

Lastability : 86%

Overall : 77%

Reviewed by : Chris Seward

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1.26 Cheats and tips

FULL solution to Archer

Something a bit different this month being a solution to a PD game which is also reviewed this month. This solution can also be found on the aminet game/hint arcsol.txt but is to be used only in AIO.

Start off in the screen 'Statue of your hero', you will see a statue the same as yourself, all in green but bigger, on top of your statue there is an enemy, go to the tree on your right and climb to the height of the enemy and shoot, make sure you hit him first, as soon as he is dead his arrow will disappear so don't worry about dodging that. Get out of the tree and head left, once you are in the second screen climb up the ladder which will be just in front of you and shoot the enemy at the top of the brown thing. Then press the left Amiga key and you will be transported to the black object on top of a brown square thing, this is meant to be a bolder (so the author says ;)) shoot it and the two enemys will die, the 'magic' bolder that doesn't move, roles on them apparently ;) although I think it was more that the author couldn't program the bolder to move (hello author!!) Then go into the next screen going left, you will see an enemy accross the gap and a ladder going down, go down the ladder and keep going left until you are in the next screen, then drop down and stay still. As soon as

an arrow has fired past go left slightly until you drop a little bit and then shoot, you will kill the enemy and his arrow won't harm you! This is probably the hardest part of the game so make sure you get it right. Once he is dead proceed left and drop down, once you have dropped go right (it doesn't matter about the red stuff it doesn't kill you) and go down a ladder, then keep going right through two empty screens, the screen with the steps is the screen before the enemy... go through and shoot straight away. Then goto the wizard and he will transport you to the castle. At the castle doors press down or the cursor down key. Inside the castle go left and up the ladder, shoot the enemy and go right to the top then pull right coming off the ladder, get close to the enemy and shoot him, then turn around and shoot him again, and then go left and shoot him again, keep going left and shooting him until he gets to the left edge of the screen, shoot him once more and he will die, the game is now complete and your castle is turned back into a castle from straw. Thats all folks!!!

Typed by : Chris Seward

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1.27 Top 20 AIO games

Top 20 A.I.O Games

1. MYST 96% Issue 10
 2. Blob 95% Issue 13
 3. T.F.X 94% Issue 6
 - Bloog 94% Issue 12
 5. Uropa 2 93% Issue 7
 - C.A.N.E Demo 93% Issue 12
 - Evils Doom 93% Issue 2
 - Age Of Rock 93% Issue 11
 9. The Final Odyssey 92% Issue 9
 - Lazer 92% Issue 12
 - Croins 92% Issue 11
 12. Worldcup V1.02 Guide 91% Issue 8
 - Alien Formula One 91% Issue 1
 - AmiPet V1.14 91% Issue 10
 15. Moped - Plubz 2 90% Issue 15
 - Amitamagotchi V0.53 90% Issue 7
-

Aerial Racers 90% Issue 4

ModelSim 90% Issue 13

Rez & Sparky 90% Issue 4

20. Damage 89% Issue 15

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1.28 Game Scores

Games reviews and what there score means

Games are reviewed mostly on playability and how long they will last you, although some big games with fancy graphics might be expected to get good reviews it is not always the case. A small 10k game might get a better overall score than a 1Mb game. It is not that the 1Mb game isn't any good it's just that the playability might be non exsistant and there is no point in downloading a huge file if it will last a couple of minutes and you will only run it to show off to friends.

90%+ - AIO GOLD (amazing)

70-89% - Nice but some let downs

50-69% - Not to good but it'll do

30-49% - Hasn't really been thought out to well

0-29% - POOR! AVOID!

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1.29 File id extractor Deluxe

File id extractor Deluxe

Ah what a GODSEND this thing is, I cannot imagine what life would be like without it.

File id ex is basically a program that will let you create a text file containing all the file id's from whatever dir/file you selected.

Now if your like me you'll have a download dir as full as a very full thing! And (like me) you NEVER clean it out..... SO what the hell do you do when you know a file you want is in there but ya just cant find it..?

Create a nice dir list (just like u see on a bbs).

The program itself is simple enough to use, Just scan [YOUR DIR] then create the file list. It will then trawl thru the files for any file id's and save em to a text file.

Once done it will ask if you wanna clear the filelist and also tell

you if it couldn't find any diz's.

You can sort the files by Name or Date and also include separators to make the resulting file list's easier to read and wildcards are included.

File id extractor supports lha/lzx/zip/txt files and in my opinion it's a MUST have for lazy/untidy (u know who u r) people ;) Its Nice/Useful/user friendly, What MORE d'YA want!

Available from: <http://stud.uni-hannover.de/~laser> (AND AMINET)

Archived name : ??? .lha

Overall 80% out of 100%

Reviewed by : Lee E Eckert

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1.30 HippoPlayer

Hippoplayer

I like mods, you like mods, LOADS of people must like mods or there wouldn't be so many of the little b'stard's about (hell even i throw the odd one out now and then).

Thing about music modules is that it just ain't practical to open up octamed to play med/tracker tunes and then digibooster to listen to some more of ya music colly ;(and thats where hippoplayer comes in.

Now there are some other mod players about like deli-tracker which is a VERY good mod player but i found it to be cumbersome and memory intensive.

HiPPO player features a small but perfectly formed frontend which i have sitting in the corner of my workbench permanently.

One of hippo's finest features is the hipposcope, it can be changed into all manner of weird scopes n bars, Even a four channel mini tracker screen so you can see the mod play before your eye's.

