

# **AIO**

Chris Seward

**COLLABORATORS**

	<i>TITLE :</i> AIO		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Chris Seward	January 23, 2025	

**REVISION HISTORY**

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Welcome all and one to another great edition of the worlds best Amiga magazine, Amiga Information Online. Again we are back to give you the latest reports, news, reviews and articles in the Amiga world.

This month is some what of a treat as we have two new editors to the AIO editorial team. Firstly we have Renne Nissinen, who will be handling all the utilities reviews from now on. He joined the team quite late in the month so be thankful that he got the reviews done in time, but check next issue to see him in action fully. The next editor to join us is Mark A. Tierno who will be seeing to bringing you the now to be regular article of 'Web of the month' this article will feature each month in the articles section and give a run down of 5 web sites, the fifth being his 'Web of the month'. His first installment can be seen this issue.

If you are on AIO's mailing list, JUST-AMiGA then you should already know that we are looking for donations to buy a registered web domain being www.aio.co.uk if you donate you have the chance of winning many Amiga things worth a total of £86/US\$180 just click [here](#) to find out more.

The new style AIO web site is now up thanks to Manta Soft, you can see it at [www.amiga1.demon.co.uk/aio/index.htm](http://www.amiga1.demon.co.uk/aio/index.htm) check it out as i'm sure you'll agree it looks much better now. I'd also like to take this chance to thank all the readers who have already visited because we have now had 1018 visits since 5/9/98, Please keep visiting!!!

As well as that bunch we see our regular games, utils, articles and news sections full to the brim again.

Before I go next months letter 'hot topic' is "do you think the Amiga can take over the richest man in the world, B\*ll G\*ates?" Email me your letters/comments on this for inclusion in next issue at [amiga@thefree.net](mailto:amiga@thefree.net)

See you all next month!

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Wasted - Wasted Dreams Preview

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TOAK - Retro game reviewed

MSAA - Text Adventure game

KangFu - Commercial Kang Fu full game

DaCoolQuiz - Quiz game

TopGames - AIO top Games

Solution - Relics of Deldroneye II

Scoring - Games scoring system

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ABBR-CC - IRC country code assistant

MPP - Mouse pointer presets

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Regular 'Web of the month'

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[WWW](#) - Amiga Heaven Web site!

[JUST-AMiGA](#) - JUST-AMiGA mailing list

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[Software](#) - Various software for sale!

[TDB98](#) - Tecno Database 98

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## 1.9 How to submit your own work

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Submitting your own work

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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 include it in our magazine, just send it along with any relivent details and we'll do the rest, if it's 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. If you are a good musician or can make 3D or handart title screens please send us your work!

Below are details on how to submit your own work.

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

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

Phone : 07887 664 915 (Let us know your suggestions)

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

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The Production Team

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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](mailto:amiga@thefree.net)

07887 664 915 (UK Mobile phone)

Deputy Editor : Contact us...

[amiga@thefree.net](mailto:amiga@thefree.net)

Games Editor : Lee Hesselden

[wrecker98@geocities.com](mailto:wrecker98@geocities.com)

Utils Editor : Renne Nissinen

[rennex@icon.fi](mailto:rennex@icon.fi)

Web Editor : Mark A. Tierno

[drstrange@usa.net](mailto:drstrange@usa.net)

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

Lewis Mackenzie - AIO Boot util

Chris Brown - Web page maintaining

CUCUG.org - Various news storys

Stuart Walker - Digital Images article and news

Chris Shilton - True story article

Richard Worthington - Music Module

Andrew Crowe - Making the AIO web page

Srdan Kvrjic - AIO title picture

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

Total Registered readers : 46

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(Register at - <http://www.amiga1.demon.co.uk/aio/reg.htm>)

Mailing list members : 149

(Visit - <http://www.onelist.com/subscribe.cgi/just-amiga> - to join)

AIO web site visits : 1018

(Counter began 5/9/98)

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## 1.11 Where to get AIO from

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Distribution

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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

Scotland:

Backwoods BBS : +44 (0)1463 871676

Wales:

The Killing Ground : +44 (0)1978 751393

( Opening times : 22:00 - 08:00 )

Sweden:

Jipebo BBS : (0)8 58355020

(Pom Lekey Sysop of this BBS please contact the Editor ASAP)

Australia:

Lend\_A\_Hand BBS : +61 3 62 739645

Germany:

Punishment Inc. BBS : +49(0)30 614 25 51

Russia:

Shop address : Amigaline, Moscow, Zorge 6

Tel : 7095 9017035

Tel/Fax : 7095 1989469

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Email : [ambartsumian@glas.apc.org](mailto:ambartsumian@glas.apc.org)

Email Orders:

If you would like the latest issue of AIO via email please request it at :-

[The-logics@usa.net](mailto:The-logics@usa.net) or  
[amiga@thefree.net](mailto:amiga@thefree.net)

Written 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 ALSO.

If you can distribute AIO in any way from your home country then please get in touch with me at : [amiga@thefree.net](mailto:amiga@thefree.net)

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## 1.12 Why not contact us

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Contact AIO

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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](mailto:amiga@thefree.net)

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

Phone : +44 (0)7887 664 915

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 Wizard

Wizard change to Compute!

The company well known as Wizard Developments has changed name to 'Compute!' You can still reach them at the same address and contact details but the name has changed.

Mail : Compute!, 5 Blackfen Parade, Sidcup, Kent, DA15 9LU

Phone (orders) : +44 (0)181 303 1800

Fax : +44 (0)181 303 1861

WWW : [www.wizard-d.demon.co.uk](http://www.wizard-d.demon.co.uk)

Cheques should now be payable to 'Compute!'

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## 1.14 Alive Mediasoft Update

Alive Mediasoft Update

We have had a very busy couple of months recently and thought you may be interested in hearing what we have been doing and what our plans for the next few months are...

Our main objective at the moment is releasing more good quality games.

We are happy to say that the release of the Quake add-ons for the Amiga have been received very well. Xmen and Aftershock which we have made readily available to the Amiga market are currently amongst out top sellers as is the immensely popular Descent. We are continuing to source more quality add-ons and conversions.

The re-release of Blade in the new improved CD version is making very satisfactory progress. Since the announcements of Samba World Cup and Putty Squad we have struggled to keep up with the demand. Although hard-work, we find this very encouraging. We also have a nice little over-head shoot'em up in the makings which will probably see release this side of xmas.

As well as publishing brand new games, there are so many games that were

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made for the Amiga but never saw the light of day. We aim to pick out the best of these and release them through Alive mediasoft. We are in talks about several titles as we speak. 2 of these we can confirm as Cedric and Whales Voyage 2.

#### CEDRIC.

This is a wonderfully addictive platform game with a little dash of something more. As well as the favourite "run about and jump on their heads" style of play there is an underlying, larger plot involving problem solving and clues which all add up to make up a truly playable game.

#### WHALES VOYAGE 2

The sequel to the immensely popular Whales Voyage. This time you are a space explorer travelling across the galaxies, trading with other life forms as well as fighting to defend yourself when the need arises. As well as an intriguing plot and a strategic method of play, Whales Voyage 2 turns into a Doom type game when you reach the surface of a planet. You can walk around the planet in full motion and use of your limbs, so if you experience a bad trade for example you can pulverise your enemy! Neither Cedric or Whales Voyage 2 have ever been released in the UK. A full news bulletin will be sent out shortly for each game. In the mean-time we have attached some screen shots to wet your appetite! Below you will find a list of our games that we either publish or distribute.

Blade CD edition

Xmen for Quake

Aftershock for Quake

Mission Pack 1 & 2 for Quake

Quake Resurrection Pack

Malice for Quake

Kang-Fu

The Clue

Samba World Cup

Descent 68k & PPC

Doom Series 68k & PPC

Labyrinth of Time

Putty Squad (coming soon)

Whales Voyage 2 (coming soon)

Cedric (coming soon)

Abuse (coming soon)

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Fightin Spirits

Black Viper

Burn Time

Whales Voyage

Spherical Worlds

UVW (Ultra Violent Worlds)

Some of these titles are our own. Some we are the distributor for the UK. The Quake products are PC versions that we have made readily available to the Amiga world by selling them with the required Quake installers. Some are re-releases of popular games that have become difficult to obtain.

Steven Flowers

Alive mediasoft.

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## 1.15 AmIRC 2.1

VaporWare Announces AmIRC 2.1

The eight public release of AmIRC, version 2.1, is now available!

AmIRC is a client for the IRC Internet Relay Chat protocol written by

Oliver Wagner, also the author of VoyagerNG and Microdot II. It is

*\*SHAREWARE\**. You can register it easily with the included VaporWare registration utility at any of our registration sites around the world.

Although AmIRC 2.1 contains numerous more hours of work and thus is slightly more expensive than AmIRC 1.x, there is *\*NO UPGRADE FEE\** -- your legal AmIRC 1.x and AmIRC 2.0 keyfile will continue to work. The free upgrade is our "Thank you!" to all the people who already registered AmIRC 1.x, instead of using cracked versions, pirated key files or "evaluation periods" of several months or even years.

Registrations at the AmIRC 1.x price are *\*no longer accepted\** as of the 2.0 release.

Where to download it:

FTP:

ftp.vapor.com, pub/amirc/

ftp.us.vapor.com, pub/amirc/

ftp.de.vapor.com, pub/amirc/

ftp.au.vapor.com, pub/amirc/

ftp.pl.vapor.com, pub/vapor/amirc/

AmiNet, comm/irc (soon)

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amirc\_21.lzx, 852086 Bytes

amirc\_21.lha, 969738 Bytes

(Note that ftp.us.vapor.com has generally the best connectivity of the listed mirror sites)

WWW:

<http://www.vapor.com/>

<http://vapor.ukonline.co.uk/> (File mirror only)

<http://www.meanmachine.ch/vapor/> (File mirror only)

E-Mail-Fileserver:

Mail to <fileserv@vapor.com>, put "SEND AMIRC" in the body.

