

# **AIO**

Chris Seward

<b>COLLABORATORS</b>
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	<i>TITLE :</i> AIO		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Chris Seward	November 29, 2024	

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

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# AIO

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Volume 1 (17/5/97)  
**Welcome** Welcome  
**Gamers Corner** Games, Games, Games!  
**Util Freeks** Utils stuff in here!  
**NEWS** Latest News  
**Letters** Your Letters  
**TO LET** Advert space for rent  
**The Team** Who does what  
**Distribution** Where to get AIO from  
**Contact** Contact us

Welcome

Welcome to the very first issue of Amiga Information Online, we hope to bring you all the latest Amiga info that you want to know about. This 'Newsletter' will be published around the 20th every month (hopefully) so please do look out for future issues. This 'Newsletter' is made with Amigaguide so thanks to whoever makes the Amigaguide and thanks to whoever made Multiview! If you think your going to see the same old reviews and all the same news you've got another think coming, this 'Newsletter' will bring you the best and the latest news and even feature some special reviews and interviews. So what are you waiting for get reading.

Chris Seward - Editor

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## 1.3 Games, Games and more Games

Latest Games Reviews

[AFormulaOne](#) PlayStation FormulaOne on the Amiga?

[Euro League Man](#) Just another management game?

[ApexGolf](#) At last a new golf game!

[SoreFist](#) Renegade is back.

[Cheats N Tips](#) Cheats and Tips

## 1.4 Reviews on all the latest utils

Latest Util Reviews

[Ital 2.5](#) English-Italian Translator

[SWOSEd](#) SWOS Editor

[SWOSHD](#) SWOS Hd installer

[AmTerm](#) AmTerm V1.1

## 1.5 Latest Amiga news, read all about it

Latest Amiga NEWS

[Gateway2000](#) Gateway 2000 buy the Amiga

[Games 1997](#) List of games planned for '97

[Myst](#) ClickBOOM convert the PC hit to the Amiga

[Big Red](#) Big Red Adventure News

[Digital Candy](#) Digital Candy UK BBS moves number

[Next Month](#) Next months contence

## 1.6 Your letters and comments

Letters

As this is only the first issue we don't have any of your letters, but if you would like to share a comment with the rest of the Amiga World why not send one in. Please send all letters in English and please keep them about Amiga related subjects. The editor will reply to your letters in the 'newsletter' so please don't expect a personal reply.

Check out [Contact](#) for more information.

Email letters to : [Cool@Dcandy.demon.co.uk](mailto:Cool@Dcandy.demon.co.uk) - Subject 'Letters'

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## 1.7 Need something new, look here in the adverts

### Adverts

This magazine plans to give you all the latest and best news and reviews, we are also going to have this section open for adverts. If you would like to let everyone know about a new game/util or anything else you have made for your Amiga or on your Amiga then this is the place to send them to. Check out [Contact](#) to see how to get your advert to us. Games Developers/Software houses welcome to place adverts.

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## 1.8 Who does what and how to contact them

### The Production Team

If you've been wondering who brought you this great 'newsletter' look no further because here is the list of who does what and how to contact us.

Editor : Chris Seward

[Cool@Dcandy.demon.co.uk](mailto:Cool@Dcandy.demon.co.uk)

Deputy Editor : Alex Landa

Australian Reporter : Daniel Kitingan

[Gloves@senet.com.au](mailto:Gloves@senet.com.au)

Thanks to : CuAmiga & Amiga Format

If you would like to be an official AIO reporter for your country then please contact me (the editor) with a subject along the lines of 'Reporter' or something similar. JOB OFFER - If you would like to review util software then please get in touch with me.

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## 1.9 Where to get AIO from

### Distribution

To get the latest issue of Amiga Information Online please try one of the following official distributors/places below.

UK:

Digital Candy BBS : 01889 579854

Rest Of World:

Aminet : Docs/Mags

If you would like to be an official distributor for your country please get in touch as it would be a great help.

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## 1.10 Why not contact us

### Contact

If you would like to contact us please check below on how you should go about doing so.

Letters - Email : Cool@Dcandy.demon.co.uk - Subject 'Letters'

Adverts - Email : Cool@Dcandy.demon.co.uk - Subject 'Adverts'

Reviews - Email : Cool@Dcandy.demon.co.uk - Subject 'Reviews'

Letters - Letters should indicate somewhere whether you would like the letter published in the 'newsletter' or just to be taken note of by the editor. Please keep letters to the point and keep them about Amigas or Amiga related subjects.

