

**ar203**

COLLABORATORS

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NUMBER	DATE	DESCRIPTION	NAME

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Click on the button of the BBS nearest you for information on that system.

» FidoNet Systems «

FREQ the filename "AR.LHA" for the most current issue of Amiga Report!

OMAHA AMIGANET	Omaha, Nebraska
NOVA	Cleveland, Tennessee
CLOUD'S CORNER	Bremerton, Washington
BIOSMATICA	Portugal
AMIGA JUNCTION 9	United Kingdom
BITSTREAM BBS	Nelson, New Zealand
REALM OF TWILIGHT	Ontario, Canada
METNET TRIANGLE	Kingston Upon Hull, England
AMIGA-NIGHT-SYSTEM	Helsinki, Finland
RAMSES THE AMIGA FLYING	France
GATEWAY BBS	Biloxi, Mississippi
TALK CITY	Waukegan, Illinois
AMIGA BBS	Estado de Mexico, Mexico
THE STYGIAN ABYSS	Chicago, Illinois

» Non-FidoNet Systems «

IN THE MEANTIME	.....Yakima, Washington
FREELAND MAINFRAME	.....Olympia, Washington
LAHO	.....Seinajoki, Finland
FALLING	.....Norway
COMMAND LINE	.....Toronto, Canada
RENDEZVOUS	.....New Zealand
LEGUANS BYTE CHANNEL	.....Germany
STINGRAY DATABASE	.....Muelheim/Ruhr, Germany
T.B.P. VIDEO SLATE	.....Rockaway, New Jersey
AMIGA CENTRAL	.....Nashville, Tennessee
CONTINENTAL DRIFT	.....Sydney, Australia
GURU MEDITATION	.....Spain

### 1.3 Amiga Report Main Menu

Columns and Features	News, Reviews, and More!
About AMIGA REPORT	Staff, Copyright information
Dealer Directory	Amiga Dealer Addresses and Numbers
Commercial Online Services	Sign-Up Information
FTP Announcements	New Files Available for FTP
AR Distribution Sites	Where to get AMIGA REPORT

Amiga Report International Online Magazine	Issue No. 2.03	January 21, 1994
"Your Weekly Source for Amiga Information"		

- The Editor's Desk
- The Grapevine
- The Humor Department
- Computer Product News
- Dealer Directory
- Reader Mail
- FTP Announcements
- The Listening Post
- Distribution BBS's

» SPECIAL FEATURES «

Emulation Rambler.....Jason Compton  
 Emulation Rambler Special..... Jason Compton  
 Aminet Games Index.....Author Unknown  
 Jaguar Games List.....STReport #10.03  
 CD32 Games List.....Gary Stimpson  
 Usenet Review: Colonial Conquest.....Marc Buhmann  
 Usenet Review: Pirates! Gold CD32.....Brian S. Mogged

- » Commodore Buyout??? ~ See Grapevine «
- » Client/Server and Teenage Sex ~ See Humor Dept. «
- » Jaguar given Best Game System Award ~ See Computer Product News «

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 %% DELPHI · PORTAL · FIDO · INTERNET · BIX %%  
 %%%

## 1.4 The Editor's Desk

%%  
 %% The Editor's Desk By Robert Glover %%  
 %%%

Is the world coming to an end or just freezing over? Los Angeles is shaking violently, the eastern US has been dumped on with snow, and the midwest is freezing solid. It hit something like -36 in Minneapolis the other night, and was down to -15 here in Omaha. The Twin Cities had wind chills in the -80 range, and ours were in the -40's. Egad. My car will barely run in that kind of weather! Spring, where are you???

I've changed jobs again, so as soon as I finish settling in at the new one, I should be able to devote more time to the magazine. With the first quarter of 1994 approaching, we should see some interesting new products appearing. Elsewhere in this issue is a re-print of Soft-Logik's press release for PageStream 3.0. We hope to see a final production copy of it sometime in March. The latest word from Supra is that the voice-mail chip for their modems will appear next month, though I doubt it will have any direct Amiga support. But it'll keep third party vendors busy.