The file will be returned uuencoded.

New features since AmIRC's last public release (2.0) include:

- o Single window mode. You can join several channels with opening just a single window.

- o Total queueing. Now everything which isn't urgent (like KICKS or MODE changes) is sent through the output queue. to reduce risk of being kicked by a server due to flooding.

- o Settable scrollbar buffer size. The amount of text stored in a window's scrollbar buffer is now limited; the number of lines to keep can be configured.

- o Vapor Update Library. Will now automagically check for available updates during startup, and inform you if there is one -

- o which you can automatically download, too.

- o New plugin API calls. On request by plugin authors, several new callbacks and functions have been implemented in the AmIRC plugin API.

- o Multiselect ban list window

- o openurl.library support

- o new translations done by ATO (<http://ato.vapor.com/ato>)

- o several bug fixes and minor improvements (for a complete list, refer to the history attached below)

New features since the 1.69 release include:

- o Query and channel windows can now be iconified individually to a "tray" window. Tray window button labels turn bold when new messages are received, white when a highlight occurs, and carry information about the number of messages in each window.

- o New low-level Plugin API. Documentation of the API is available from [www.vapor.com](http://www.vapor.com) or Aminet, in a separate archive. An example plugin, WallChop.AmiPlug, is included.

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- o Server list is now a ListTree object with subgroups for different networks.
- o Can now use MIMEPrefs to automatically view & save files received via DCC. Activate the "Use MIMEPrefs to view?" or "Use MIMEPrefs to save?" menu options.
- o "Lag-O-Meter" (tm ;) probes the IRC server every 30 seconds and shows the current lag from 0-10+ in a gauge below the userlist. The Info window also contains the three most recent measurements and the average.
- o Heavily improved logging. All channel and query windows now have an "L" button to the right of the input gadget, which is a toggle button to activate the logging to a user-specified directory.
- o "Favorites" window added to store the names of channels you use regularly. Click on the channel name in a window to open.
- o AmIRC now uses NList.mcc (if available) for its listviews. NList is written by Gilles Masson (masson@iut-soph.unice.fr).
- o Stronger CTCP flood protection.
- o DCC connections now work with Miami's SOCKS support.
- o Files received via DCC are opened in shared mode during transfer, so you can play or view them partially while the transfer is still in progress (especially for all you mp3 freaks out there :-)
- o DCC receives now have the options to Replace a file. Both the send and receive windows have Cleanup buttons, to remove old closed and failed connections.
- o DCCs now show the estimated remaining time of a transfer based on current throughput.
- o Query windows now have an N button to change the nickname the window is currently bound to.
- o Background color of AmIRC's main listviews can now be configured.
- o /AWAY messages are now filtered, and only shown once to avoid screen cluttering when talking to someone who is set /AWAY.
- o special "Invite" and "Oper" requesters
- o Can now automatically accept DCC Send requests.
- o Now sends pertinent information to query windows, such as /nick and /QUIT messages from that user, as well as CTCP and DCC messages.

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## 1.16 AIO gets new phone number

AIO gets new phone number

The service we offer giving our readers a phone number to ring when they are having problems with AIO, want to register by phone, wanting any details about dates for new issues or general Amiga questions and queries has now changed to a new number. If you need anything at all to do with the Amiga then please get in touch free of charge. (excluding phone charges)

The new phone number is :-

Int : +44 7887 664 915

UK : 07887 664 915

It is open all hours and if unavailable you can leave a message with the answering service and we'll get back to you.

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## 1.17 Village Tronic at Computer'98

Village Tronic at Computer'98

Village Tronic at Computer'98 fair in Cologne/Germany

In 1998 again Village Tronic from Sarstedt nearby Hannover will attend the oldest and biggest Amiga Computer Fair the "Computer'98" in Cologne/Germany.

Like in the last years the recent Amiga products of the well known hardware manufacturer can be seen there. The most interesting product will be the AriadneII ethernet card, the followup of the old bestseller. It should be available for 'testing' and buying; special fair prices included.

The same goes for the PicassoIV graphicboard, that has set up a standart in the Amiga market for modularity.

The Addon board Paloma will be shown with a new feature that allows the user to save animation sequences in AVI format. The developer of PalomAVI will be available for question and answer.

On Saturday the 14.11. the developer of the PicassoIV, Klaus Burkert, will be available from 1pm-4pm to discuss hints and tricks.

Village Tronic looks forward to see you at the fair...

E.Brüggemann, AmigaSupport VT - Tel.:+(49)(0)5066-7013-10

\*\*\*

Ekkehard Brueggemann

Village Tronic Support Team

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Village Tronic Marketing GmbH

Mühlenstr.2 - D-31157 Sarstedt

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amigasupport@village.de

Tel.: +49(0)5066-7013-20

Fax.:+49(0)5066-7013-49

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## 1.18 PerSuaSiVe SoftWorX discounts

PerSuaSiVe SoftWorX discounts

PerSuaSiVe SoftWorX now offers constant discount rates to users that like to register more than one program package at once.

If you like to register one of the programs labeled 1 through 7, you are - at the same time only - granted a discount on all products labeled A through H.

This means: you may - but need not - pick some of the other programs for registration as well, and save some money on registration.

PLEASE ALWAYS FILL OUT THE REGISTRATION FORMS OF THE PROGRAMS YOU'D LIKE TO REGISTER, THEN SIMPLY ADD this FORM - AT LEAST FILL OUT THE REGISTRATION FORM OF THE PROGRAM SELECTED BY ITS NUMBER (if available).

An exception are the SuperView-Library PPC modules, which only can be ordered solely (no. 8) or added to one of the other packages (letter H).

New also is the possibility of explicitly requested email shipment, which again will reduce the total registration fee by 5 DM (only for total sums over 25 DM).

Program A B C D E F G

akJFIF akPNG akTIFF SView PNG-Box DRAFU TwinIFF

- 
1. akJFIF (2) 15 DM \*\*\* 10 DM 10 DM 25 DM 25 DM 25 DM 20 DM
  2. akPNG (2) 15 DM 10 DM \*\*\* 10 DM 25 DM 25 DM 25 DM 20 DM
  3. akTIFF (2) 15 DM 10 DM 10 DM \*\*\* 25 DM 25 DM 25 DM 20 DM
  4. SView (2a) 30 DM 10 DM 10 DM 10 DM \*\*\* 25 DM 25 DM 20 DM
  5. PNG-Box (2b) 30 DM 10 DM 10 DM 10 DM 25 DM \*\*\* 25 DM 20 DM
  6. DRAFU (1) 30 DM 10 DM 10 DM 10 DM 25 DM 25 DM \*\*\* 20 DM
  7. TWinIFF (\*) 25 DM 10 DM 10 DM 10 DM 25 DM 25 DM 25 DM \*\*\*
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8. SV-PPC (3) Solely: 30 DM

As addon (letter H): 20 DM

Your order selection:

Program No. [ ] plus O A O B O C O D O E O F O G O H

Total sum: \_\_\_\_\_ DM/U\$/UKP

O I do request shipment to the following email address;  
if the total sum is greater than 25 DM I then can subtract  
the postal shipment costs of 5 DM - resulting  
in the following sum

Overall sum: \_\_\_\_\_ DM/U\$/UKP

For datatypes shipment of keyfiles ALWAYS will take place via eMail

- as long as the total sum (as above) was not greater than 25 DM

(compare the documentation of the datatypes). If you wish postal  
shipment nevertheless, please mark below and add another 5 DM.

Postal shipment to overseas in any case also will cost ANOTHER 5 DM,  
so please mark below as well:

O Postal shipment DATATYPES (5 DM)

O Postal shipment OVERSEAS (anything) (5 DM) (\*\*)

FINAL SUM: \_\_\_\_\_ DM/U\$/UKP

eMail \_\_\_\_\_

Postal \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

\*\*\*\*\*

Table for currency exchange:

5 DM = 3 U\$ = 2 UKP

10 DM = 7 U\$ = 4 UKP

15 DM = 10 U\$ = 6 UKP

20 DM = 13 U\$ = 7 UKP This perhaps isn't very exact,

25 DM = 15 U\$ = 9 UKP but it's easier than using any

30 DM = 20 U\$ = 11 UKP odd values. Soon in "Euro", then...

\*\*\*\*\*

Disclaimer: this is just a table to simplify the discount calculation.

For actual copyright and other legal and trade information please see the  
program documentation and the registration forms themselves.

Prices are subject to changes when applicable. If the price for

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a certain program does change, ignore it in the table above  
and wait for an updated list.

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(1) for Amiga 68k (SuperView PPC modules used where applicable)

(2) with PPC support (in registered version)

(2a) for Amiga 68k, but prepared for SuperView PPC modules

(2b) for Amiga 68k, but prepared for SuperView PPC modules

AND with some special PPC support (in registered version)

(3) SV-PPC modules for use with SView, PNG-Box, ImageEngineer,

PMPro and (partly) DRAFU - as well as some other programs

(\*) same keyfile works with Amiga and PC version

(\*\*) no, The United Kingdom is not considered to be Overseas

=====  
Visit <http://wdo.de/ark/>

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## 1.19 Digital Images

Digital Images

Hello,

We have a bit of a weird request here:

For Space Station 3000, it will include many different characters, each one with their own personality. When you employ a crew member, some stats will be brought up about that person as well as a photo of themselves.

So, we need some photo's of you!!! You can send the pictures of yourself by e-mail to: [stuart@digital-images.demon.co.uk](mailto:stuart@digital-images.demon.co.uk)

I would appreciate it if all pictures were compressed using Lha or Lzx. Any major picture format at any resolution will be fine. (We will scale them ourselves.)