Adverts - If you would like to advertize an Amiga creation that you want to let everyone know about please email us in advance before you send the advert. Publishers/Software houses welcome.

Reviews - If you want to review a new product, maybe something you have just downloaded or bought then please email us with your review.

JOB OFFER - If you would like to review the utils then please get in touch. Also if you would like to report on the Amiga in your country also get in touch.

A Snail-Mail address will be available soon so make sure you look out for the next issue which is coming soon with a few nice surprises.

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## 1.11 Digital Candy changes hands

### Digital Candy

After 3 years of running on an Amiga4000 Digital Candy one of the largest BBSes in the UK has changed hands. Digital Candy is a well known BBS in the 'Scene' it has all the latest demo/party releases and a mixture of other files that nowhere else has ever seen. Digital Candy has around 1000 users and offers free email access and also has all the latest Aminet CD-roms online at all times. It runs 24hrs 7 days a week and is hardly ever offline for problems. You can find the information below in the 'news release' :-

Dear user of Digital Candy,

A short time ago I announced that I wanted to sell the whole Digital Candy BBS system. Well a buyer for the complete set up has been found

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and I'm pleased to announce that DC WILL continue running as it is now but under a new Sysop and new number.

The move date is 6th April 1997.

The new number is 01889 579 854 (West Midlands).

The new Sysop is Simba.

All the Digital Candy accounts will be preserved, in fact the BBS will be exactly as you see it now, just on 5 nodes at first instead of 6. We will soon be back up to 6 lines though!

I will still be involved in DC as a remote co-sysop so you haven't escaped my watchful eye just yet!

Of course, thanks must go to all the guys that have made DC such a very special place in the 3 years it has been running.

PLEASE SUPPORT THE DIGITAL CANDY MOVE AND THE NEW SYSOP TEAM.

SPREAD THE WORD AND KEEP IT THE BEST THERE IS.

Your ex-sysop

Hybrid.

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## 1.12 Some games for release in 1997

Games list for 1997

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Name Developers / Publishers Release Date

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Bograts Vulcan Software / Vulcan OUT NOW

Trapped Oxyron / New Generation OUT NOW

Evils Doom Olympia Software / Olympia OUT NOW

Blobs Apex Software / Unknown OUT NOW

Tommy Gun Mutation Software / ? OUT NOW

Jet Pilot Vulcan / Vulcan Software OUT NOW

Chaos Engine II Bitmap Brothers / Bitmap Bro OUT NOW

Tiny Troops Phoenix / Vulcan Software OUT NOW

Burnout Scorpius / Vulcan OUT NOW

Atrophy Intersect / OTM Cancelled

Chtulu One Intersect/ Unknown Cancelled

Alternate Futures Intersect / Unknown Cancelled

Putty Squad System 3 / Acclaim Cancelled

NBA Jam Acclaim / Unknown Cancelled

Street Racer Ubi-Soft / Ubi-Soft Cancelled

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Sim Tower Maxis / Maxis Cancelled  
Seventh Sword Mendor Unknown / Grandslam Cancelled  
Reunion 2: Phoniex Grandslam / Grandslam Cancelled  
Breathless '96 Fields of Vision / Power C Cancelled  
White Death Unknown / Guildhall Leisure TBA  
Virtual Kart D'uxe Fabio Bizzetti /Unknown TBA  
Enigma Centillion Software / OTM TBA  
Champ Manager2 96/97 Eidos Interactive / Eidos TBA  
Pole Position Ascon Germany / Unknown TBA  
Star Fighter Fabio Bizzetti / OTM ON HOLD  
Uropa2 Austex Software / Vulcan Imminent  
Teenagent Silltunna / Silltunna Early '97  
Wingnuts Forgotten Myths / Unknown Early '97  
Access Denied 2 Solo Software / Solo Software Early '97  
Diamond Caves II Peter Elzner / Shareware Early '97  
Masterblaster II Alex Ivanof / Shareware Early '97  
Double Agent Flair Software / Flair Early '97  
Forgotten Forever Unknown / Unknown Early '97  
Cygnus 8 Applaud Software / Applaud S. Early '97  
Necromantics Effigy / Effigy Early '97  
Justice Silicon Cactus / Unknown Early '97  
Howzat Anco / Anco Early '97  
Gnomes Unknown/ OTM Early '97  
Max Rally Fortress / Unknown Early '97  
Minskies Furballs Binary Emotions / Guildhall Early '97  
Blitz Bombers Red When Excited / ? AGA Early '97  
Boulderdash 3D Unknown / Silltunna Early '97  
Pinball Brain Damage Unknown / Vulcan Early '97  
Quiet Please Tennis The Spookey Fellows / Guildhall Early '97  
Flyin' High P.U.R.E.-Design / Unknown Early '97  
Gun Fury Unknown / Guildhall January  
World of Golf Unknown / Guildhall January  
Traitor/Rage Unknown / Alternitive January  
Ffigy Effigy / Effigy January  
Urban Massacre Unknown / Shareware January/February  
Wasted Dreams Digital FX / Vulcan Software February  
Enforcer Vulcan Software / Vulcan S. February  
Worms Directors Cut Team 17 / Ocean February  
The Hunting Direct Software / ? February