Fred Fish's second CD ROM will be out shortly, and more and more games are appearing for the CD32. More than I expected anyway. Maybe I'm still used to Atari's sluggishness in terms of game releases. I'm still waiting for the Asteroids/Missile Command combo cartridge for my Lynx that they announced nearly two years ago. ;)

Hopefully, between Jaguar and CD32, we can kick the crap out of the Japanese videogame makers Sega and Nintendo. Nintendo's Saturn system, which is a collaboration with SGI, isn't due out until this coming fall at

the earliest. That gives Jaguar and CD32 a very large lead on establishing a market. Hopefully \_marketing\_ will take place in both cases, and we'll see them do really well. It's time America got back on top in something!

Rob @ AR

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## 1.5 Delphi

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%      Delphi Internet Services -- Your Connection to the World!      %%
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Amiga Report International Online Magazine is available every week in the Amiga SIG on DELPHI. Amiga Report readers are invited to join DELPHI and become a part of the friendly community of Amiga enthusiasts there.

### SIGNING UP WITH DELPHI

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Using a personal computer and modem, members worldwide access  
DELPHI services via a local phone call

### JOIN -- DELPHI

-----

Via modem, dial up DELPHI at 1-800-695-4002  
then...

When connected, press RETURN once or twice  
and....

At Username: type JOINDELPHI and press RETURN,  
At Password: type AMIGAREPORT and press RETURN.

DELPHI's best plan is the 20/20 plan. It gives you 20 hours each month for the low price of only \$19.95! Additional hours are only \$1.50 each!  
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For more information, and details on other plans, call  
DELPHI Member Services at 1-800-695-4005

### SPECIAL FEATURES

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- Complete Internet connection -- Telnet, FTP, IRC, Gopher, E-Mail and more!  
(Internet option is \$3/month extra)
- SIGs for all types of computers -- Amiga, IBM, Macintosh, Atari, etc.
- Large file databases!



- SIGs for hobbies, video games, graphics, and more!
- Business and world news, stock reports, etc.
- Grolier's Electronic Encyclopedia!

DELPHI - It's getting better all the time!

## 1.6 AR Staff

%%
 The Amiga Report Staff
 %%
 %%

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=====

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## 1.7 Computer Product News

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**\*\* Motorola's 4th Quarter Earnings Up \*\***

Motorola Inc. reported its fourth quarter earnings rose 87.8% due to record sales and continued export growth. Reports say that the company's profits rose to \$340 million (or \$1.15 a share) in the three months ended Dec. 31, up from \$181 million (or 64 cents a share) for the same period a year ago. Sales rose 35% to \$4.99 billion from \$3.71 billion in the last quarter of 1992.

**\*\* NEC, Toshiba Develop DRAM \*\***

A new low-voltage 16-megabit DRAM (dynamic random access memory) chip for portable PCs has been developed by NEC Corp. and Toshiba Corp.

Officials of the companies said the 3.3-volt chips have a 16-bit input and output structure that makes them more efficient, prolonging PC battery life.

A Fujitsu Ltd. spokesman said that firm is developing a similar chip and plans to begin production in the first half of the year.

**\*\* PC World and Newsweek Plan Joint Computing Reports \*\***

PC World and Newsweek magazines have announced that they will jointly publish four special computing reports in 1994. The special sections will focus on developments in the small office, home office (SOHO) computer market. They will be prepared by the editors of PC World. The four sections will appear in issues of both PC World and Newsweek in April, June, September and December.

"We estimate that by 1996, SOHO computer users will account for more than \$15.5 billion in U.S. PC purchases, over 55% of the anticipated total PC market in the country," says PC World Publisher Rich Marino. "It is increasingly important for high-tech marketers to reach this growing market."

**\*\* CompuServe Lowers Hourly Charges by 40% \*\***

CompuServe announced this week it is lowering connect charges by 40% for hourly-priced services, such as forums, travel services, financial services, reference databases and entertainment offerings. Reports say that the lowered charges, which are for those members subscribing under CompuServe's Standard Pricing Plan, take effect Feb. 6.

The new rates are \$4.80 per hour for 300, 1,200 and 2,400 baud rates and \$9.60 for 9,600 and 14,400 baud rates.

In addition to hourly-priced services, CompuServe members have access to more than 50 basic services for a flat fee of \$8.95 per month. CompuServe offers access at modem speeds of 14,400 bits per second in many major cities, the only major online service to do so, and at the same cost as access at 9,600 bits per second.