If you don't have a scanner or a Digital camera, then you can send your photo's by post to:

Stuart Walker

Digital Images

The School House

Motcombe

Shaftesbury

Dorset

SP7 9NT

UK

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All the people who send picture will be included in the credits.

Thankyou for your help.

<<<News Update>>>

Talks are still going with Psygnosis with regards to Wipeout 2097. We are confident that we will get the necessary licencing to port Wipeout 2097 to the Amiga. Watch this space for the latest info...

We are about to start writing a Syndicate style game. However, we still need a few coders and graphics artists to achieve this. The coders should be able to write an isometric graphics engine similar to that on Syndicate using a language such as C or C++. The graphics artists should be able to draw and model high quality objects to be included in this game. All examples of work should be sent to:Stuart@digital-images.demon.co.uk

We would like an example of an isometric graphics engine from the coders, and some examples of the required graphics from the graphic artists.

Best Regards

Stuart Walker

Digital Images

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## 1.20 AmigaInfo

AmigaInfo start daily news for Amiga

AmigaInfo starts a daily news section for Amiga and Linux

=====  
The leading printed Amiga magazine in Sweden, AmigaInfo, starts a daily news section in Swedish for Amiga and Linux news on it's homepage.

URL: <http://www.xfiles.se/amigainfo/>

Send us news

=====  
If you have any news that is Amiga or Linux related, send it to us (see below for info). It can be any kind of news, not just new products or updates. It can be a homepage with special information to help others, a new user group is starting, a show or actually anything that you want to share with others and is Amiga or Linux related.

If you can't write in Swedish, write in English.

New products or updates

=====  
If you release a new product or update, send it to us for review in the printed magazine. If you work with shareware, send us a key file so we

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can review the full program.

Contact information

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Online news address: [online-news@xfiles.se](mailto:online-news@xfiles.se)

Amiga news address: [news@xfiles.se](mailto:news@xfiles.se)

Linux news address: [linux-news@xfiles.se](mailto:linux-news@xfiles.se)

Snail mail address: AmigaInfo

P.O.Box 63

S-340 36 MOHEDA

Sweden

Phone: +46 472-708 45

Fax: +46 472-716 80

Homepage: <http://www.xfiles.se/amigainfo>

For more info contact Thomas Svenson <[thomas@xfiles.se](mailto:thomas@xfiles.se)>

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## 1.21 AS

Amiga Survivor gets newlook

Hello Amiga fanatics!

Well, Amiga Survivor is proving more of a success than any of us could imagine. Our print-run increases every month and new subscribers are added to our database daily. Even after a mere three issues!

And now everyone around the world can have a taste of it.

Amiga Survivor has recently had a complete overhaul, both the magazine, and it's official homepage

(<http://www.crystal-software.com/AmigaSurvivor/survindex.html>). Go see for yourself the new-look covers, new logos, and get information about distributors and contents of the magazine.

Since the new look and new promotions, many stores around the planet are now stocking issues, in the US, Canada, The UK and the rest of Europe. Have a look at the website to see if there's a store near you! Or you can order online and have each issue delivered to your door!

At one point in it's life, Amiga Survivor was just a games magazine, but due to it's popularity, it has grown to covering more 'serious' items, with the help of some ex-CU Amiga staff members. And in the coming months, AS is set to gain more pages, and the possibility of swelling to an A4 format!

Amiga Survivor has also recently gained the rights to distribute the incredibly popular U.S publicaton, Amiga Informer in the UK! Be one of the

first European residents to own this fine magazine by ordering it from the Amiga Survivor website.

(<http://www.crystal-software.com/AmigaSurvivor/survindex.html>)

Of course, Amiga Survivor could always benefit from being even more popular, so if you're an Amiga stockist anywhere in the world, then you could be one of the many distributors to stock this new, popular publication.

Please note that Amiga Survivor is available via mail-order only, and not on news-stands!

Amiga Survivor is the ONLY place to read the Work-In-Progress of Gilbert Goodmate and the Mushroom of Phungoria (the excellent Monkey Island 3 / Disney inspired adventure game) courtesy of Prelusion and Crystal Software.

Read the latest games reviews, previews, special features, regular articles, and the latest Amiga news, all sandwiched between a glorious full colour cover!

If you require any further information, then visit the website, or e-mail the editor, Robert Iveson at: [robert@survivor.enterprise-plc.com](mailto:robert@survivor.enterprise-plc.com)

You can subscribe online for a bulk amount of issues, or merely just the one to give it a try. You never know, it might be just what you're looking for in a magazine.....

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Robert Iveson,

/Editor of the ONLY Amiga Games Magazine/ \*Amiga Survivor\*

[www.crystal-software.com/AmigaSurvivor/survindex.html](http://www.crystal-software.com/AmigaSurvivor/survindex.html)

Member of Team \*AMIGA\*

A1200t, 34mb o6o, 1.2gig, 12x

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## 1.22 clickBOOM

clickBOOM news 22

Hello from clickBOOM

We have good news and bad news for you this time.

1) Bad news first

Napalm will be slightly late.

We had hoped to have it ready for Nov. 1, but that won't be possible.

We will inform you of the exact release date, but expect it not to be later than Nov. 15.

Will it be on sale at Computer '98? We'll try our best.

2) Good news

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You wanna be the coolest dude?  
Going to Computer '98 and want to have the newest  
Amiga-related apparel?  
Look no further -- BOOM CAP has it all.  
Made out of soft flexible brushed cotton,  
this high quality embroidered cap is rounder  
and lower in style than the traditional  
cotton baseball caps. So, not is it only ultra-comfy,  
but it's also the first item with new clickBOOM logo.  
Visit <http://clickboom.com> for more information.

Best regards,  
clickBOOM

<http://clickboom.com>  
[info@clickboom.com](mailto:info@clickboom.com)

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## 1.23 Fortress

Max Rally released

Introduction

MAX RALLY is a multi-player overhead racing game for all Amigas with at least 2 Meg of memory. Up to four players can participate in various types of race, against each other, against the clock or against intelligent computer controlled cars. The following is a brief run-down of the various areas of the game.

Championship

This is the single-player mode, where the player races against three computer controlled cars on 20 different tracks across four terrains (Woodland, Cosmic, Alpine and Dunes). The idea is to finish in first position on all twenty tracks, and to also complete the Max Rally Challenge (see below), using just five continues. If you fail to finish first on a track, a continue is lost and the race has to be replayed.

The tracks can be raced on in any order, and offer various levels of difficulty. It is possible to gain extra continues, either by lapping all computer cars in a race, or completing a Max Challenge track in three laps.

Max Challenge

In Championship, as well as completing the twenty tracks, five Max Rally Challenge tracks must be completed. These are totally original and

unique styles of race, set on the Cosmic terrain. On these tracks, there are no computer cars, and the screen scrolls independantly of the main car. The aim is to complete all laps, without going off the edge of the screen, and without falling off the side of the track. There are various pads, placed around the tracks, moving pads, which transport your car between different areas of the track, lap pads, and switch pads. At the start of each lap, all switch pads are switched on, that is, lit up. In order to complete a lap, they must all be switched off, by driving over them. When this is done, a lap pad will be lit up, and this must then be switched off to complete the lap. When the lap pad is swithced off, all switch pads are turned back on for another lap. If a pad is missed, the lap has to be done again. There are three laps in total, and extra continues are awarded for completing the entire track without missing a pad.

#### Multi-Player

Two, three, or four players can race against each other in Multi-Player mode, across the same twenty tracks as in Championship. The normal multi-player races allow two-player split-screen, two-player link-up, or four-player split-screen link-up. The link-up races allow two Amigas, each running a seperate copy of Max Rally, to be connected via a null-modem cable (not supplied with Max Rally).

The battle mode multi-player races allow between two and four players to race against each other on a single screen on a single computer. The idea of this race is to get your car to the front of the screen, while the screen is scrolling round following all the cars. Falling off the back of the screen results in your car being taken off the track until someone else has won a point. Points are gained by staying on the screen until all other cars have been eliminated. The winner of the race is the first player to gain five points.

#### Time Trials

The Time Trials mode allows either one player to race against the clock, attempting to beat previously set record laps, or for between two and four players to compete against each other. In multi-player time-trials mode, all players race seperately, trying to beat not only previously set lap records, but also the other players fastest laps. The winner of this race is the player who gets the fastest lap time.

#### Other Features

Max Rally allows the players to choose their own driving character, from a selection of six. Each driver has it's own unique driving attributes,

and it is up to each player to find which one suits their style of play most.

Also in Max Rally are two superb soundtracks, one for the title screens, and another for when racing on the Max Rally Challenge tracks.

Max Rally requires you to use your cars braking and reversing abilities more than most other racers, and requires constant concentration. Each race also allows one turbo for each player, which can be used at any time to gain on their opponent.

Features not mentioned above

- o AGA Enhancements (eg. 256-colour title screens, smoke from cars)
- o 360° Jumps
- o Minimum amount of disk swapping (one disk swap in whole game)
- o Hard-Drive Installable
- o Large and Small jumps
- o Various surfaces (slow, skiddy, rough)
- o Areas that car can fall off track on Cosmic terrain
- o Great gameplay with an arcade feel
- o Pre-recorded demos to watch and learn from

Max Rally comes on two floppy disks and is available directly from Fortress for the price of £19.99.

Email them at : MAUUG@csv.warwick.ac.uk

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## 1.24 Coming up Next Month...

Next Months Issue

Next month we have a few treats for you, firstly we'll be bringing you the full review of Genetic Species, a little late I admit but for you who want the honest truth about the game make sure you read next months issue. We'll also be giving you a full run down of Max Rally, the new commercial racer from Fortress. We'll be having a chat with IDEFix man himself Oliver Kastl for an interview and bringing you an in-depth review of Vulcan's latest stunner, Wasted Dreams (preview is in this issue). We also have yet another commercial product along with that lot being PFS2 from Ramjam consultants.