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TFX DID / Ocean February  
Breed 2000 Vulcan / Vulcan Software February  
Valhalla 4 Vulcan Software / Vulcan S. February  
Turbo Tomato Halibut Software / (Shareware) Feb/March  
World of Formula One Apex Systems / Apex Systems March  
Alien Presence Apex Systems / Apex Systems March  
Hellpigs (CD-ROM) Unknown / Vulcan Software March  
Hellpigs (Disk) Unknown / Vulcan Software March  
Jetpilot Exp'n Disk Unknown / Vulcan March  
Zone 99 Aurora Works / Unknown March  
Burnout Exp'n Disk Unknown / Vulcan March/April  
Cold Blood Unknown / Vulcan March/April  
Ultra Violent Worlds Unknown / Vulcan March/April  
Strangers Unknown / Vulcan March/April  
Bloody-Blaster Twilite / Unknown Spring '97  
Castle Kingdoms Mutation / Mutation Spring '97  
Testament 2 Unknown / Unknown Spring '97  
Gilbert Goodmate Prelusion / Unknown Mid '97  
Foundation Paul Burkey / Unknown Mid '97  
Betrayed Aurora Works / ? November  
Fortress of Fear Unknown / Unknown Mid/Late 1997  
Five Aside Football Unknown / Vulcan 1997  
Football Director 3 D&H Games / Guildhall 1997  
Pro Rugby League Alternative / Alternative 1997  
Dominions 1 Intersect / Unknown 1997  
Rugby Boss Alternative / Alternative 1997  
Blitz Bombers 3D Red When Excited / ? 1997  
Totalitarian Stephen Strudwick / ? 1997

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Wales Voyage 2 Neo Software / Neo Software TBA  
Stunt Car Racer'96 Unknown / Unknown TBA  
Demistar Rios/Lebed Project / Unknown TBA  
Auto Racing Rios/Lebed Project / Unknown TBA  
Black Sanctuary Rios/Lebed Project / Unknown TBA  
3D Pinball Rios/Lebed Project / Unknown TBA  
Thunderstorm Unknown / Unknown TBA  
Rock Star Mirage Software / OTM TBA  
Alien Olympics Phoenix / Vulcan Software ON HOLD  
Maim & Mangle Zero-G Productions / Unknown TBA

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The Game Unknown / Unknown TBA  
Almagica DSP / Unknown TBA  
Super Ten. Master Mirage Software / Unknown TBA  
Genetic Species Ambrosia / Vulcan Software TBA  
Mircolyte Warriors ? / Guildhall TBA  
Clif Danger New Generation / ? TBA  
Epsilon ? / ? TBA  
Football Glory Ind. Croteam / ? TBA  
Death Angel Unknown / Alternitive TBA  
System III Unknown / Unknown TBA  
Shadow of the Devil Unknown / Unknown TBA  
Mortal Weapon Mirage Software / Guildhall TBA  
Cyberforce Mirage Software / Guildhall TBA  
Pinball Hazard Mirage Software / Guildhall TBA  
Gate 2 Freedom Mirage Software / Guildhall TBA  
Dan Wilder Mirage Software / Guildhall TBA  
Rooster Mirage Software / Guildhall TBA  
Project Battlefield Mirage Software / Guildhall TBA  
Slipstream Niki Hemmings / Unknown TBA  
Enigma Peter Spinaze / Unknown TBA  
Explorer2260 Digital Anarchy S. / Unknown TBA  
Phoenix Emmanuel Henn / Unknown TBA  
Y3D Unknown / Unknown TBA  
Quasar Wars Light Designs / Unknown TBA  
Dracula Unknown / Unknown TBA  
Portals Unknown / Unknown TBA