The buttons are of the usual kind ... play,stop,fwd,eject etc etc there are also a good little prefs menu letting you change all manner of things such as random play , hippos display ,playing, and all the startup options. Support for PS3M and ahi is there too.

I find the best use to be for anyone who spends more than 5 mins at a time on there 'puter sYSOPS , nET nUTS , lAMERS and even gAMERS , just select all ya favorite mods using {add} and save themout to a program (playlist to you and me ;) using ya rMB on {prg} and let the aural feast commence!

and if ya get bored with the current mod just rmb on the play button to randomly select a tune. And it plays med, tracker, xm, and digibooster mods and probably a few different formats i cant lay my hands on at the mo.
final comment :- u wanna play mods on ya workbench.? gET HIPPOPLAYER.

Available from: Aminet play/???

Archived name : ???lha

Overall 83% out of 100%

Reviewed by : Lee E Eckert

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1.31 Engine9 Mod/Med player

EPlayer

Eplayer... basicly is a mod or med player. Well that means it'll play any mod and Protracker, Noisetracker and Soundtracker according to the documents, don't shoot me if some don't work but it all went nicely for me. The interface is very nice although an iconify button is missing, you can hide it but it would have been nice to see an iconify button, maybe in the next version ay lads?!

Play, stop, pause, hide and copy, yes they are all there, but whats this copy you are asking? it copys your mod to another destination, don't even ask me why this is included because I can't really tell you but it maybe helpful...to...erm....a madman!?!? Yes it does have a timer aswell, would it be a music player without one?

The feature i most enjoyed which is a rare feature in most music players is if you have an lha or lzx archive and you can't be bothered unarc'ing them the music player will do it for you and then automatically play the music it finds inside, cool or what eh??? There is even a little volume bar which can higher or lower the volume duh!

At 40k this music player is a steal, it has some great little features especially the auto dearch feature. Maybe in future versions we could see an iconify button, MUI support and even a couple more music filetypes like XM etc.

Available from: ENGiNE9@OnLineAmiga.Demon.co.uk

Archived name : EPlayer.lha

Overall 87% out of 100%

Reviewed by : Chris Seward

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1.32 MiniCD

Mini CD Player V1.2

Another music player this month following the earlier two but this one is for Audio CD's and not modules like the previous reviews. Being able to play Audio CD's while using your Amiga is something that everyone should be able to do and it should be accessible to everyone, with a CD-Rom that is.

There are already a few good Audio Cd players around at the moment but they all give fancy options, are big and clog up space on the screen which can become annoying and irritating. MiniCD V1.2 solves this problem by having the smallest CD interface to date, it sits right in your top right hand corner just before the multitask wb button, yes you did hear correctly, it sits on the very top most white bar. There is no border around it, just a few tiny buttons to be clicked on. Play, stop, pause, eject and a timer and track number gauge. When you eject a CD the buttons will disappear until you re-insert a new one. Considering the buttons are so tiny the main program is quite big for a CD player at 57k. When you think that PlayCD is only a mere 17k and has a great interface with the MUI CD player just a little bigger than MiniCD at 62k. So saying that MiniCD is small in screen space it is big in executable size.

Overall if you're looking for something that can tuck away under the rug/mat so to speak this maybe what you've been searching for, I found it a bit too small rather like I was going to break it if I pressed too hard!

Available from: <http://thom.union.org.pl/>

Archived name : ????.lha

Overall 78% out of 100%

Reviewed by : Chris Seward

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1.33 VirusZ

Virus Z Pre III V1.44

VirusZ is a long running virus checker for the Amiga and has now become one of the best available for the Amiga today along with Virus Checker. Although there are not as many viruses being made on the Amiga now due to the smaller userbase it's always best to be protected, you never know when an old virus could pop up or another new one is written.

It is always good to see the release of a new virus killer as you know

your computer can't be harmed by any new viruses namely the new ones being the Happy New Year viruses that spring up each year causing havok to alot of people, luckily VirusZ has been keeping tabs on the yearly virus and will now kill the versions from 96 to 98 and probably 99 when the year comes.

The new features are as follows :

Changes/Additions since 1.43:

- Added XVS version string to about request just like in VZ III.

Debugging is easier that way, idea by Jan Andersen.

- Changed status to FREEWARE for the near future.

A nice thing to see is the status FREEWARE on VirusZ, its good to know that the programmers of the Amiga are offering something free and i'm glad its a top notch virus checker like this one.

A program no one can do without, everyone should get hold of this right this instant, remember to download it from the official web page stated below to be sure of real versions.

Available from: <http://home4.inet.tele.dk/vht-dk/>

Archived name : vz_ii144.lha

Overall 91% out of 100%

Reviewed by : Chris Seward

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1.34 Utils Scores

Utils reviews and what there score means

Utils are not marked on how good they are compared to other utils, they are marked by usefulness and what purpose they serve. As there are so many different utils that do so many different things it is hard to review something like MUI and then when reviewing a program like a WB clock say it wasn't up to the standard of MUI. This is why it is not possible to have a Top Ten list for utils.

90%+ - AIO GOLD (amazing)

70-89% - Great but lacking some features

50-69% - Not to good but it'll do

30-49% - Hasn't really been thought out to well

0-29% - POOR! AVOID!