By now your probably saying can we bring you any more? well yes, expect to see Renne Nissinen in full action again, the web of the month article from Mark A. Tierno plus many more games/utilities

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reviews and general articles and adverts of interest.

Next month's 'hot topic' letters section is "do you think the Amiga can take over the richest man in the world, Bill Gates?" send your letters & comments on this subject to the usual address.

If you have any comments, ideas, or anything you would like to see covered for the next issue please **contact** us and we'll see what we can do. Till next month, adios!

Issue 18 out : 21st November 1998 (Aprx)

Chris Seward - Editor

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## 1.25 Gunbee F99

Gunbee F99 demo

For many years, Valstyx was a peaceful planet in the Universe. Five Magic Crystals owned by Lady Akiko, the princess of Valstyx, guaranteed the power and stability of the whole planet.

But one day things changed. Strange beasts and bizarre machines suddenly invaded the planet. It was being taken over by Lord Khenmir's evil forces.

In a surprisedly attack, the Soldiers were unable to defend the Royal Palace. And while the chaos involved the kingdom, Lord Khenmir took possession of the Five Magic Crystals... and kidnapped princess Akiko.

Designed with the very best of Valstyx technology, you, as Kiara McGuire, pilot the GUNBEE F-99, a mobile suit developed by the Royal Engineers with the hope to defeat Lord Khenmir's big guardians, to recover the Five Magic Crystals and succeed in the save of the beautiful Lady Akiko.

Gunbee is a shoot 'em up, I received the demo, and, although it only comes with level 2 you get a good idea of the feel of the game.

Loading from disk takes ages, firstly you load the intro sequence, the title screen, and then the game. A really annoying part is when you play the game a second time, you see the very fancy, well drawn game over screen (which also has to load), you get back to the title screen click on PLAY and the whole level has to load again. It can't fill up my massive 2mb RAM?? Maybe the game needs some RAM detection, which keeps the necessary files in RAM, if there is enough available?

From the screenshots on the intro you can see the commercial quality graphics. Strong colours, neatly drawn, true professional art work! When you get into the game the still screenshot transforms, the enemies, naturally move, various parts of the background move; Everything Moves!!

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Well, almost.

Level 2 seems a bit light on enemies, the level isn't easy, I don't know how far I've progressed, but I have only seen 3 different types of enemy, these blue fish things, which are a regular occurrence, light blub type things, and green curvey things. Although I can not recognise any of these properly, they are neatly drawn, and have a 3D feel.

Whilst playing the game you also get music, this is good as well, a great musician must have spent ages working on these little tunes!

When you shoot at Smiling Clouds a bell pops out, these start off gold, but if you shoot them they change colour;

Gold Bell - Points

Blue Bell - Speed Up

Green Bell - Power Up

White Bell - Shield

Red Bell - Firebeam

Black Bell - Damage

You should avoid Black Bells, but blue and green bells are particularly useful at the start of a level as they give you more chance to actually complete the level.

The game is split into two parts, Honey and Story, in story mode you have to successfully rescue lovely princess Akiko by recovering all the Five Magic Crystals. However, in Honey mode, you can just mess around, as it acts as a practise mode.

I was very disappointed to see the game slow down, even on my unexpanded A1200! God knows what it will be like on a A500. [-ed maybe you should upgrade like the rest of us ;) ]

Available from: Aminet Game/shoot

Archived name : GunbeeF99.lha

Graphics : 93%

Sound : 93%

Playability : 86%

Lastability : 67%

Overall : 89%

Reviewed by : Lee Hesselden

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## 1.26 Wasted Dreams Preview

### Wasted Dreams Preview

Wasted Dreams is the latest game to be born by Vulcan Software. It is a futuristic alien adventure in the style of Chaos Engine with the same view and control system. Your character is a military soldier qualified in defence and has been sent on a mission into space to find a new planet to live on, as the Earth has become corrupt with mass violence. After 9 long months of searching, you and the rest of the 500 crew find a planet that can sustain life and is just the type of place you have been looking for. After setting up a huge base it is time for some of the crew to return and tell Earth about this new planet. On the journey home your ship crashes and you are stranded on this new planet but on the opposite side from the original base.

You are now stuck and have to find a way out, as you wonder around you will notice items to pick up by the ship including a gun, medikit plus other items of need. All around there are aliens that shoot at you for no reason and you are in a situation of kill them before they kill you.

The graphics to the game are just outstanding, I can't wait to receive the full game for review as they are so much of a treat to look at. The game is fast as well on my O30 and it only needs a pretty basic Amiga to run being 68000 CPU, 3Mb of Memory (of which 2Mb must be Chip Memory) and a 2x CD-rom. The music is also very atmospheric and will keep you playing for a very long time.

As usual Vulcan come up tops with another great game and be sure we'll be bringing you the review as soon as it's available to us.

Pre-Reviewed by : Chris Seward

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## 1.27 Light Speed

### Light Speed

It's been on T.V often enough, and I'm sure a fair few of you went to see it at the cinema! You know what I'm taking about, the film Tron, if you don't know already, the most famous part in Tron is where these things race each other, but while they are racing they have these lines which show where they have just been, if one of these things hits a line it's game over! I can't remember the plot exactly, but I'm sure Chris

(Editor) will remind me, as Tron is one of his favourite films!

There is not a lot I can say about this game, its just plain and simple

Tron, you move about the screen, avoiding the objects, and other players (which can either be human or computer).

The main menu is in its own window, on its own LOW-RES screen, it looks horrible!!!! At least use a HI-RES screen it looks soooo much better.

You have a variety of options, from changing the palette, to player names, controllers, and features. You actually have four players to make use of, so in 1 player mode, you have to have three computer players.

Its nice to see some interesting options, like Swooshes, amongst others!

Swooshes, by the way, is the Light Speed way of asking you if you want sound FX!

Overall, nice, simple, variety of options, horrible main menu, simply 1980's Tron...

Available from: Aminet game/???

Archived name : light.lha

Graphics : 50% - Straight lines

Sound : 45% - Swoosh!

Playability : 56% - Unless you like this soft of thing

Lastability : 34% - Not addictive to say the least

Overall : 47%

Reviewed by : Lee Hesselden

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## 1.28 TOAK

Two of a Kind

When you were younger did you play a game with cards in which you had to discover as many pairs as you could. Two of a Kind is a remake of that game (and the PD variants that are available).

The idea is simple, and easy, find two matching pairs and then find some more until you have found all the matching pairs! Boring? Well, not really, its great for a quick burn every now and again, you can even have a two player option where you are fighting head-2-head!

You get a variety of different options, you can choose how big your mouse pointer is, LARGE or normal, and you can specify if you want the pairs you have discovered to darken or go black, Woooo!

You have 3 difficulty modes, EASY, NORMAL and HARD, none of which are challenging, but great fun for kids!

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The author has really tried to make this good, and it is good, although it was made in 1994! Whats nice to see on the bigger grids (not EASY difficulty) is animated squares! Kool eh?

The game has a really happy atmosphere, its great for kids, and partly provides the Amigian with his educational demands!

Available from: Aminet

Archived name : TwoOfAKind.lha ??

Graphics : 92% - Happy(!)

Sound : 87% - HeHeHe!! The author sampled his own voice!

Playability : 90%

Lastability : 89%

Overall : 89%

Reviewed by : Lee Hesselden

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## 1.29 MSA

Minnesota Smith's Aztec Adventure

This is one of those interactive fiction games, know to us commeners as a text-based adventure. That author claims that you don't actually play Minnesota, you take the very important part of Anna. The game is supposed to be played as if you are back at base-camp talking to Minnesota over the radio. Well, thats an interesting way to describe what first appears to be a dull text-based adventure.

Umm, the first problem I noticed was the game doesn't adjust itself to your overscan, and because i'm still using my Amiga on a 14" T.V set I couldn't see what I was typing because it was cut off at the bottom. Does anyone want to buy me a monitor?

If you read the instructions which are conveniently in AmigaGuide and ASCII text, you notice a rather long introduction, that was a waste of time, does anyone read the intro anyway?

The adventure was made for a bit of fun, and the author has spent time putting descriptions on everything you come across. But this still doesn't help you when you are trying to follow the complete solution, which I think is wrong.

The usual commands are all there, take, drop, examine, dig, push, pull, eat, drink, in and out. If your new to text based adventures you may get lost, so its best to write these down because they come in handy when you don't know what to do!

This was written using CAG adventure creation system, i've never heard off it, but it lets you load and save games, so thats a great feature.

There is no sound, or graphics, but if you what to lose some sleep on a puzzle which has sixty rooms and a maze, go ahead and download!

Available from: Aminet

Archived name : msaa.lha

Graphics : --%

Sound : --%

Playability : 67%

Lastability : 64%

Overall : 66%

Reviewed by : Lee Hesselden

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## 1.30 Kang Fu

Kang Fu

Kang Fu comes free with PFS 2 which will be in for a full review next month, to wet your whistle I've reviewed it for you, check out my comments on this game.

Kang Fu is a platform game with a Kangaroo as the main character. The idea is to save the baby kangaroos known as Joey's. As in all games it is not so simple, there are a bunch of evil guys after you and to ruin your plan to save all the Joey's. Obviously it would be wrong to pit one Kangaroo against all these nastys so the games developers have be generous and thrown in some weapons for you to use, bombs, guns and boomerangs are just some of the extra weapons you can collect to fight off the baddies in your quest for glory.

The way the game has been made is actually quite good, AGA pictures, smooth scrolling, hires with a screenmode of 640 \* 280. The loading pictures and before game pictures are excellent scans of cute kangaroos with some other hand art pictures thrown in.