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**\*\* CompuServe to Provide Local Customer Support in Mexico \*\***

CompuServe Inc. also announced this week that it will provide local customer support and network access to CompuServe Information Service members in Mexico beginning this spring.

CompuServe provides local-dial access through its own network nodes from 17 major cities in Europe and has member support offices in Bristol, England, Munich, Germany, and Paris. CompuServe also has licensing or affiliate agreements in Japan, Australia, New Zealand, Taiwan, South Korea, Hong Kong, Israel, Hungary, Chile, Venezuela and Argentina.

**\*\* Nintendo Settles Copyright Suit \*\***

A copyright infringement suit between Nintendo of America Inc. and United Microelectronics Corp. has been settled out of court. Terms calls for UMC to take steps to combat piracy of Nintendo video games, the firms said.

The settlement ends litigation of a federal suit filed in 1991 by Nintendo against UMC, of Hsinchu City, Taiwan, and its U.S. subsidiary, Unicorn Microelectronics Corp. of Santa Clara, Calif., and several individuals associated with the companies. In that action, Nintendo alleged copyright and trademark infringement in the sale of counterfeit Nintendo video games.

The case was dismissed "with prejudice," which prevents either side from bringing another action in the matter.

**\*\* IBM Awarded Most Patents in 1993 \*\***

IBM Corp. reports that it ranked first in the number of patents awarded in 1993 by the U.S. government, marking the first time since 1985 that an American company has headed the list. IBM received 1,088 patents, followed by Toshiba Corp., Canon KK and Eastman Kodak Co., according to IFI/Plenum Data Corp. In 1992, the first four companies were all Japanese.

The IBM patents were almost exclusively in the field of information processing, with an increase in software-related inventions.

**\*\* World Workstation Market Soars \*\***

The world workstation market will more than quadruple in revenues and grow by more than 10 times in unit sales by the end of the century, reports Frost & Sullivan/Market Intelligence, the Mountain View, Calif.-based market research firm.

The company states that sales will swell from \$10.6 billion in 1992 to \$20 billion in 1995 and \$48.7 billion in 1999 at a 24% compound annual rate.

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Enterprise workstations will pace the market's growth, increasing from 32% of all worldwide workstation revenues in 1992 to 51% by 1999.

**\*\* Magazine Says Pentagon Proposes Limiting Internet Army Links \*\***

A computer magazine says it has learned U.S. defense officials, fearing the possibility of computer intruders, are moving to limit military links to the international Internet network.

The magazine, Network World, reported a plan to add a protective gateway or relay to the worldwide Defence Data Network (also called Milnet) has caused an uproar among computerists in and out of the Pentagon.

The publication says a notice from the defense department's network planning group said the gateway's introduction was due early in 1994, but that so far the plan has not been implemented and Internet users still have direct links to the Milnet.

**\*\* Smart Device Shipments Soar \*\***

New York-based market researcher, LINK Resources, reports that shipments of all types of "smart" handheld devices -- including high-end organizers, personal digital assistants (PDAs), personal communicators and some handheld CD-ROM products -- grew from 600,000 units in 1992 to 779,000 units in 1993.

LINK Resources forecasts a 45.7% compound annual growth rate over the next five years for these devices, with over five million units shipping to business and home users in the U.S. in 1998.

LINK forecasts that annual shipments will increase in value from \$454 million to \$3.3 billion during this period, while the installed base grows to 9.5 million devices.

**\*\* Canadian Teen Accused of \$500,000 Fraud \*\***

An unidentified Toronto teenager has allegedly used a computer to defraud cellular phone network of \$500,000 worth of long distance calls.

Authorities are quoted as saying the teen changed the greetings in the voice mailboxes so the new greetings could be used to approve calls billed to the Rogers Cantel Inc. network.

"About \$200,000 worth of calls were billed to a single phone number over a 17-day period". "Cantel blames Bell Canada's new automated long-distance billing service, and is fighting with the phone company over who should pay for the losses."

An industry analyst estimated long-distance fraud costs North American companies \$2 billion a year, much of it by computer intruders.