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1.35 New Amiga

Points about new Amigas

Since May 1998 I have been reading many letters to the CuAmiga and Amiga Format and heard countless amounts of people moaning that Amiga Inc are making the new Amiga solely based upon PC hardware even though Amiga Inc did not say this. It seems to me most people heard that the bridge system would be based on PC hardware and then completely ignored what was announced after that.

Lets get it straight that it is only the bridge system that will be using PC hardware and the main reason for this is so the new Amiga will be released with an existing software base giving people more incentive to buy the new Amigas. If they released a new Amiga onto the public without and software for it it would fail instantly, look at the way the Sega Saturn went and the way the N64 is going with hardly any software support but the Sony Playstation with 300+ games is doing great business and sales are booming. How can software companies produce high quality software on our existing Amigas to be used with a high powered Amiga? that would be stupid and the quality of the software would only be able to match that of an 060 'Classic' Amiga as that is the highest standard they will be able to go upto.

You have to get it into your head that the PC at current has the better hardware in the fact that it is the most powerful and can handle things quicker. So give software houses a fast PC as a bridge system and they can make better utilities and games up to the standard of the best PC system so when the new Amiga comes out they can then push up the standards again with the PC beating technology and the users will be happy with there current software base and then again in a few months be suprised when they see the top standard of the new Amigas. I hope I have made this more clear to alot of users who seemed to think that Amiga Inc where taking a PC and slapping Amiga on the front and then selling it. The bridge system won't be that readily available to most of the public so it won't effect us anyway really, it will just allow better software for the new Amigas.

Article by : Chris Seward (Editor)

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1.36 Dis/Advantages of MPeg

Disadvantages and Advantages of MPeg

MPeg has recently hit the amiga in a big way, up until a few years ago things that were just not possible are now possible thanks to a few dedicated programmers and Amiga believers.

There are two different types of mpeg that you can use on the amiga, the first is video mpeg and the second is music mpegs. Firstly we will take a look at video mpeg. Video mpeg is many pictures compacted together in a way so it is small enough to show short clips of film.

Although I say small a 300 picture piece lasting for about 20 seconds can take up well over a meg of space... with today's big HD sizes you may think that a meg isn't that much space but when you think of the length the actual film is going to be it all adds up and would be quite big in total. Mpeg video isn't all that good either on the fastest pc with mmx or an Amiga, the best I have seen a PC do with a top of the range technology is only good quality but it's a tiny postage stamp window and if the PC with its 300mhz technology can only do that then the 'classic' range of Amigas has no chance. The basic Amiga you will need is at least an A1200 030 with about 8meg, you could maybe get away with 6meg but I'm unsure about that, anything less and it isn't even worth entertaining the idea. If you have an 030 Amiga watching mpeg clips can be fun to see with the novelty of short film on your amiga, I don't see any real purpose for mpeg video as the amount of film you actually get to see is very short and takes up masses of space. The quality on the Amiga is less than pleasing also, the picture update is jerky, the window is small and the actual picture quality is rubbish. I would recommend missing mpeg videos out, they can be a fun experience at first until the novelty wears off and you find there isn't much use.

Next we come to mpeg music and this is a totally different ball game, the basic set up would be about an A1200, 030, 8meg, if you have an 020 the songs won't play correctly and they will practically be useless. If you have an 030 then you're in for a real treat. Although mpeg music files are usually around 3meg for one song the rewards they bring normally outweigh the size factor. For playing mpeg music you will have to download mpega which can be found on the aminet and various other places. Mpeg music saves you buying a song or lets you hear it before you buy it, there is the big question to whether the piece of music is copyrighted so always be sure you know what you're letting yourself in for.

Overall Mpeg music is really worth looking into but movie clips are so bad quality you may as well give them a miss. If you have any comments or further questions about mpeg music or video send your question into the usual addresses.

Article by : Chris Seward (Editor)

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1.37 SolotrekIII

New Amiga email game

.....

| Production Begins For |

| SoloTrek III |

.....

After extensive research and planning, SoloTrek III is finally in development. The release date is tentatively scheduled for December 1998.

SoloTrek featured an 8X8 galaxy with six levels of play. You had no options of alliance, you were the Federation. The graphics were minimal, but it was still difficult to beat level six.

SoloTrek II featured a 16X16 galaxy. You could choose one of five alliances and six difficulty levels. There were good graphics and sounds. Level six was still almost impossible to beat, especially without a save option.

SoloTrek III features a 20X20 main galaxy, with a 10X10 secondary galaxy. The graphic interface has been improved and graphic display has been enhanced with digitized pics of everything possible. You're back to being the Federation, but there's more than enough to keep you busy as it is.

The biggest addition to the game is the module approach. The galaxy, hailing messages, events, planets and missions are all based on external script files.

This means that new games can be developed to run on the SoloTrek III engine.

The Galaxy

20X20 with a 10X10 linked section

The Hailing Messages

No more yes or no messages. Each hailing message appears only once in a game session and each message can have up to four different responses. Each response means different results.

Events

Events can now have much more dire results for your ship. As with Hailing Messages, Events only happen once per game session.

Planets

Along with the standard random Class M planets, specific planets dot the galaxies. They can be either fixed, like Earth at sector 001, or randomly placed.

Missions

No longer simple exploration and combat for you, Captain. There are several missions to be completed as well. Some are as simple as finding a Dominion Outpost and destroying it. Some are more complex, asking you to find items and take them to specific locations.

Starbases

Like the planets, Starbases can be randomly placed, or fixed. Just like SoloTrek II, not all Starbases will be friendly to you.