We come to the graphics ingame and the whole story changes, the graphics in places are not so hot, some are ok-ish but mostly they have a rushed feel to them, pity as the rest of the game seems to have had time taken over it. The collision detection isn't all to good either, you can jump on top of something and still find your feet halfway in to what is supposed to be a solid object.

The game isn't really that exciting and you will notice some flaws

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that could have been ironed out before publishing the game, if you have small children and you want a non-violent game then this game is recommended for them, on the other hand if your over 11 then i'd say give this one a miss.

Available from: Free with PFS 2 CD from RamJam Consultants

Archived name : -

Graphics : 80% Good title screens, poor in-game

Sound : 87%

Playability : 50%

Lastability : 45%

Overall : 53%

Reviewed by : Chris Seward

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### 1.31 DCQ

dA c00l qUiZ

From the title it is clear to see that this is another P.D quiz program, it took the author 3 hours to make, on a rainy day. It has 116 questions all about our favourite computer; The AMiGA!

The intro is a bit dodgy, a quick hand drawn picture and a flashing copyright notice! Cool? The game is a little bit better, but there's nothing special, you get questions, and you try your best to answer them, answer so many questions, get a rating, and the program automatically quits.

Whats great about this, is the ability to add your own questions by following the instructions in the docs and saving the result as a text file, now all you have to do is load the program with a CLI argument as name-of-file.txt. Simple!!

Theres not much I can say, its a quiz, the main program is on a low-res screen and it looks horrible, there is no graphics, simple music, and a 116 question database!

Available from: Aminet ???/???

Archived name : ???..lha

Graphics : 35% - The only graphics I saw was the Amiga logo, and that was badly drawn!

Sound : 87%

Playability : 70%

Lastability : 67%

Overall : 68%

Reviewed by : Lee Hesselden

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## 1.32 Cheats and tips

FULL solution Relics of Deldroneye II

The Island of Debreen

=====

Relics of Deldroneye II - 'Island of Debreen' is an adventure filled with a sense of mystery. And such an aura can be shattered forever by reading the entire solution to a game before even playing it. It is advised the following solution should be used to help you when your final effort is a futile one. Anything less than that and you are denying yourself the rewards that come with completing a game such as this on your own. However, if you want to see it all, and see it now then please read on...

You take control of Falcon on the bridge of his new spaceship, and have narrowly escaped collision with an unknown vessel at the expense of all your fuel and reserve power. You decide to steal the necessary power from the unknown vessel by manoeuvring your ship to its side and cutting your way in.

### 1. Moving the Ship

-----

Use the laserpen on the Power In socket on the console to active the view screen. Look at the view screen to read the situation. Now use the laserpen on the Power Out socket to retrieve your valuable power. Move right to the engine room and open the engine panel. Feed power from your laserpen into the engine to activate it. Make your way to the navigation room and open the PIV Door. Feed your last unit of power from the laserpen into the computer via the Power Input Valve. Talk to the computer and it will eventually feed some vectors into the main computer back on the bridge. Before leaving the room, open the power output valve door and restore the power to your laserpen by taking it back. Go to the bridge and new vectors will be available, so hit the button on the console and the ship should move to the calculated vector, next to the Debreen vessel.

### 2. Forced Entry

-----

From here on in, you'll need a spacesuit to survive your exploration of the Debreen craft. Go down the corridor from the junction between the navigation room and the bridge, and enter the suit-o-matic. You should now be adorned with metal clothing. Enter the docking bay, press the

Borble and make your way to the docks bay exit. The huge Debreen outer wall looms to cover the whole entrance to the docking bay. Use the last unit of power from your laserpen to cut a hole in the weak part of the wall. Enter the newly created hole and find yourself in a small alcove. Move to the automatic doors and enter. In this long corridor, and at the foot of the door you have just emerged is a small green device. Kick this device to brake it. A small magnet will come loose, which you must collect. Now continue down the corridor and have a chat with the robot sitting in the tubing.

### 3. The Electric Ladder

-----

If you continue to the far left of this corridor and enter the door, you will find a room with a very tasty ladder. Unfortunately, when you climb it you will get stunned. Kick the panel below the slot and look inside. The lever is too far so we need to reach it somehow. Go to the next room at the end of the next corridor along, and find the corpse of a dead alien explorer. On its remains are some gloves and a belt. Take both, and then use the magnet on the belt to form a magnet on a string style tool. Return to the cracked panel and fish out the lever. Use this lever on the slot to deactivate the defences of the zone. This includes the power supply to the ladder!

### 4. The Turret

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Ascending the ladder to the top will reveal that the Debreen craft has been welded to the hull of an altogether different ship. This new area is guarded with a trained laser turret, the walls are clearly made of heat resisting material, where the floor is not and is falling apart. Try and get to the door, and you'll get zapped and fall to the bottom of the ladders. Don't worry, the spacesuit is designed for such impacts. You will find it very difficult to come to harm. Half way up the ladder you will find an alcove with an empty energy cell. Take this from the wall and climb the ladder. Show this energy cell to the turret and it will rather casually fire at it, er, and you. When you regain your bearings, at the bottom of the ladder, the energy cell will be on the floor next to you, FULL! Return the energy cell to its socket, and you should have stabilized the laser turret, and its mode will change to 'peace' green. Open the newly available door, and enter.

### 5. Metal Hell

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Again, a third ship has been welded to this Debreen junk-heap, but due to a miscalculation, the floor was placed thirty-feet lower than would have been ideal. Falcon falls and destroys the only mobile robot in the complex when he lands IN IT! When the dust settles, rip the pipe off the wall and enter the open door to the right. In this dark room, take the Optiwire and container hidden in the junk, use the pipe to crowbar open the dome to steal the brain of the robot. Have a pleasant chat with the active immobile robot, then nick his arm. Exit this spooky place and return to the first metal room. Use the pipe to crowbar open the door and enter. Have a chat with the guard robot, and when he starts to bore you enter the adjoining open door. take the tape from the dispenser and have a look at the dome. It needs repairing. Use the tape on the optiwire to make a strong sticky wire. You can use this strong sticky wire to reconnect the leads leading to the dome. Return to the guard room and inform the robot he can have a break, but alas he has not moved for so long he has rusted. Come to the rescue and return to the first metal room. use the container to collect the oil from the right wall, and give this to the guard robot. He will squeek his way to the rest room for a very long vacation. Use the robot arm you stole from the security robot to activate the palm scanner near the gold door. The doors will open and you can enter. Inside, a brainy blob on a pillar greets you with kind words. Give him the brain you took from the other robot and accept his advice, and return to the first metal room. Try using the laserpen on the metal door on the north wall. The effort was hopeful, but you will see your efforts fail. Return to the blob with this news and he will replicate a device which will enable you to charge your laserpen to full power. By returning to the metal door, and firing the laser, you realise doing so would be dangerous. The shiny surface would reflect the laser. Return to the guard room and laser open a panel hidden in a slight indent on the north wall. Take the sandpaper like substance and use it on the door to make it rough. Now fire the laserpen to gain access to the next segment of the Debreen vessel.

## 6. The Huamin Conflict

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An opportunity to relax and enjoy the comic lunacy of two crazy alien ghostlings. Simply take the spanglely object from the wall in the left room from where you entered the maze, and continually talk from one alien to the other, twisting the facts and conveying mis-information

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to your new alien friends. Eventually they will destroy each other in an invisible fight to the death. As the ghostlings disappear, so will the obstruction and you can use the spangley key object on the floor of the room with the eye. The eye will scan you and the door will open, awaiting your eager entry.

## 7. Destination Debreen

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Cross the spacewalk to the large doors and talk to the small sphere set into the door. The centurion will not open the doors. Go to the right and take the pole from the twisted piping. Go to the far left and have a look at the junction box. Try using the pipe you collected from the metal room to pull it off the wall and it will break under the pressure. Now try the much stronger space metal of the Debreen, and watch the junction box fall off the wall with ease. When you return to the gate, a maintenance robot is busy finding the error, which you recently created. He has had to open a small door to get partly outside, and you get leap into the gap without the centurion looking. Once inside, make your way through the sandy corridors until you reach a room with a crater, and a metallic object imbedded in the ground. Look for a button different from the rest and press it. The Debreen will be brought from stasis, and revived. Unfortunately, you have left the space-port open and have let out all the special air the Debreen need to breath. He is slowly pleading for his life, so you must quiz him on how exactly to close the door and return to the port you entered. Find the hidden button by walking around the port-entrance and then press it. Return to the crater room and follow the Debreen into the newly revealed secret door to the his control center.

When you enter the room, a large wall mounted display shows in vivid detail the evil sight a Medivian Nose. The nose, horrifically, being firmly attached to a battleship and in the mood for destruction. It fires three plasma bolts simultaneously and rocks the entire Debreen vessel. Talk to the Debreen and assess your situation, and reassess it! Exit his patient abode, and continue right until you cannot progress any further. Find the hidden door, and open it. Inside, you will find a garbage bat, which opens in the barren void of space. You can also see the real, unmagnified Medivian ship floating about. Take the green orb from the garbage bay power system and place it in the small Deldroneye Weapon on the floor. Using the small pressure socket, the green orb will slot into place, and then run back to the Debreen

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Control Center. Ask the Debreen to activate the Garbage system and it will activate, instead, the powerful Deldroneye laser.

And as the passive Debreen seemed about to refuse the request, and in a language Falcon understood well, the strange creature said, "OK... Let's Fry'em!". No sooner had Falcons amusement formed a grin wider than his own face, the Deldroneye laser was ripping across the small distance to the Medivian ship...

...the rest of the story opened Falcons eyes to further truths about the Relics Of Deldroneye, but you'll just have to complete the game and read THAT for yourself.