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**\*\* Who's a 'Butthead'? \*\***

It all started when famed scientist Carl Sagan reportedly complained to Apple Computer Inc. that he didn't appreciate his name being borrowed as the internal code name for a new Apple computer.

Reports say that after receiving the complaint, Apple changed the internal code name of the upcoming model from "Carl Sagan" to "Butt-Head Astronomer."

Sagan supposedly asked the company to stop using his name after an article about the new model appeared in MacWEEK magazine.

Reportedly, the Butt-Head Astronomer system -- well, "BHA" for short -- is one of three Apple models to use the PowerPC microprocessor developed by Apple, Motorola Inc. and IBM.

**\*\* Practical Peripherals Cuts Costs \*\***

Practical Peripherals this week cut prices by up to \$100 on eight of its high-speed data and fax modems for PCs and Macintosh computers.

Practical says its PM14400FX PKT pocket modem, formerly priced at \$499, has been reduced to \$399.

Meanwhile, the PM14400FXMT V.32bis desktop modem offering 14400bps data and 14400bps fax capabilities, was reduced to \$259 from \$299.

Other PC modems affected by the price reduction are the PM14400FX, reduced from \$259 to \$229; the PM9600FXMT, down from \$249 to \$219, and the PM9600FX, from \$229 to \$199.

Three Macintosh modems in the price cut are the PM14400FX PKT/Mac, from \$529 to \$429, the PM14400FXMT/Mac, down from \$299 to \$279, and the PM9600FXMT/Mac, cut from \$269 to \$229.

Practical notes all the modems feature DTE (computer to modem) speeds up to 57,600bps, both Class 1 and Class 2 fax support, V.42 error control, V.42bis data compression, send/receive fax and are compatible with the Hayes standard AT command set. Each comes with data and fax communications software.

**\*\* Atari Jaguar Grabs Top Awards at CES \*\***

Atari Corp. announced this week that the Atari Jaguar 64-bit interactive multimedia game system has been named the industry's "Best New Game System" (VideoGames Magazine), "Best New Hardware System" (Game Informer) and "1993 Technical Achievement of the Year" (DieHard GameFan). The awards were presented last week at the Winter Consumer Electronics Show in Las Vegas. In addition, VideoGames Magazine selected a Jaguar advertisement as "1993's Best Print Ad" and Electronic Games voted Jaguar's newest software title, "Tempest 2000," the "Best Game of the Show."

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"We are excited the industry's premier publications have recognized Jaguar," said Sam Tramiel, president of Atari. "We developed Jaguar's 64-bit technology to raise the standard for game system performance, making Jaguar the most powerful, affordable system on the market. It is an honor to know that the leading trade magazines and their readers recognize our efforts."

"We created the 'Best New Game System' award specifically for Jaguar," said Chris Gore, editor of VideoGames Magazine. "Atari developed a new game system with innovative hardware and software that delivers a performance level currently not available in the market at a price people can afford. It eclipses 3DO as the best bang for your buck."

On Game Informer's decision to vote Jaguar "Best New Hardware System," Editor Andy McNamara said, "With enough raw processing power to take out the big boys, Atari has a winner on its hands. Of course, it will need great software, but if games like the pack-in Cybermorph set the standard, Atari is definitely on its way."

Atari Corp. manufactures and markets 64-bit interactive multimedia entertainment systems, video games and personal computers for the home, office and educational marketplaces. The Sunnyvale-based company manufactures the Jaguar products in the United States.

**\*\* Atari Jaguar Poised to Pounce Nationally in 1994 \*\***

Atari Corp. also announced this week that the company plans to roll out Jaguar(TM) -- the world's first 64-bit interactive multimedia home entertainment system -- in the first half of 1994. In addition, Jaguar and its first four software titles, "Cybermorph," "Raiden," "Evolution Dino-Dudes" and "Crescent Galaxy," will continue to ship steadily to stores in New York and San Francisco.

"We look forward to extending Jaguar's success in the New York and San Francisco markets by implementing a nationwide rollout of the product in 1994," said Sam Tramiel, president of Atari. "What is especially rewarding is customer response to Jaguar -- it's great to see how people react to the system. We are committed to making Jaguar the world's number one game platform and this is a powerful start."