Save Game

Praise Emperor Kayless! Finally, you don't have to take on the whole galaxy in one sitting.

Hidden Items

Q, lovable Q, still shows up to pester you. The Borg are not going to give up any time soon either. Three new 'arcade games' have been added to show up from time to time and annoy you.

Your Ship

You start out with a Runabout (Level 6) and must work your way up to bigger and better ships. Get your 'Federation Factor' high enough and you'll be promoted and given a new command. Or, you bloodthirsty types can take on enemy ships to plunder them for latinum to buy new ships.

Timeline

Used to taking your time? Not any more, Space Jockey! There's a timeline running; if you don't get the situation under control, it will get you under its control.

Modules

The first module, included with SoloTrek III, will be 'The Dominion War'. The timeline is running and the Dominion is playing for keeps. Grab your mouse and get the galaxy back under control. You can even make it to the Gamma Quadrant.

SoloTrek III

December 1998

Info Released: 28/08/98

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1.38 ShadowElks interview

ShadowElks interview

A great game currently in development is The Shadow of Time which is loosely based around monkey islands. We grabbed a quick interview with the programmer to tell all the juicy gossip.

CS = Chris Seward (AIO Editor)

HS = Henrik Smiding (TSOT Programmer)

CS : Firstly can you tell us a little about the ShadowElks team, who you are and what you do.

HS : The team consists of:

Henrik Smiding - System 3 programmer. When not at his computer, he is currently studying computer science at Lund university in Sweden, or spending time with his wonderful girlfriend :)

Mikael Pettersén - Main graphics artist. When not spending time with his girlfriend, or attending some sporadic lessons at Lund university, he is making some great graphics and music for the game :)

Johan Forsberg - Additional graphics. When not absent or otherwise vanished from the face of the earth, he also makes some great graphics for our production. :)

CS : When did you start using the Amiga and why was it you did pick the Amiga over another computer? The Amiga is obviously the best computer but why did you stay on it as the chances of a get-rich quick game are slim?

HS : We didn't start this game in the effort to make a huge load of cash. We love working on the Amiga and want to help restoring it to its previous position, as the leading media- and gamemachine.

The software market for other computers is controlled by big corporations while the Amiga is supported by its users. Therefore you can say that the Amiga is kind of a computer liberty-symbol. The computer that refuses to die.

Unfortunately the Amiga market today is somewhat unstable and is up to today's Amiga owners to save it.

You don't have to make games to help the Amiga, just by paying for a couple you are helping it more than we are by making it.

CS : When did you start work on The Shadow of Time and what was your inspiration for it?

HS : On a late 1990 summer morning I was visiting my new-found friend at his home. He's a big fan of adventure games, and showed me an adventure game

called 'MonkeyIsland'. I was quite impressed, and we began discussing and comparing the different systems around.

After this I went home and began coding on an adventure system. In short of any decent name, I called it AGS, short for 'Adventure Game System'. This was soon dropped to just 'System' along with the rest of it, and after a while 'System II' was started.

I made the unfortunate choice of programming it in AMOS, Although it's a great language (I still use it to make the game editor), it's just to limited and buggy to make anything serious with. :(

Even so, I continued on 'System II', to make it perfect. But I started noticing a growing disapproval from my graphic artist on my choice of programming language. I got less and less graphics, and eventually I had to terminate the 'System II' project.

After this I made a 'Walker' clone in AMOS. Once again I found the limits of AMOS disturbing, and due to speed problems, it was scrapped at the end of '93. Then, at the start of 1994, I started learning assembler language, and began coding on various routines to make life easier. At approximately the same time I started planning the structure of what was to become the 'System III' code.

After making the most basic routines, I (once again) noticed that I wasn't getting any graphics, so I started on a 'Dune II' clone instead. This was the first project in which I drew all the graphics myself. For this reason, and the fact that the game was to complicated, it was scraped. :)

After this, I felt it was time to re-open the 'System III' project, and We've worked on it for almost three years now.

CS : Do you currently have a publisher for TSOT? if so who is publishing it and when can we expect it to be released?

HS : Yes, we are signing with Epic Marketing as we speak, and the game will hopefully be ready at the first quarter of 1999.

CS : Are there any set release prices for TSOT?

HS : No, not yet.

CS : What do you think of the announcement made by Amiga Inc?

HS : The one about OS5.0 and stuff?

It's sad that it won't be backward compatible, but that's normal when you get a new CPU and I don't think it will be long before all the great applications are ported to the new Amiga computer.

CS : What are your dreams for the Amiga in the future? and what spec machines would you like to see be used?

HS : Have you ever seen the computers in Star Trek? :)...Naa.. just

kidding. Well, obviously the Amiga needs much more CPU-power, like from two or four PowerPCs, and something equally fast as a sound and graphics engine to keep up with other computers on the market today.

CS : Why Shadow Elks ;)?

HS : We couldn't come up with a name we both agreed on. Mikael wanted something with the word 'elk' in it to show our swedish background and Henrik wanted something else which we can't recall right now. Then suddenly we had to came up with a name quickly as a swedish computer magazine was to write a small piece about us, so we combined our suggestions and came up with the somewhat weird 'Shadow Elks'. :)

CS : Any comments for anyone who is thinking of making an adventure game in the style of TSOT?

HS : Make sure you plan the specs so they will still be adequate in two-three years when the game is finished, and get ready for some very hard work and long hours. :)

Huge animations seems fun when you are writing the script, but not as fun when you realize how long time it will take to animate them .