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## 1.33 Top AIO Games

Top AIO Games

I have decided to split the games charts in 2. One chart for Commercial Games and the other for P.D. I made my decision because it isn't a fair to compare commercial software with P.D, you expect more from a commercial title, P.D is generally free, doesn't have the commercial finish and is usually made by one person, not the massive teams you see making commercial games now...

### COMMERCIAL GAMES

1. MYST 96% Issue 10
2. T.F.X 94% Issue 6
3. Uropa 2 93% Issue 7
4. The Final Odyssey 92% Issue 9
5. The Strangers 88% Issue 10
6. Kang Fu 53% Issue 17

### P.D GAMES

1. BLOB 95% Issue 13
  2. Bloog 94% Issue 12
  3. Age of Rock 93% Issue 11
  - = C.A.N.E Demo 93% Issue 12
  - = Evils Doom 93% Issue 02
  6. Croins 92% Issue 11
  - = Lazer 92% Issue 12
  8. Worldcup V1.02 Guide 91% Issue 08
  - = Alien Formula One 91% Issue 01
  - = AmiPet V1.14 91% Issue 10
-

- 
- 11. Moped - Plubz 2 90% Issue 15
    - = ModelSim 90% Issue 13
    - = Amitamagotchi V0.53 90% Issue 07
    - = Aerial Racers 90% Issue 04
    - = Rez & Sparky 90% Issue 04
  - 16. Dog Fight 89% Issue 05
    - = NEDSUW 2: Ula Tor 89% Issue 11
    - = Gunbee F99 (Demo) 89% Issue 17
    - = Never Mind 89% Issue 12
    - = Damage... 89% Issue 15
    - = TOAK 89% Issue 17
  - 22. Mini Arcanoid 88% Issue 15
    - = Unoffical SWOS Update 88% Issue 08
    - = WBsteriods V1.5 88% Issue 10
    - = Bloodbath 88% Issue 02
  - 26. Super Ballz 87% Issue 08
    - = 501 Darts 87% Issue 15
    - = Legends of Triten 87% Issue 11
  - 29. Knight Moves 86% Issue 14
  - 30. Aggression 85% Issue 02
  - 31. Task Force 84% Issue 14
    - = BomberGug 84% Issue 11
    - = Artillerie Duell 84% Issue 13
    - = Desperadoes 84% Issue 11
  - 35. Sheep Shoot 83% Issue 02
    - = Super Tron `97 83% Issue 09
  - 37. Speed Racer FX 82% Issue 03
    - = Stonetowers 82% Issue 10
  - 39. Boum 81% Issue 12
  - 40. War V1.1 80% Issue 04
    - = Ants Games Compilation 80% Issue 06
    - = Workbench Pet 2 80% Issue 15
  - 43. Escape From Hammy Town 79% Issue 07
    - = Shoot 79% Issue 05
    - = Apex Golf 79% Issue 01
    - = Total Chaos City II 79% Issue 10
  - 47. X-Wins 78% Issue 10
  - 48. Slipstream 77% Issue 02
    - = Air Fight 77% Issue 12
-

- = 3D Space Battle 77% Issue 11
- 51. Toads Demo 76% Issue 07
- = Wriggle 2B 76% Issue 14
- 53. Sore Fist 75% Issue 01
- 54. High Noon 73% Issue 03
- = ProGammon 73% Issue 12
- 56. T.V Chubbies... 71% Issue 14
- = 6k Pacman 71% Issue 05
- 58. Spod Race 69% Issue 03
- 59. Shootist 68% Issue 12
- = dA c00l qUiZ 68% Issue 17
- 61. Jupiter Runner 67% Issue 05
- 62. Wackban 66% Issue 04
- = MSA 66% Issue 17
- 64. Boche 64% Issue 04
- 65. HomerGotchi 63% Issue 10
- 66. Archery 62% Issue 04
- 67. Soap Star 54% Issue 13
- 68. Scissors, Paper, Stone 53% Issue 05
- 69. Euro League Manager 51% Issue 01
- 70. Petris 48% Issue 14
- 71. Light Speed 47% Issue 17
- 72. Monte Carlo 46% Issue 02
- 73. Megalgen 37% Issue 03
- 74. Battle XI 35% Issue 10
- 75. Phaser Blast 28% Issue 13
- 76. Think Cool 20% Issue 09
- 77. The Footy Game 13% Issue 12

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## 1.34 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 existant 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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## 1.35 Murderer

Murderer

This task killer utility sets a high goal for itself: remove a running task AND close all the windows and screens opened by it, and give back the prompt if it was run from shell.

The AmigaOS lacks resource tracking that is essential if you want to kill a task and properly clean up everything it has done. Therefore no program can safely kill tasks in the current form of the operating system.

If some locked up or crashed program is consuming too much memory, task killers won't do any good. But if some buggy program locks up consuming all the CPU power it can get, you'll have to try something to make it stop unless you want to reset. This is where the task killers step in.

Murderer is a very simple program; only one file and the readme. When you run Murderer you get a window with a list of all the running tasks and processes. All you have to (or CAN) do is select a task and click "End Task". If all goes well, the task will be removed. After a few test kills it had successfully removed the tasks themselves, but it didn't close any windows or even give the shell prompt back. Once it even locked itself up after I had killed a task that patched one library function, but other running programs continued to work fine!

So, unfortunately Murderer fails in what would have made it different from all the other task killers. For those who don't have a task killer program yet this can be a nice little program sitting in C:, but there are task killers that have more features, such as Commander in the Executive software package.

Available from: Aminet util/misc

Archived name : Murderer.lha

Overall 35% out of 100%

Reviewed by : Renne Nissinen

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## 1.36 Swipe

### Swipe

Remember File ID Extractor Deluxe? It was reviewed in AIO issue 16 with a score of 80%, and the author has made another excellent utility. Swipe is an enhanced version of the standard AmigaDOS command "delete", and it's probably the best program I've downloaded the whole month!

Like so many others, I extract all the downloaded archives that I have, to Ram Disk (when I get around to it ;). After testing them for a while I decide to install them or throw them away, but nevertheless I end up deleting them from Ram: to save memory. But what more annoying is there than to see the deletion stop with a beep & flash because the program locked some directory in some way making it non-deletable! Often they add assigns for libs: or fonts: to the directories in Ram:. This is probably what annoyed the author, Kai Haseloh in the first place, because Swipe will detect and remove any assigns pointing to the directories to be deleted.

But Swipe is a lot more than that! Of course you can either make it stick to the given directory, or affect its subdirectories also. You can also preserve a file or a directory and its contents, or just a directory and delete its contents. You can make it preserve all directories and delete only the files, or select a pattern for the files to be deleted (no matter what dir they are in). There is also an interactive mode for using with directory tools and a setting for the verbosity of the program's output, and of course you can make it beep when done deleting.

But the best feature of all I saved to the last: the SwipeRAM switch. All you need to do is type "Swipe swiperam" and it will delete everything from Ram:, removing the assigns etc, but it will preserve the system directories ENV, T and Clipboards plus the disk.info. Previously I had to select the files and directories to be deleted manually in Workbench in order to preserve the system directories, but now it's only one command! :) And maybe I'll also make an alias so I'll only have to type "wr"... :)

Something that would be nice is the ability to delete all directories matching a pattern (currently the pattern is only for files) or deleting empty directories too if they match the filepattern. The only thing I think is really missing, is preserving multiple files or directories (perhaps a preservepattern... :). But still, Swipe is an excellent utility and I will be using it a lot :)

Available from: Aminet util/sys, <http://www.stud.uni-hannover.de/~laser>

Archived name : Swipe1.128.lha

Overall 96% out of 100% \*\* AIO Gold \*\*

Reviewed by : Renne Nissinen

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## 1.37 abbr-cc.txt

Abbreviation and Country Code assistants for AmIRC

As an enthusiastic IRCer, I am always looking for ways to make my IRC sessions smoother and easier. Sometimes people use abbreviations that I don't remember ever seeing (like "GMTA"), or people are from countries whose country codes seem totally unfamiliar to me (such as .gh).

Of course every self-respecting IRC channel has a bot, and if the bot has any self-respect it knows all the country codes :). But if it isn't responding or you are visiting some channel that doesn't have such a bot, the Country Code Assistant script becomes very useful (assuming you want to know where people are from :). All you have to do is type "/cc gh" in the case of this example, and the script will instantly tell you that the country is Ghana. I guess the script knows every country code there is, but I can't be 100% sure because new countries are born every now and then.

The second script, Abbreviation Assistant, is more useful to me because I haven't seen a bot that knows as many abbreviations as this. The script contains 139 abbreviations, including everyday-abbreviations as well as very rare ones. Of course the list isn't complete since there must be several hundred "real" abbreviations and people think of more all the time, but to me there were well over 50 abbreviations that I still don't remember :).

Using the Abbreviation Assistant is as simple as with the previous script; if I wanted to know what that "GMTA" means, I'd just type "/ab gmta" and it would tell me that "GMTA = Great minds think alike".

Installing the assistants is quite simple: just copy two files to AmIRC's REXX directory and run two commands in AmIRC. After that you'll just have to remember what the command was to see that particular country code... ;)

But, nothing is perfect, including these scripts. I don't have an official list of country codes where I could check but the Country Code Assistant seems to have no errors, whereas the Abbreviation Assistant has a couple typos that cause at least three abbreviations to "disappear" from the list. The AREXX code isn't very efficient either, but fortunately it doesn't matter a lot since they are quite simple and short. Despite the little deficiencies, they are both very useful scripts and are now installed to my AmIRC (even if I removed all the obvious abbreviations just to boost my ego ;).