"Sales of the Jaguar couldn't better. All of our units sold out in one day and we've got a list of more than 100 people waiting for our next shipment," said Gary Jockers, general manager, FAO Schwarz, San

Francisco. "The new titles we received are selling out as fast as the systems. Our customers are clamoring to get these new games. Now that we've got all of the current game titles available for Jaguar, the demand is only increasing for more units."

Atari Jaguar is the world's first 64-bit interactive multimedia home entertainment system and is the only video game system manufactured in the United States. Atari expect to deliver its Jaguar CD-peripheral in the second half of 1994 at a suggested retail price of \$200.

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**\*\* IBM Cuts Pentium-Based PC's 10% \*\***

Prices of all the IBM PCs built around Intel Corp.'s Pentium micro-processor are being cut by more than 10%, according to officials with IBM's wholly owned Ambra unit.

Analysts said the competing PowerPC chip -- developed by IBM, Apple Computer Inc. and Motorola Inc. -- costs less than the Pentium because it is easier to make.

Last month Intel said it will cut prices on its Pentium chip by 14% to 18% this year to build market share as production speeds up.

Also, IBM is introducing two new high-performance options for its Pentium-based systems: a Matrox MGA II+ video card and the Adstar 1GB hard drive.

**\*\* Tandy to Open More Supercenters \*\***

Tandy Corp. is set to open 24 Computer City SuperCenters and six new Incredible Universe consumer electronics stores this year. Sources quote Tandy as saying the stores will add 3,600 new jobs throughout the United States.

**\*\* Packard Bell Moves Tech Support to Magna, Utah \*\***

Packard Bell's technical support operations is moving from Los Angeles to Magna, Utah. The company also considered sites in Tucson, Arizona, Colorado Springs, Colorado, and Portland, Oregon.

Utah state officials said the move will create about 600 jobs, with the PC maker using 35,000 square feet of space.

**\*\* First MAC Nubus Hardware Announced \*\***

Digital Communications Associates (DCA) says it will deliver token ring and coaxial adapters for Macintosh NuBus machines.

DCA believes these are the first interface cards available for Apple's seven-inch form factor NuBus computer systems.

The MacIRMAtrac NuBus Token Ring and MacIRMA NuBus Coax are network adapters designed for the Centris 610, 660 av and the Quadra 610, 660 av series of Macintosh computers. They also work on older NuBus machines.

The Token Ring card features its own memory for downloading microcode and to provide higher performance levels. The Coax card features RAM-based hardware which allows product upgrades through software updates.

Both DCA products will be available next month through DCA's standard distribution network. The Token Ring adapter carries a suggested price of \$895. Retail price on the Coax adapter is \$1,195.

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Additional information is available from DCA at 800/348- 3221. International customers may fax product or pricing requests to 404/442-4364.

## 1.8 PageStream 3.0

PAGESTREAM 3.0 AMIGA  
PRESS RELEASE  
FOR IMMEDIATE RELEASE

Contact: Ellen Kazmaier (314) 894-8608  
Director of Marketing (800) 829-8608

Soft-Logik Presents An In-Depth Preview Of PageStream 3.0 Amiga!

St. Louis, Missouri (September, 1993) Soft-Logik Publishing Corporation will present an in-depth preview of PageStream 3.0. PageStream 3 is a completely new version of the #1 desktop publishing program on the Amiga. Adding a comprehensive list of features that users have requested, PageStream 3 surpasses its competition.

PageStream 3 is the ideal program for any desktop publishing project. It can be used to write letters, produce high-end color separations and publish complex books with multiple sections and chapters. The new trapping and plate control features makes PageStream 3.0 a leader in the emerging pre-press field.

PageStream 3 breaks new ground with a dual paragraph and character style system that allows style override, style ripple and object styles. The new style system makes applying attributes to text and objects easier than ever before. PageStream's flexible toolbox allows users to choose between small, large, vertical and horizontal toolbox layouts. There are even floating panels for fonts, colors, styles, macros and pages to make editing easier.

PageStream 3 offers an incredible array of document formatting features. Auto-kerning and auto-hyphenation have been added, and text styles are configurable, including changing the shadow type and offset, and the underline method. The tab feature allows left/center/right alignment on any character, and dot leaders (filled tabs) can be made with any character.