When you write the script try to think of all possibilites so you don't end up with problem in the end of the game which can't be solved cause you forgot to pick up a stupid coin in the begining.

If you want music in the game, make sure you have lots of tunes, otherwise they will really get on your nerves after some hours of play.

Much planning, a tad planning and some additional planning.

And most important, have fun doing it! :)

CS : Thankyou for your time!

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1.39 Domination

Domination - Diary of a game part II

AIO NOTE : Unfortunately we are having problems getting the pictures to display when clicked on, the pictures stated in this diary can be found in the Screenshots directory of the AIO archive.

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The Diary of a Game

By Jamie Solomons of Amiga1

Part Two

Introduction

You might not have heard much for a while but Domination is still going strong. Our deadline for the game is christmas (it may change but not if we can help it). If the game is not freeware (likely), there will hopefully be a special offer for AIO readers. We'll probably approach one of those new software development companies that have appeared such as Vulcan Software. This is part two of the diary and it's pretty large to keep up with all the developments since part 1 back in May. If you haven't read part one then you can still download issue #12, or any other issue from the official AIO homepage:

www.amiga1.demon.co.uk/aio/index.htm

JUNE

Due to my exams, Domination might suffer a bit in terms of the amount of time I am able to devote to it. This will change next month though, when they are all over

Oooops!

I made a silly mistake after finishing the first part of the diary. I accidentally overwrote my latest version of Dom. It was just before I was going to make a backup as well. I lost quite a large chunk and I had quite a bit of catching up to do.

What Exactly Did You Lose Then?

I lost a load of coding for the Military Catalogue Menu. Here is a copy of the menu structure in the game so you can see where it lies:

```
+-->Data Menu
|
+-->Trades Menu
|
+-->Government Menu
| +-->Military Database Menu
+-->Help Menu |
|| +-----+
+-->Military Menu>---+-->|Military Catalogue Menu|
Base || +-----+
Bar-->Mining Menu |
||
+-->Research Menu |
||
+-->Fleet Menu<-----+
```

|

+->Finance Menu

|

+->Option Menu

I haven't done much for the Military Menu yet. All the program does for it at the moment is draw it and set up the buttons (make them clickable) so you can access the Military Catalogue Menu, Military Database Menu and take a shortcut to the Fleet Menu.

Military Catalogue Menu - What's that then?

The Military Catalogue Menu enables you to construct ships, space stations, and anything else that I care to add. I have started coding it to let you construct ships and I had nearly finished it when I made the mistake. I will take you through all the steps in creating this menu.

Creating the Military Catalogue Menu - A Step by Step Guide

These are the steps that I take in creating the menu:

1. Load up DPaintIV AGA.

As Dom does not use AGA, I have to disable it before making any graphics for it because the palette in DPaint is automatically set to 8-bit (0 to 255) for the RGB settings.

2. Draw the menu.

It's also a good idea to save a version of the picture that is labelled for reference purposes. [Click here](#) to see the menu design and [here](#) to see the menu with some example data on it.

I will just spend some time to explain the menu in detail. The ship list on the left consists of 16 ships that you can equip however you want. This list of ships can be scrolled using the scroll bar on the right hand side of the list and each ship has its own little 9x9 icon to symbolise it. After you construct a ship you can select how many to build using the quantity buttons below the ship list. When you done, you simply click on the buy button and construction begins. The large box to the right of the ship list contains a large "green print" of the selected ship. The dotted green boxes on this picture are bays. You can put one item in a bay and you have different bays for different types of items. The different types of bays are:

Weapons, Shields, Sensory (or spy) equipment, Star Drives, Colonisation Equipment (Terraformers ect.) and Accessories (for things like transporters, cloaking devices, ect).

Also displayed in this box is the cost for the ship (without any items equipped), the maximum capacity of the vessel, and its maximum velocity.

You might recognise the ship in my picture as one from K240. I assure you that this is only temporary and I will eventually draw my own ships when I get enough time.

To the right of this display is the place where you select the items that you want to equip. This is achieved with a tab system to select the type of item that you wish to select. When the tab is changed, all the items of that type that you have are displayed in the box below the tab buttons. To equip your ship, you simply drag and drop the item onto your ship. You are most likely thinking, "won't the ship get rather cluttered with all those bays and items". Yes it would but when you click on, say, the tab to display the shields, the only bays that are displayed on the ship display are those for shields. This avoids cluttering.

The number of bays that the selected ship has available for different types of equipment is shown near the bottom of the menu. Below that is a two line description of the ship.

After the menu has been designed you can proceed to the next step:

3. Code the drawing.

This is the tedious part. You have to make the program actually "draw" the menu. You could load in the menu from disk or store it with the program but this is a waste of memory and disk space when you could spend an hour making the program draw it. To do this you need to use AMOS Pro's drawing commands and have DPaint open in order to keep flicking over to get coordinates, colours, ect. You can check to see if you have made any mistakes by running the program, saving the display and loading it into DPaint's spare screen. Then simply flick between what the display is supposed to look like and the display that the program produced to see where you made mistakes by using the "j" key to just to the other screen and back.

4. Code the mouse zones.

These are areas on the menu that interact with the mouse. They are defined with a simple command for each zone:

```
Set Zone number,x1,y1 To x2,y2
```

You can use these zones to make buttons, sliders, or whatever you want.

To get the coordinates just use DPaint.

5. Code the interface.

This is the biggest part. It is also the part of my coding that I lost.