Available from: Aminet comm/irc

Archived name : abbr-cc.lha

Overall 68% out of 100%

Reviewed by : Renne Nissinen

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## 1.38 Mouse pointer presets

Mouse pointer presets

I'm not ever quite sure if this is an utility, but since it was in the dir util/mouse in Aminet I thought what the heck and reviewed it :) It's something very simple: a collection of mouse pointers :) After looking at them, I found some of them quite amusing and I now have a Superman-pointer in use until I get bored of it; it's a funny-looking little man flying up & left and the busy-pointer is the "S" logo :)

Among a few others there were a couple Batman-pointers, a PacMan, the flag of the USA, two versions of Galaga and one Star Trek (as the busy pointers; most of the normal states look more or less like arrows :). And as I said, the Superman is my absolute favourite ;)

The pointers have a small problem too. Most of them have the hot spot a few lines below the top line, which means that (at least on my OS3.0 machine) if you move the pointer all the way to the top of the screen, it stays still for the last few lines while the actual pointer position moves (so you have to aim "blind" the few topmost lines :). There is just blank space above the hot spot, so it would be easy to fix it if the pointer prefs program was a bit cleverer, but now I had to copy the image to clipboard, paste it in a paint program and cut it out without any empty space around it and then paste that back to the prefs program. And the same procedure for the busy pointer! :I But the pointer is so funny that it doesn't matter much ;)

Available from: Aminet util/mouse

Archived name : Pointers.lha

Overall 85% out of 100%

Reviewed by : Renne Nissinen

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## 1.39 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)

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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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## 1.40 Adoom

Interview with Peter McGavin

This month we spoke to Peter McGavin of ADoom fame, basically the man who brought Doom to the Amiga! If you would like to see a certain person interviewed just let us know.

CS = Chris Seward

PMG = Peter McGavin

CS : Would you tell the AIO readers a little about yourself firstly, who you are,

PMG : I'm in my 40s, I'm a New Zealander and I have both maths and computer science degrees. I spend most of my time looking after a small LAN of Unix workstations and PCs at a scientific research institute, as well as carrying out some numerical modelling work.

> how you came to use the Amiga etc.

Back in 1986 or 1987, a workmate brought his new Amiga 1000 to work.

I was very impressed with its multitasking, networking and graphics capabilities. The operating system supported message passing and semaphores just like I studied in computer science. The CPU could do other tasks while waiting for the disk drive, keyboard and similar I/O, unlike PCs of the day. Multitasking allowed network software to run in the background without any nasty hacks. Indeed, our Sun workstation disks were accessible as icons on the Workbench using Commodore's NFS software and ethernet. I was also impressed by the autoconfiguration mechanism for hardware expansion. Later my brother bought an Amiga 500 which I programmed when he wasn't using it. Then I bought my own Amiga 3000 in 1991, which I have now expanded to PPC.

CS : What gave you the idea to convert the doom source code to work on the amiga?

PMG : In 1993/1994 I fought a losing battle in Usenet news over whether DOOM is "possible" on the Amiga. I convinced myself that chunky to planar conversion is not a significant problem with a fast CPU, and I couldn't see why the main rendering process would be any

slower to fastmem than equivalent speed PCs. When the DOOM source code was finally released, I jumped at the chance to prove it.

CS : Did you have any previous programming knowledge or just think i'll try compile that and iron out the bugs?

PMG : I have previous programming knowledge. However, DOOM is a well written piece of work and there weren't many bugs to iron out, apart from those I introduced myself.

CS : It was roughly around Christmas time when you released the first version of ADoom, was this a christmas present come true :)?

PMG : Well it was just lucky for everyone else it corresponded to my Christmas break and I didn't have much else to do. Normally I wouldn't have time for a project like this.

CS : There have been around 6 other ports of the doom source code to the Amiga after yours, what do you think about these 'copying' your idea?

PMG : I don't mind at all. Some of them came out before mine, by the way. I just wish they would release their source code like I did.

CS : All of the doom ports have their own advantages and disadvantages, some suit some computers and others are tailored to different spec machines. Wouldn't it be better to get in touch with the other authors and make a monster doom port with all the features in one program?

PMG : Currently network games across platforms can fail because different versions of DOOM support different features. Ideally there would be just one master source covering all platforms and all features --- something like the Richard Stallman's GNU project perhaps. Versions compiled from the same source would be compatible across platforms. ADoom, with its various new features, is supposed to compile for Unix/X-Windows as well as for the Amiga, but I haven't tried it, so it probably doesn't... Many of the PC DOOM enhancements seem to be moving away from this ideal, i.e, far too much 80x86 asm code with no corresponding C source. Sorry I don't have time to coordinate a really large project.

CS : Have you written any programs of your own or done any other conversions?

PMG : I've written lots of programs. On Aminet there are Spectrum Emulator v1.7, CyberAnim, Flick and a crude Amiga port of PCEmu, for examples.

CS : Will we be seeing any ports of other games from various platforms to the Amiga by yourself?

PMG : It depends on whether I can legally get the source code, how much spare time I get and how motivated I am. We'll see.

CS : There was a sudden craze of game ports from other computers like Doom, Quake and Myst etc. We are also going to see Z from bitmap brothers as well as other PC/Mac games, do you think on a whole porting games is a good idea or can it ruin actual original Amiga idea games?

PMG : I like to see good PC games ported to the Amiga, but it's even better the other way around :)

CS : What do you think of the next generation Amigas? and the announcement Amiga Inc made about the developers platform being based on PC hardware?

PMG : I wish they'd release new hardware/software instead of just talk.

CS : What would you personally like to see in the new Amigas?

PMG : I want to see other platforms blown away by speed, capability, ease of use, OS, software and price. I suggest a low-end Amiga with approximately the following specs:

Same physical size/price as an A500 --- maybe separate keyboard;

PowerPC or another high volume RISC CPU, must be a chip with a future;

Sockets for at least a couple of SIMMs up to 32 Mb each, say,

64-bit data bus if possible;

CDROM (bootable);

Moderate size HD (also bootable);

Sound/clock on motherboard;

PCI expansion slot (or 2);

PCMCIA expansion slot (or 2);

Use any PCI gfx card that supports video frequencies as well as higher frequencies;

Parallel/serial/floppy/mouse/joystick external expansion ports, or maybe USB;

AmigaOS/Workbench ported to RISC CPU --- not emulated, not Unix;

(Who's sitting on the AmigaOS/Workbench source code? Look what happened when the DOOM source code was released!)

Boot ROM is just a low-level booter; kickstart libraries on disk;

680x0 Amiga emulation software, including the ability to call 680x0 libraries from PPC code.

Higher-end Amigas would support multiple/faster CPUs, more PCI/PCMCIA slots, CPU caches, maybe Zorro slots, more space inside for drives,

etc.

A major problem is building an initial software base, so there must be development tools making it straightforward to port from any other platform. On the other hand, a handful of mind-blowing games could be enough to get the new system off its feet.

A machine like this could also run Linux, maybe MacOS, BeOS, WinNT,... It should have all been done in 1994.

CS : How do you feel about the Amiga situation in general is like in New Zealand?

PMG : Unfortunately there seems to be very little Amiga support left in New Zealand. It's still there if you look hard enough.

CS : Any comments for other people thinking of converting software?

PMG : Go for it!

Regards, Peter.

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## 1.41 CuAmiga

CuAmiga last issue review

You maybe thinking, what the hell am I doing reviewing another Amiga magazine or for that matter why am I reviewing a magazine? no, I havn't run out of ideas its just that as it was the last issue of CuAmiga I thought i'd review it as a tribute to the hard work and effort put in by the CuAmiga team.

The first thing that strikes you is the cover, as a joke it is upside down and a big foot is crushing the title CuAmiga. Big letters on the front page say 'LAST ISSUE EVER' 'get it while you can' and that is the truth! it is the last issue of a great magazine.

The content is of its usual size and I was slightly disappointed to see to normal page limit to 107, they could have thrown in a couple of extra pages for the last issue. Saying that, the content is of high standard and they certainly didn't slack for the last issue, if anything they put in more effort to make it truely one of the best issues of CuAmiga for a long time.

The magazine:

From front to back...

We start at the contents presented by Tony Horgan giving his last editorial and all the usual content type of things. The editorial names have encluded their nicknames adding to the humour in most

cases. Then we pass onto the News section, the top news story is of course that CuAmiga is to close giving the FAQ of why it will close etc. There are a whole host of other new storys including Schindler talks, H&P in software explosion and Amiga gets educational. Next we find whats on the CD or coverdisk and also how to use the free Cinema 4d on the cover cd/disk. We then have the 'Bye, Bye, baby...' feature which gives reasons why its closing, things they always wanted to say, thanks and letters from various well respected Amiga companys giving their feelings on the Cu closure. Then a section dedicated to everyone why has worked on CuAmiga in a main place, with pictures and what they are doing now.

One of the best things about this issue is they have got an interview with Fleecy Moss spilling the most information he could. Now that CuAmiga has gone they give you a little bit of info about alternative printed magazine which are worth a read, I'd choose AIO myself ;) The a bill gates halloween mask (where they pushed for articles!?) Part 2 of the networking feature is to be read and then onto a special feature about the demo Scene world on the Amiga, how it started, words from people on the Scene and other interesting things. At page 44 we reach the games section giving the last ever Screenscene showing the latest games like PuttySquad, Wasted Dreams and Lambda. A review of the Sixth Sense CD and two new quake packs raps up the games reviews. Tips central and then the Explorer 2260 diary part 4 (if the Founding Worlds people are reading you can happily continue the diary in AIO if you want.)

We hit TechScene at page 52. First off is a review of the Netconnect 2 package from Active Technologies, Newsrog, Rexecute and the new Power CD-R Writer are reviewed. Onto the Ateo A1200 Tower and also the AteoBus and Pixel64 are put through there paces, we then finish off with a review of the Kodak DC210 Zoom digital camera. PD.net comes next with reviews of Myzar, ExView 1.3, VWM 1.5 and Top Tunes. PD.post gives us reviews of Complete C, Twiddlers Disk 7, Mini Tiles, Revenge AGA, Music Bugs and lastly AmigaDOS Guide V2.5. Art Gallery with 4 pictures comes next and then the regular article of User Groups.