PageStream 3.0 now supports the PANTONE(R) Color System. PageStream 3.0 uses this industry standard to provide printed color accuracy with guaranteed results. In addition to PANTONE support, PageStream 3.0 offers support for spot and process color, and CMYK, HSV, and RGB color models.

PageStream has always been the import format champion with numerous formats supported. Import a Word Perfect file and export a Final Copy document. Or import an IFF ILBM and export it as TIFF. Import an Adobe Illustrator 3.0 EPS file, interpret it into a structured drawing, and

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dissolve it into component shapes and paths.

And the newly added format of translating Professional Page documents. Users of Gold Disk's Professional Page desktop publishing program can now make the transition to PageStream painlessly. Converting a Professional Page document for use in PageStream is a simple task.

PageStream 3 adds the power of ARexx without adding the complexity. ARexx scripts can be written from scratch or recorded within the program. Scripts can then be played back, without knowledge of ARexx programming. PageStream 3 features an extensive ARexx command set that will satisfy any power-user.

The PageStream 3.0 publishing system comes with the PageLiner 2.0 text editor and the BME 2.0 bitmap editor. These programs are linked to PageStream with the included HotLinks 2.0, the Amiga data exchange standard.

PageStream 3.0 will be available in the first quarter of 1994 for \$395. Customers who purchase a full copy of PageStream 2.2 after March 15, 1993, are eligible for a free upgrade to version 3.0 by mailing their registration card, proof of purchase and \$5 for shipping and handling, to Soft-Logik. Previous purchasers can upgrade for \$125 if they own PageStream 2.0 or higher, or for only \$95 if they also own HotLinks Editions. Professional Page owners can upgrade to PageStream for \$175. (limited time offer)

PageStream 3.0 will change the way you think about publishing.

[Editor's Note: The latest news is that PGS3 is set for release sometime in March of 1994. Hopefully it'll actually make it this time. I'm eagerly awaiting it!]

## 1.9 Chaos v5.2

Chaos available for FTP

TITLE

Chaos - The Chess HAppening Organisation System

VERSION

5.2

AUTHOR

Jochen Wiedmann

E-Mail: wiedmann@mailserv.zdv.uni-tuebingen.de

DESCRIPTION

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Chaos is a program that manages single-player chess-tournaments using a font-adaptive full-Intuition-GUI created using MUI. This is an update to version 5.1a. See CHANGES below.

Available pairing modes are:

- Swiss pairing
- Round Robin (FIDE-System)
- Round Robin (Shift-System)

Available output (to printer, screen or file):

- List of players (short or long)
- Results
- Table (all players or special groups, juniors for example)
- Table of progress aor Cross Tables (all games of all rounds)
- Internal ratings and German DWZ (close to USCF-rating or ELO)

Localizing (default language is english)

Limitations:

- Number of players limited by RAM (2 KBytes and additional 100 Bytes Stack per player suggested)

#### CHANGES

- GUI created with MUI instead of GadToolsBox
- AREXX port (full control from AREXX scripts, can be run as a batch program)
- possibility to set games (swiss pairing only)
- importing players from previous tournaments (possiblity to use a player database)

#### SPECIAL REQUIREMENTS

Commodore Amiga running  
Kickstart/Workbench 2.0 or later

MUI, V1.3 or later

(Commodore Installer)

#### HOST NAME

FTP/Internet: AmiNet (ftp.wustl.edu) and mirrors  
chess.uoknor.edu and mirrors

#### DIRECTORY

pub/aminet/game/think (Aminet)  
pub/chess/Amiga (chess.uoknor.edu)

#### FILE NAMES

Chaos5\_2bin.lha  
Chaos5\_2src.lha

#### DISTRIBUTABILITY

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Freely distributable, Copyright by the author, subject to the GNU General Public License.

## 1.10 Extracmds v2.1

ExtraCmds for Shell available for ftp.

### TITLE

ExtraCmds

### VERSION

Public Release 2.1

### AUTHOR

Torsten Poulin Nielsen  
torsten@diku.dk

### DESCRIPTION

ExtraCmds is a collection of AmigaDOS Shell commands.