A daily updated version of this release schedule can be found at:

[Http://www.nutts.demon.co.uk/release.html](http://www.nutts.demon.co.uk/release.html)

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## 1.13 Gateway2000 buy the Amiga

Gateway2000 News Release

NORTH SIOUX CITY, S.D., March 27, 1997 - Gateway 2000, Inc. (Nasdaq: GATE)

today announced that the company has made an offer to acquire the assets of AMIGA Technologies including all patents, trademarks and trade names. The company is a subsidiary of ESCOM AG, a German-based computer company that went into bankruptcy in July of 1996. AMIGA led the industry in combining computer graphics, animation, and film sequences with stereo sound known

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today as multimedia.

The offer has been accepted by the court-appointed Administrator in Bankruptcy in Germany acting on behalf of AMIGA. The agreement is subject to regulatory approval.

"This acquisition is good news for Gateway and customers of AMIGA," said Rick Snyder, president and COO of Gateway 2000. "It will strengthen our intellectual property position and invigorate a company that has been a pioneer in multimedia solutions and operating systems technology."

AMIGA Technologies will be renamed AMIGA International. The company will operate as a separate business unit and will retain its current president, Petro Tyschtschenko, who will work to develop new products for the AMIGA market.

"Gateway 2000 will give us new life and energy for the future," said Tyschtschenko.

#### About Gateway 2000

Gateway 2000, Inc., a Fortune 500 company founded in 1985, is a global leader in the direct marketing of PCs. The company, headquartered in North Sioux City, South Dakota, has manufacturing facilities in the United States, Ireland and Malaysia, and employs over 9,700 people worldwide. Gateway 2000 products and services consistently win top awards from leading industry publications. In 1996, the company shipped 1.9 million systems and reported revenues of \$5 billion and net income of \$250 million.

#### About AMIGA

Since the introduction of the AMIGA A1000 in 1985, AMIGA has represented the embodiment of the efficient use of memory and hard drive capacity, while pioneering industry developments in multimedia, 32-bit multitasking and autoconfiguration.

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What Chris Seward the Editor of AIO had to say :-

"Gateway2000 came out of the blue, no-one expected them to buy the Amiga we all thought it would be QuikPAK or VIScorp. Now all we can do is hope and pray that Gateway2000 do something unlike Escom who just buggered the whole thing up, but i'm putting my full support behind Gateway2000"

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## 1.14 Myst come to the Amiga

Myst press release

Dear Amiga users,

We at PXL computers and clickBOOM brought to you Capital Punishment last November. It went on to become the biggest game of the year.

At the same time we promised more great things to come...

Today, we are proud to announce we are developing and publishing the Amiga version of Myst!

What can we possibly say about Myst that has not already been said a thousand times? It is hard to imagine a more important game for the Amiga, since Myst is the bestselling CD-ROM game ever!

Myst is not about polygons, frames per second, megahertz, or other 1997's jargon. It's a thinking man's game, with intelligent gameplay. It shows you don't have to be chasing bad guys with a shot gun to have fun with a computer game. In 1996 every team (including clickBOOM) was trying to squeeze the life out of the machine they were programming for, in order to get the fastest action. On the other hand, there was Myst with its brilliant adventure puzzles - and it became the bestselling game of the year for both PC and Mac!

Myst is what happens when a team of extremely talented and hard working people creates a vision. Cyan, developers of the original Myst, have done a tremendous job in the graphics and sound department, topping that with the best adventure puzzles.

Myst will also be the biggest challenge for the Amiga market. If it succeeds, you will be seeing many more hit games coming - some through us, some through other big companies who temporarily left the Amiga market.

Amiga version, like the original, will be CD-only. If you do not own a CD-ROM drive, you have a couple of months left to get it, or you will be lagging behind. For the rest of you, get a copy of Capital Punishment while you are waiting for Myst. :)

On Mac and PC, Myst was the first game to push hardware limits, requiring faster processor and a CD-ROM drive. It is clear we want to continue our revolution on the Amiga, and this time our task is to push the hardware limits.

The exact specifications for Myst are still not known. At the moment, it appears that the following requirements will be necessary:

Minimum Hardware:

CD-ROM drive

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AGA or Amiga with a video board

4Mb of FAST RAM

'030 CPU

Recommended Hardware:

8Mb of FAST RAM

'040 or better CPU

Specifications:

- OS-friendly
- Fully multitasking
- Video board support (CyberGraphX, Picasso 96) in 16 million colors
- AGA in 256 colors
- Hi-res screenmodes (productivity, double PAL/NTSC, interlace).