After that we come to AmigaWorkshop with tutorials on C Programming, Soundlab, Emulation. Also in the AmigaWorkshop section is the Surf's up news pages, Surf of the Month, Reviews Index, Q&A, guide to all amiga things A to N and lastly Techno Tragedies which funnily is on

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CuAmiga itself. In between that they have crammed Wired World, Letters and the last ever points of view. The magazine is then at its end.

The CD:

As usual the CD is excellent, it is crammed full of exciting things that everyone can get hold of free. The main program on the CD is Cinema 4D, full and free to Cu readers. There is a huge section devoted to every goodbye letter they received and some other goodbye things. All the regular directories can be found on the CD. Some things to look out for are a Wasted Dreams demo, Napalm demo, Putty Squad demo, Evils Doom SE demo, Loads of PPC software, Online and everything else that is on the CD!

Overall

The October 1998 issue of the CuAmiga with CD number 27 is something no one should miss out on. There are some great articles to be read and some excellent game demos on the CD. Make sure you don't miss it!

Article by : Chris Seward (Editor)

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## 1.42 Digital Images info

Digital Images Information

Digital Images is a new company dedicated to software development for the Amiga. Our aim is to bring the Amiga back onto everybody's desktop's and to bring it back into common use in both the home and the office. We are also considering developing business software such as spreadsheets etc. The first of our original titles is called Space Station 3000. Space Station 3000 is a business/strategy sim which also contains action and space combat. This title is near completion and should be released very soon. We are going to port some of the PC's most popular titles to the Amiga such as Wipeout 2097. We are currently talking to Psygnosis regarding the release of this game on the Amiga. We are very positive that we will get the licencing for this excellent 3D racing game. After we have ported Wipeout 2097 to the Amiga, we intend to port other titles such as the brilliant Tomb Raider series and other popular titles. We are hoping to have Wipeout 2097 released by the end of January '99 at the latest.

For more information regarding Digital Images, you can see the Digital Images Website on:

<http://www.digital-images.demon.co.uk>

Article by : Stuart Walker of Digital Images

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## 1.43 Real life story?

### The Strange Case of the Folded Floppy

Please note that this story is true and is not made up for a cheap laugh, although that's all it will get - probably.

Right, here we go...

I once had a mate, and still do, who worked in my local computer shop. It was first thing on Monday morning and he'd just opened up, when a big bloke stormed in, slamming the door, waving a computer game box about, going slightly red in the face and was slightly out of breath.

"I bought this game, from this very shop on Saturday," he protested, throwing the box on the counter, "And I'm very upset to say that the disks don't work" He said slapping his hand on hips.

"Oh dear," my friend replied. "Oh dear, indeed." the man continued, going slightly redder. "In fact, not only don't the disks work, but they've broken my disk drive too." He proclaimed.

"The drive was fine until I started to install the bleeding game and now it just refuses to work and makes a sort of grinding noise."

My mate tried to calm the clearly upset man saying that the chances of a floppy disk physically breaking a disk drive are seriously remote, but this bloke was having none of it.

It was only when he removed the lid of the game box, that the awful truth began to dawn.

"Er.." my mate said, interrupted the ranting man. "How big would you say your disk drive is - roughly?" "I'm not sure, this PC lark is all new to me" The man said, "I'd say it was about 3 inches, or there about - at a guess, why?"

"But these disks are five-and-a-quarter inch floppies" said my friend.

"I know," said the man. "I had to fold them several times to make them fit and even then it was a bit of a squeeze..."

Well, that's a typical PC owner for you - isn't it?

Article by : Chris Shilton

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## 1.44 Web of the month

Web of the month

Dr Strange, Web Wanderer

Well, here it is, my first column for AIO. So, what is this thing?

Well, I go around that rather large collection of virtual real estate we call the Internet and pick out five choice sites that you might be interested in, one of which will be my Pick Of The Month (TM). They might be Amiga related, computer, or just general interest; you just never know with the good Doc. Enough talk, here we go.

No Amiga To Waste - <http://thunderstorms.org/NATW>

This first one is, naturally enough, Amiga related. A meeting place for Amiga users and potential developers, if you have an idea for a piece of software or other new product, then just post it here and some alert and ambitious programmer just might see it and do something about it. A great place for the two to meet.

Lurker's Guide TO Babylon 5 - <http://www.ntua.gr/Lurk>

If you're a Babylon 5 fan (and if you aren't, then you've been living under a prayer mat in east India), what between the characters, Toaster effects, and plot, then this is THE place to go. Episode Schedules, info on characters, races, and the Babylon 5 universe, episode descriptions (including remarks by Mr S. himself), and too much more to list here. Try it out.

Bill Gates Hate Gallery - <http://www.enemy.org/gallery>

The title here says it all. Pics, animations, cartoons, and what not all geared to poking fun at our favorite power-mad psycho-nerd. Good for a laugh, but be prepared to wait for all those images to load unless you have a fast modem.

Harmony Central - <http://www.HarmonyCentral.com>

If you're into music, be it computer, musical instruments, Midi, or anything else, then there is no better place to look. From industry news, , new products, keyboards, software, effects, articles, components, books,... Well, you get the idea. And if this isn't enough, they have links to even more music oriented sites.

Pick Of The Month:

Computer Stupidities - <http://www.rinkworks.com/stupid>

This one is my Pick Of The Month for the simple reason that I've spent a solid week going back there and I STILL haven't finished.

We've all heard them, those unbelievable stories of what some elements

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of the brain-dead general public do to their computers, the Cd-Rom drink holder that sort of thing. Well, within this site are stories that makes the CD-Rom cup-holder look intelligent. They're all here, from the guy who cleaned out the dust in his CD-ROM by washing it with soap and water, to tech support nightmares that will you pulling out your hair in fits of indignant frustration.

Everything in this site is categorized by the type of computer stupidity, be it hardware, software, tech support, modems, hard drives, and about 20 other categories. All are true stories (you just can NOT make this stuff up) handed in by other people who frequent the site, with more than a few that make you wonder if there shouldn't be a bottom limit on IQ to still be called Human.

So, if you're feeling low and want to feel like you're a super-genius, or if you have horror stories of your own you want to submit, then try this place out. From the person who thought that formatting a 3.5" floppy meant ripping that hard outer sheel off before sticking the flimsey round thing in the drive, to those that seem to think that every software application out there is called Windows (as opposed to Excell, Word, etc.), there's no end of fun here.

Well, that's all for now; I'm going back to Computer Stupidities to have some more fun!

Article by : Mark A. Tierno

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## 1.45 The Killing Ground

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 ...the sky used to be the limit...

...but now you can reach the Heavens...

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## 1.48 Necronomicon

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

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System Operator: Necromaster

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Running on: A2000 68040@33mhz 9 megs

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## 1.51 Mantasoft

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## 1.52 Various software for sale!

Second-hand games and utilities for sale. (UK)

(Originals, all boxed and with manuals etc.)

All are 3.50UKP each (plus postage and packing)

GAMES

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Alien Breed (Special Edition '92)

Alien Breed 3D

Alien Breed II  
Fears  
Sleepwalker  
Kings Quest I  
Caesar  
Betrayal  
Spoils of War  
Lemmings  
Oh no, more Lemmings  
Fifa International Soccer  
Heart of China  
1869  
Pinball Dreams

#### UTILITIES

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Maxon Magic  
DPaint III  
Photon Paint II  
KindWords (Word Processor)  
If interested, please contact: pam@mythos.u-net.com

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## 1.53 Tecno Database 98

Tecno Database 98

Only \$32

Technodatabase 98 is the first CD-ROM creation exclusively regarding the Techno movement. We are targeting to produce one new Technodatabase disk a year to keep you up to date on everything Techno has to offer.

In TDB 98 you'll find : Web sites (More than 3 hours of connection with a 28.8 ! modem), hyperguides (Technovision) as well as, more than 200 music modules, graphic & music tools, art painting creations, images, demos and animations .

Write :

NONAME

Place de la Mairie

31 160 ARBAS (France)

WWW :

[www.noname.fr/village/bartecno/tdb98.html](http://www.noname.fr/village/bartecno/tdb98.html)

Email :

[chridez@club-internet.fr](mailto:chridez@club-internet.fr)

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## 1.54 Your own advert

How to advertise in AIO

Advertising in AIO couldn't be simpler, send in your full page advert and we will print it for 3 issues after receiving it. You can advertise anything, from the latest game you made to your web page or even a company you run. Company adverts are welcome!

amiga@thefree.net

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## 1.55 Web plea

AIO plea for Donations

At current the AIO web page is not very easy to remember so we are trying to raise enough money to get a registered web domain being www.aio.co.uk or something similar. This would mean a more easy to remember web site giving more visits allowing AIO to reach a bigger audience and receive more readers contributions making the magazine overall better. If you can give £5.00 or \$10.00 or any amount whether it be smaller or bigger please send something as it is worth it in the long run. Please send any donations to :-

Chris Seward (AIO)

10 Scafell Close

Eastham

Wirral

Merseyside

L62 9EU

ENGLAND

If paying by UK cheque please make it payable to 'C.Brown'

People who send the stated amount or more will automatically be entered into a competition to win ALL of the following :-

Professional File System 2 (Worth £28 UKP/US\$57)

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Aga Experience 3 CD (Worth £14 UKP/US\$32)

Registered copy of CheatZone V1.4.3 (Worth £5 UKP/US\$12)

TechnoDataBase98 CD (Worth £14 UKP/US\$32)

Uropa2 CD (Worth £25 UKP/US\$52)

Total prize worth : £86 UKP/US\$180

(p&p paid by AIO)

We are trying to raise £241/US\$485 so far we have £10 UKP

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