This release contains the following commands:

- o Common      reports lines common to two files.
- o Compare     compares two files.
- o Concat      concatenates and prints files.
- o Copyright   prints embedded copyright messages.
- o Count       counts chars, words, and lines.
- o DirTree     prints directory trees.
- o Find        is a very powerful Swiss Army Knife style  
              file finder with an ARexx interface. It is  
              similar to Unix find.
- o Head        prints the first few lines of files.
- o Lower       runs a command at another priority.
- o Prepare     extracts words from text files.
- o Split       cuts a file to pieces.
- o SplitName   splits file names into their components.
- o Tee          is a pipe fitting.
- o TestBits    is for testing file protection bits  
              in scripts.
- o TimeCom     times a command.
- o Unique      removes copies of identical lines.
- o Usage       shows the space used by directories.

The text processing commands are able to read from their standard input, and/or write to their standard output, making it possible to use them as filters in a shell that supports pipes.

The package is available in two forms: A full distribution that includes the full source and documentation, and a small,

---

binary, one, that contains only the seventeen executables and the formatted manual pages.

#### HOST NAMES

ExtraCmds 2.1 is available on all Aminet sites:

Scandinavia	ftp.luth.se	130.240.16.3
Switzerland	litamiga.epfl.ch	128.178.151.32 (*)
Germany	ftp.uni-kl.de	131.246.9.95
	ftp.uni-erlangen.de	131.188.1.43
	ftp.cs.tu-berlin.de	130.149.17.7
	ftp.uni-paderborn.de	131.234.2.32
USA	ftp.etsu.edu	192.43.199.20
	wuarchive.wustl.edu	128.252.135.4
UK	src.doc.ic.ac.uk	146.169.2.1
Australia	splat.aarnet.edu.au	192.107.107.6 (*)

(\*) closed 6:30am to 4pm weekdays

#### DIRECTORY

/pub/aminet/os20/cli

#### FILE NAMES

ExtraCmds2lp.lha (241158 bytes) Full distribution.  
ExtraCmds2lp-bin.lha (40724 bytes) Binary distribution.

#### SPECIAL REQUIREMENTS

ExtraCmds requires at least AmigaDOS 2.04 (V37). No special shared libraries are needed. ARexx is supported by Find, but is not required.

#### DISTRIBUTABILITY

ExtraCmds is distributed under the terms of Version 2 of the GNU General Public Licence.

## 1.11 Forcelcon v1.2

ForceIcon 1.2 - Patched announcement

#### TITLE

ForceIcon

#### VERSION

1.2

#### COMPANY

None working for

---

## AUTHOR

Kai Iske  
Brucknerstrasse 18  
63452 Hanau  
Germany  
Tel.: +49-(0) 6181-850181  
  
email: kai@iske.adsp.sub.org  
iske@informatik.uni-frankfurt.de

## DESCRIPTION

ForceIcon is an utility mainly for users of CDRom drives. Since one can not snapshot the position of a volume's icon, nor replace it by a user-defined one, I wrote this utility. ForceIcon allows you to set the position of a disk's icon and/or replace it by a different image/icon which doesn't have to be a disk.info file. All types of ".info" files may be selected.

## NEW FEATURES

You may copy an entry now, ie. all the settings for an existing entry may be copied to a new entry, so that you may easily create entries for CD0:-CD5: or whatever, without having to re-enter all the settings

## SPECIAL REQUIREMENTS

Only OS 2.x and up

## HOST NAME

wuarchive.wustl.edu (128.252.135.4)

## DIRECTORY

/pub/aminet/os20/wb/

## FILE NAMES

ForceIcon12.lha ; program, docs and source

## PRICE

GiftWare, i.e. anything you like ;)

## DISTRIBUTABILITY

GiftWare

--- Kai Iske (ETGxxx)  
IRC-Nick: kiske

Brucknerstrasse 18, 63452 Hanau, Germany, Tel.: +49-(0) 6181-850181  
Fido : Kai Iske, 2:244/6302.11, Z-Net : KAI@SWEET.ZER

---

```
internet : iske@informatik.uni-frankfurt.de
usenet   : kai@iske.adsp.sub.org
-----
- Life sucks - Al Bundy -
```