As I write this diary, I will do the coding for Domination as I go.

It is best not to do part 3 until you have the whole menu up and running

smoothly. To begin with it is best to just make the program load in an IFF picture and place the mouse zones on that. I'm speaking from experience when I say this. Many a time I have made an ultra fast, compact drawing procedure for a menu only to find that I want to make changes to its design.

I have recently made some changes to the military catalogue menu. The information for the selected item used to be text based. Mark and I have changed it into a more graphical display. [Click here](#) to see what I mean.

I think it looks a lot better now and it's easier to look at and get information from. It's lucky I haven't made the program draw the menu yet or I wouldn't have been able to change it as easily.

The military catalogue menu is coming along quite nicely. I have coded the drag and drop routines and they work beautifully. I showed the working product to Mark and he was very impressed seeing as I created the code from scratch and it was not based on any other code. You can even cancel the dragging by clicking the right mouse button. What happens to the object depends on where it is dragged from.

```
+-----+-----+
| Place object is dragged from | Effect of clicking right mouse button |
+-----+-----+
| Object display box | Disappears from pointer |
|||
| Ship bay box | Reappears in ship bay box |
```

```
+-----+-----+
```

I have completely finished the button routines. The buttons work just like intuition buttons with cancelling and the like. I have nearly finished coding the slider bars. The vertical slider bar procedure is completely finished although I am still tweaking at it. The horizontal slider bar is nearly finished and that's what I'm working on right now. The tabs work wonderfully and I've not had any trouble with them. There is still a lot of work left to do on this menu but once it's done I hope it will be bug free and fluid.

JULY

What a month! The Amiga1 team has really gone for it. It is the most we have ever done in one go. My exams have finished and I am free to work on the game as much as I want. There is so much work still to do but if we can keep up the pace we would be doing very well. Mark has had more time to help me this month and ship building is complete at last and we have just started the ship control routines which let you give commands to your

ships. Once we have finished that we will design the fleet menu so you can put ships into fleets. Once you can setup fleets we need to let you give the fleets commands. First a bit of game design...

Colonisation

Some ships can be equipped with colony equipment (i.e. terraformers). These ships can then be sent to systems that have planets you wish to inhabit.

The idea of being able to expand your civilisation was originally going to be the idea behind the game but it is no longer the central focus. Now we have decided that there will be set scenarios like in Sim City. This means that we can make expansions for the game as time goes on. No longer will you complete a game and let that be the end of it. Just install the expansion scenario(s) and play a different mission or 20! This is our plan and at this point in time it looks very possible.

Ships with colony equipment can set up both military bases and colonies. The type of equipment equipped determines the types of planet that can be inhabited. A simple citybuilder could construct a colony on an Earth-like planet but not on a gas giant. By citybuilder I do not mean that the ship builds the colony, it means that the ship has a special chip embedded in its core system that allows it to coordinate the building of the city by communicating with the community that was transported to the planet.

Races

We have though a little about the some of the races you might encounter in Domination. This topic has not been pursued to a great extent as we are concentrating mostly on the game's mechanics at the moment. Only when the user interface is complete and bugtested can we really begin to spill our imagination (and we can't wait!!). All of us at Amiga1 are into Star Trek and Mark and I have recently been watching the borg episodes of Star Trek - Voyager. This has made me want to incorporate a race that assimilates technology from other races. Due to the amount of technology that it has already assimilated when you first encounter the race means that it will be a fearful adversary. Some races are friendly and you may be able to trade with some of them and possibly end up with new equipment to embed into future ship designs (that was not a hint! ;)

Cheat Modes

We have thought of a couple of cheat modes. The first lets you have all the equipment for your ships that you could possibly gain in the game (this should be a very difficult cheat either to work out or activate because getting enhanced equipment in the game is a difficult task at the best of

times). The other reflects our interest in science fiction. The cheat gives you new ships like the Enterprise (Star Trek), Star Bug (Red Dwarf), Saratoga (Space Above and Beyond) etc. This is a very unlikely cheat mode due to breaches of copyright (I would have to look into this). Ok, now back to the making of the game.

Base Tabs

The tabs on the base bar have not all been drawn yet. Some have been planned to display certain features but at this moment in time only four out of the eight have been drawn and only three of those four have been fully coded. I have not before stated what the tabs are, so you can see in this picture .

Recent Development

A lot has been done to Domination recently. I hope I havn't missed anything.

.> Added a nice "ACCESSING" picture to the beginning of the game to show when it is loading.

.> Made the map screen scroll. There are three speeds of scrolling. The fastest is achieved by using the directional buttons on the basebar. The medium speed is achieved by moving the pointer to the edge of map screen. If you want slow, precise scrolling you simply hold down the right mouse button when moving the map.

.> Slightly redesigned the fleet tab on the base bar. See BaseTab picture for details.

.> Added a useful procedure that I found on a CU Amiga CD. When you press the help key, a white bar appears at the bottom of the screen giving you information about the mouse pointer position, current mouse zone and colour under the pointer. I have expanded the procedure to allow me to view the hardware coordinates of the mouse pointer and snapshot screens to view in DPaint. The procedure (before my modifications) is included in this archive called "ScreenInfo.AMOS" and is by Steve Bennett.

.> Slightly redesigned the base bar to make it look a little better. We have made the letter display larger by changing its bulky buttons for a pretty slider bar. This also gave us space to add an extra speed button.