Developer: clickBOOM

Publisher: PXL computers

Release date: Summer

We will be constantly keeping you up-to-date with our development progress.

The best place for the latest information is our web site, located at

[home.ican.net/~clkboom/](http://home.ican.net/~clkboom/)

Additionally, Myst screenshots and sounds are available for download.

Prior to the release of the game, you will be able to enjoy some playable demos.

As always, feel free to contact us at [clkboom@ican.net](mailto:clkboom@ican.net)

Best regards from your clickBOOM team.

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## 1.15 The Big Red Adventure

The Big Red Adventure

The Big Red Adventure is finally going to hit the Amiga. It will be released at The World Of Amiga Show in London, England on the 17th of May. Power Computing will showing off and selling TBRD so you should get to there stand if you want it. It will be released as a CD-Rom game only due to the amount of locations. The screens of the game have been directly ported from the PC so they will be no different, it also means that the game is AGA only and has to be played in hi-res which may cause some problems to non-monitor owners. This is probably the biggest adventure on the Amiga boasting a huge 100 locations with taxing problems so it should last you a good while to. In a recent review in the English Magazine the CUAmiga it was rated 90% overall.

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## 1.16 Coming up Next Month...

Next Months Issue

Next month we'll have all the regular things like games reviews, utils reviews, letters, news, adverts and a whole lot more. Next month we'll also have an interview with the famous Paul Carrington from Vulcan Software to tell us how it all started. If you want to write a letter, article or advertize in the AIO please check out [Contact](#) section.

Well until next month - Chris Seward - Editor

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## 1.17 Alien Formula One

Alien Formula One

Alien Formula One is the BEST racing game i've ever seen. The graphics are console style and the speed is unbelievable even on an 020/25mhz A1200. The view is out of the front window, but this is optional and you can race in about 4 postions. If you like you can watch what the other cars are doing which is great on it's own seeing them speed around at great angles. The only real problem is the game is controled by the mouse which takes some getting use to but once you've masted that you'll never want to stop playing the game. AFormulaOne is in it's early stages and the author is very busy meaning that he doesn't have much time to program it, but maybe everyone should download it and give him some incouragement.

Avalible from : Aminet Games/?

Graphics : 89%

Sound : 60% What more do you want than a rumble of a car engine?

Playability : 90%

Lastability : 92%

Overall : 91% Download it NOW!

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## 1.18 Euro League Manager

Euro League Manager

Euro League Manager seems to just be another management game. It doesn't offer anything new and i can't justify why they've charged £19.99 for it. The layout and replay scenes are quite good but everything else has been done half heartedly. The major bad point is the teams don't use real players so most of the fun of a management game is taken out stright away.

Maybe you should wait for Championship Management 2 and then compare which one is the best. Overall if you just want a nice looking management game well then you should definitely get this.

Available from : Guildhall Leisure Services (01302 890000) £19.99

Graphics : 60%

Sound : 10%

Playability : 38%

Lastability : 45%

Overall : 51% OK to look at and fairly playable. Ish.

Review ideas taken from May '97 CuAmiga. Overall scores taken from CuAmiga

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## 1.19 ApexGolf

ApexGolf

At last we get a new golf game, but is it any good? This golf game is licenceware and is probably about that quality. The main sprite is pathetic but the ingame graphics and the courses are drawn quite good. There are 9 holes on the demo version and loads more on the full version. The game costs £14.99+75p P&P and is probably worth it the amount of holes you get. You can even play one player so if your bored and have noone to play with well this will cheer you up. Overall this game is great and should keep you busy for months.

Available from : DEMO Aminet Game/Demo

Graphics : 70%

Sound : 60%

Playability : 83%

Lastability : 88%

Overall : 79%

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## 1.20 SoreFist

SoreFist

Remember back to the days of Spectrums and Commodore 64s, do you remember a game called Renegade, for you that do this is an Amiga version of it. This version isn't as good as i remember the classic version but for you that haven't got Spectrums or C64s this will give you a good idea of what it was like. The basic idea is to go in and beat-up everyone up on the screen. You start in the middle with about 8 baddies around you and punch and kick and just hope you can beat them, after you've beat them

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all up a big hard end-of-level boss comes over and starts punching you, it's quite easy to kill the boss but getting to him is a bit to hard. Even on easy mode the baddies seem to over power you, but i suppose if you did have 8 people round you it'd be hard. This game is quite good actually and will give you some hours of enjoyment.