Speed button summary: (Real Time = Game Time)

```
+-----+-----+
```

```
| Button | Clock Speed |
```

```
+-----+-----+
```

```
| 1 | Paused |
```

```
| 2 | 1 sec = 1 hour |
```

| 3 | 1 sec = 12 hours |

| 4 | 1 sec = 1 day | <- New button

+-----+-----+-----+

We also changed the money display. The display was very small before due to the options button to the right of it. We got rid of the help button and put the options button in its place. I think we might now use the help button on the keyboard to display a help bar (like the programmer's help bar mentioned earlier) to show what a button does or what a window displays when the mouse pointer is moved over it.

The money display would before display 1000 credits as 1K (K being 1000). Now that we have the space it now displays the real value (1000). This means it is more accurate because the number before was rounded to the nearest denomination.

.> Redesigned military menu (tab1). Tab 1 is the only tab on the military menu that is finished. That is the ship building. We have slightly redesigned the look and "feel" of this menu and it looks a bit better.

New Military Tab

.> Designed and programmed the ship building system. The ships are constructed in orders. A new order is set up every time you click on the buy button on the military catalogue. If you build a large order of ships at the same time, they will be constructed slightly faster (batch production rather than job production - sorry, I took GCSE Business Studies :). When an order is complete you are informed via the message bar.

.> Coded the 8th tab on the base bar (unassigned ship command). This allows you to send commands to ships that have not been assigned to fleets.

They cannot do everything that fleets can do though.

+-----+-----+-----+

| Command | Fleets | Sole Ships |

+-----+-----+-----+

| Goto System | Yes | Yes |

| Colonise | Yes | Yes |

| Spy | Yes | Yes |

| Geo. Survey | Yes | Yes |

| Attack | Yes | No |

| Defend | Yes | No |

| Patrol | Yes | No |

| Rendezvous | Yes | No |

+-----+-----+-----+

.> Designed the different classes of planets and their systems. There are 10 different planet classes but this may increase if we come up with any more. Mark drew the graphics for them in DPaint. They are quite good.

Planets and their classes

You are welcome to see if you can do better. If I like yours more then I will use then instead (please use the same palette).

.> Completed base tab 7. When you click the select destination button on tab 8, tab 7 flicks to the front and the message "Select target..." appears. You can then either click on a system or on a planet. When you have selected a destination for you ship(s), tab 8 flicks back into view with the selected destination in the target box. If it was a planet then the image next to the destination box will be green. If it was another system then the image will be yellow. The four buttons above the destination box only work if they are appropriate to the selected destination (I might grey them out if they're not). You can't colonise a star for example.

.> Made a little blitz proggy. The AMOS bob editor kept screwing up banks that contained objects with different number of colours so I had to find another editor and see if that would work. The one I found works fine. I can't tell you what it is because I can't afford to register it at the moment. Once I have registered it I will let you know what it's called and where to get it from.

The editor is compiled and cannot be called from the editor so I have to call it from workbench. I made a little blitz program that makes a single button in a window that when I click loads up the editor. It makes it a lot easier when I keep going back to the editor.

.> Code reduction. Mark went over the coding for the communications window. He reduced it from about 60 lines to 4! It's a lot smoother!

.> Begun work on the intro sequence. It looks quite good so far. When it is finished it will house the main menu for Domination.

The Options Menu

We have decided that we are going to leave the options menu until last.

One option that I know needs to go in there is one that lets you disable the scrolling of the map when you move the mouse pointer to the bottom of the visible screen (i.e. bottom of the base bar). At the moment you can scroll the map screen down by positioning the pointer at either the top of the base bar or the bottom. The top has a slight delay to allow you to move over the scroll area when moving from the basebar to the map. The bottom scroll area might be annoying for some players (it annoys me sometimes).

Space?

We are trying to make the best use of space in the user interface (excuse the pun :). This is why we are using tabs so much. It stops the display getting cluttered and allows us to get a lot more information into the same area. The tabs on the base bar means that we can get eight times the amount of information into just the left hand corner of it.

We noticed that the military catalogue was rather compact but we noticed that the part that shows you the number of each bay type the selected ship has is a little wasteful. We could move the icons closer together and make them left justified. This would allow use to use the area to the right of them for something else. There is nothing that we can put in there yet so we won't alter our drawing until there is.

Getting Around

Here's a bit of game plot:

All ships in Domination use a military technology called quantum tunnelling. This is achieved by opening small wormholes in the fabric of space just large enough for the ship to enter. These small wormholes only travel a short distance in comparison to the size of the galaxy but in for of interstellar travel in the local quadrant they prove invaluable allowing travel of 20 light years in under a week.

Ships in transit cannot be sent new commands until they reach a system containing a military outpost. If you send a ship to a system without a military outpost, you have no way of communicating with it. When the ship's supplies begin to run low, it will return. The reason is that your race has not yet been able to successfully transmit signals through the wormholes. All attempts so far have failed. Until this problem is fixed - you cannot communicate with your ships once they have left the system. (This is not because we cannot program it. It is just to make the game more interesting. You may be able to research into the technology later in the game).

The Research Menu

The research menu is accessible from the base bar and enables you to expand your existing technology and invent new ones. You begin with the best equipment in the military available to you. There are many other accessories that can be equipped to a space vessel but you only buy from the military due to security breaches. The maximum number of items per equipment type is currently eight but I am thinking of increasing this.

Ship Construction

When you construct a ship, where does it begin? This is something we had to

think about. We came to the decision that you can select, via a tab in the military menu, which military outpost (be it on a planet or a space station) your ships are constructed at.

Ship Plee

We need some ships drawn for the military catalogue menu. If you want to have a go then draw one in the box provided in the picture below and send it to Chris (Brown) at the address shown below. If I like it then I will put it in the game. In total I need 16 ships. You don't have to draw 16 if you don't want to. If 16 people send in a ship each and I like them all, there will be enough. Feel free to draw as many as you like as they would all be appreciated (Chris Seward might even show them in AIO if I ask him nicely!).

Ship Construction The file is named "Dom8.Iff" and is in the screenshots directory of the AIO archive.

N.B. Everything that can't be seen from the outside of the ship should be drawn in the darker green.

What's to do next?

The next thing to do is the system display on the 7th tab on the basebar so we can select planets and start coding the colonisation routines. I think this will be quite enjoyable compared to coding the ship building. However, we might do the fleet menu next, allowing you to put your unassigned ships into fleets. This would make the next step to be able to command the fleets. The colonising routines and the fleet command routines are linked due to the fact that there must be a military outpost in the system (achieved by colonising).

THE END

You are now up to date with all the developments of this month.

We are working very hard at the moment and the diary this reflects this.

In about three weeks Mark will be on holiday so he can help increase the pace even more but in the meantime I have to put in most of the work myself (as usual :).

August (up to the 15th)

This month has been my personal favourite as far as Domination goes. We have introduced random seeds, completed the introduction sequence, started the main menu, and many other things.

Mok up

Here is a picture of the Domination screen as it looks at the present time.

Made up your mind yet?

.> We have now completed the intro sequence and made a main menu for Dom.

Here it is:

```
+-----+
=====+ START GAME +=====
^ +-----+
|
CONFIGURATION
Animated selection bar
DISK OPTIONS
CREDITS
EXIT FROM D.I.N.
```

I'm not going to tell you in what way the bar animates. You'll have to wait and see!

.> Made random seed system. This is my favourite development this month.

In games like worms you can enter a string and get a level depending on the string. This is called a random seed. To explain how it works I need to explain computer generated numbers.

Did you know that random numbers generated by a computer are not actually random? In fact they follow a set pattern. Games like worms make use of this by telling the computer where in the sequence to start the pattern. This starting position is determined by the string that you type in (which is converted into numbers). This is why you get the same level every time you use the same string.

In AMOS this is achieved using the randomize command. The number following the command is where in the sequence to start the random numbers. Those out there that have any version of amos can try the following:

```
Randomize 1 : Print Rnd(-10)
```

Every time you run the program you will get the same answer. I don't know why you need the minus (-) sign in front of the 10. If you don't use it then AMOS ignores the randomize, strange.

Domination now allows you to enter a sector I.D.. This is a number and is simply used after the Randomize command. This means that all future Rnd commands, as long as they contain a '-', will be the same if you use the same sector I.D.. This means that the sector will be the same, the system names will be the same and the types of number of planets within each system will be the same. This ends when it comes to random events, they are random.

.> I have gone through some of the coding removing old stuff that's no


```

/\[_/III/IIIIII\I\I/II\
\[/\I_\II//II/I/\_II//
\ \^ _ ^ _ ^ \ \ ^ \ ^ _ ^ I I / _ / _ ^ _ ^ \ /

```

BULLETINBOARDSYSTEM

```

===== ^ ===== ^ =====
\Oo/\oO/
\)\(/
\_\// Telnet: necronomicon.detour.net \_\//
\_/\_/

```

```

=====
There are areas for Amiga, IBM, Online Games, Local Message Bases,
FidoNET, Files, Clink, Usenet, and much more.
=====

```

System Operator: Necromaster

```

-----
----- ^ \ -----
/\V _V _V V V V V I \ / _V V V \
/\[_/III/IIIIII\I\I/II\
\[/\I_\II//II/I/\_II//
\ \^ _ ^ _ ^ \ \ ^ \ ^ _ ^ I I / _ / _ ^ _ ^ \ /

```

AMIGA - IBM - EMULATORS - FIDO - CLINK - USENET - IRC - INTERNET

Running on: A2000 68040@33mhz 9 megs

[Main Menu](#) [Adverts](#) [Menu](#)

1.44 Amiga Heaven Web site!

```

-
_( )
^/\_ _ ^
/\IV\ \ / _ / \
/o \ . I // / o \ http://
/_ \ I _ I I / _ _ / _ \ fly.to/AmigaHeaven
==/ \ I I ^ I I ^ \ \ | ==.
( _ / \ / I V I I I / / _ / \ ^ =====.
Y \ I I _ ^ - ^ - ^ - ^ Y ^ - ^ - ^ - ^
_ _ _ _ NG _ _ _ _ :
/I . - / _ ) / \ I I _ / _ ) / \ I I ?

```


1.47 AIO IMPORTANT

AIO NEW EMAIL ADDRESS

Unfortunately the AIO email has changed again, don't worry the old email address will still work and it will be forwarded to my new address, you can use which ever you like but the new one is better. The reason is the old one was web based mail but this new one is a *real* pop3 account use it at :-

amiga@thefree.net

The AIO web address has also changed slightly, its much better now with a counter, online registration form, email submit, download all issues from issue 1-16 (todate) and also the latest issue online each month so if you don't want to download it you can read it online. The new page is :-

www.amiga1.demon.co.uk/aio/index.htm

[Main Menu Index](#)