Avalible from : Aminet ??

Graphics : 76%

Sound : 70%

Playability : 79%

Lastability : 81%

Overall : 75%

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## 1.21 Cheats N Tips

Cheats N Tips

This section is going to be where the cheats are, if you have a cheat for a game them email us and tell us about it, it's worth it you get your name mentioned.

Tommy Gun - Level Codes

Paradise Island - 442244

Fairground - 867377

Sky Fortress - 835000

Space Mountain - 730098

David Trenholme, Darlington - Amiga Format

Primal Rage - Cheat

When swapping the final disk before a fight press the left mouse button instead of the joystick fire button. Then if you are losing your fight press the mouse for a 'new - challenger'

Graeme McDouall, Telford - Amiga Format

Zeewolf 2 - Level Codes

Mission 6 : ourgan

Mission 8 : jmargus

Mission 9 : stag

Mission 11 : kraken

Mission 14 : station

Mission 16 : gbull

Mission 18 : statipause

Mission 20 : doitnow

Mission 23 : shipdeck

Mission 25 : globoff

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Mission 26 : behave

Mission 29 : maxfuel

Mission 30 : pelpay

Mission 31 : domino

Mission 32 : steerdart

Daniel Rutherford, Newcastle - CuAmiga

NEXT ISSUE ALL THE CHEATS FOR WORMS THE DIRECTORS CUT!!!

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## 1.22 Ital 2.5

Ital 2.5

"Nel mezzo del viaggio della nostra vita lo ho trovato me stesso in una foresta oscura" - Dante, translated from Italian to English by human, and back to Italian by computer. Cards on the table, I can read only just read enough Italian to get a vague idea of what is being said but compared to the translation software which returned the phrase "for better or worse", via the Japanese, as "to decay or beat" Ital 2.5 looks good to me.

Ital 2.5 is a pre-release demo version. It will develop into something more comprehensive in time, but right now it works and it's free. It conjugates, it's context sensitive, and has a fair vocabulary.

It can translate on the fly or translate documents, has an ARexx port, and will even translate AmigaGuides. It does alas only translate one way. I guess the main use of it right now is to provide translations of your shareware docs.

Overall 4 out of 5

Review taken from MAY '97 CuAmiga - Thanks!!!

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## 1.23 SWOSEd

Sensible World Of Soccer Editor

SWOS has got to be one of the best football/management games on any platform even if it hasn't got fancy 64bit Graphics. Now for some of you that own the older versions the teams and players are out of date so this is where SWOSEd steps in. Even if you own the latest '96/'97 edition this can still be very useful. The basic idea is to edit whatever team you want, you can boost everything from how much there worth to the speed of the player. There's not really much more to it but this util is brilliant and I don't know how I lived without it. The only problem with it is that the English league is so big you cannot edit that as SwosEd won't directly compact it, you will need a program called ProPak. If you havn't got this then you don't know what your missing out on.

Avalible from : Aminet Game/Patch

Overall 4 out of 5

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## 1.24 SWOS HD installer

Sensible World Of Soccer HD installer

Another useful util is this one, the basic idea is to install SWOS to your HD so you don't have to bother with long disk access and you don't have to bother with disks at all. I was really looking forwards to installing SWOS '96/'97 to my HD with this installer but I was sadly dissapointed. The documentation states that you should be able to run SWOS directly from your HD but my problem is I have to use a boot disk. Although very fast I would have liked to beable to just click on it. Maybe this is just me so I won't put it down for that, but be warned it might not be as simple as clicking on an icon. Overall I would recommend this as it loads up very quickly indeed.

Avalible from : Aminet ??

Overall 3 out of 5

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## 1.25 AmTerm V1.1

AmTerm Version 1.1

Most of you who frequent BBSes will probably be using software like Ncomm, Term or Termite but now theres another option... AmTerm, out of all the four this uses the best interface boasting the easy to use MUI interface. Although it is no use what so ever if you don't own MUI it is still worth downloading if you do own MUI. The set up and prefs are easy enough to use so you won't get stuck setting them up, but when you resize the window and save it doesn't seem to save the window size, the ANSI colours are also quite anoying to set up if you don't have a clue about setting ANSI up. Overall this package has good points and bad points, you really need to check it out yourself to get the feel of it.

Avalible from : Aminet or BBSes

Overall 3 out of 5

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