## 1.12 MCalc v1.2

MCalc 1.2 - Patched announcement

### TITLE

MUIProCalc (MCalc) MUI'Programmer'Calc

### VERSION

1.2

### COMPANY

None working for

### AUTHOR

Kai Iske  
Brucknerstrasse 18  
63452 Hanau  
Germany  
Tel.: +49-(0) 6181-850181

email: kai@iske.adsp.sub.org  
iske@informatik.uni-frankfurt.de

### DESCRIPTION

MUIProCalc is a MUI-based calculator much like Jimmy Yang's Calc 3.0. It still lacks the plotter, but it offers a quite flexible history facility for inserting previously entered expressions. Different output formats offered and plenty of functions the user may choose from. Furthermore the look of the calculator may be customized. ARexx Port for ease of calculating from within an editor. Some functions are able to return TeX compatible output. Results or inputs may be copied to the Clipboard.

MUIProCalc comes with a fancy GUI you may configure to your needs. Function gadgets may be flipped through using pages so that they don't eat up too much of space. MUIProCalc supports an input/output history you may configure so that you may re-insert previously entered expressions/results. History entries may be copied to a userdefinable clipboard unit. It features various display/output bases such as decimal, hexadecimal, octal, and binary and of course calculation sizes ranging from 8 Bit to 32 Bit width. Angles may be displayed as radians or degrees. MUIProCalc offers an ARexx port you may use to calc expressions externally. These commands are able to return TeX compatible output

such as "`1\cdot 10^{-5}`". It comes with two example scripts for use with CED Pro.

#### NEW FEATURES

- ARexx Port added so that you may calculate expressions from within an editor. Some ARexx functions may return TeX compatible output which may be directly used within a mathematical TeX environment
- Calculation problems fixed
- You may copy history lines to the Clipboard now
- Some more shortcuts

#### SPECIAL REQUIREMENTS

Only OS 2.x and MUI (MagicUserInterface by Stefan Stuntz)

#### HOST NAME

wuarchive.wustl.edu (128.252.135.4)

#### DIRECTORY

/pub/aminet/os20/util/

#### FILE NAMES

MCalc12.lha ; program, docs and source

#### PRICE

GiftWare, i.e. anything you like ;)

#### DISTRIBUTABILITY

GiftWare

--- Kai Iske (ETGxxx)  
IRC-Nick: kiske

Brucknerstrasse 18, 63452 Hanau, Germany, Tel.: +49-(0)6181-850181  
Fido : Kai Iske, 2:244/6302.11, Z-Net : KAI@SWEET.ZER  
internet : iske@informatik.uni-frankfurt.de  
usenet : kai@iske.adsp.sub.org

-----  
- Life sucks - Al Bundy -

## 1.13 MUIBuilder v1.0

MUIBuilderV1.0 available for FTP

## TITLE

MUI-Builder

## VERSION

1.00

## COMPANY

None

## AUTHOR

Eric Totel  
5 rue Riquet  
31000 Toulouse  
France  
email: totel@laas.fr

## DESCRIPTION

MUI-Builder is an application builder for MUI programs. It will allow beginners and other programmers to build their Graphic User Interface very easily.

It generates C or E code for MUI.

With the many options of MUI-Builder, you will be able to generate precisely the part of the source code you really want, and not only the whole interface. This will permit you to easily maintain your code without losing your previously modified program, each time you change your interface. Moreover you will be able to design the inline hypertext guide from MUI-Builder by attaching a help text to each GUI-Object of your interface. The builder will be able to create the AmigaGuide documentation automatically.

## SPECIAL REQUIREMENTS

- MUI
- OS 2.x and up

## HOST NAME

Any aminet site such as: wuarchive.wustl.edu or ( in europe )  
ftp.luth.se

## DIRECTORY

/pub/aminet/dev/gui

## FILE NAMES

MUIBuilder.lha ( program, docs, and examples )



## PRICE

GiftWare ( send what you like )

## DISTRIBUTABILITY

GiftWare.

## 1.14 ReqTools v2.2

ReqTools 2.2 - RTPatch 1.3

## TITLE

ReqTools

## RELEASE

2.2 (38.1194)

## AUTHOR

Nico Francois  
nico@augfl.be

## SHORT

ReqTools 2.2 - the requester toolkit library

## DESCRIPTION

reqtools.library is a standard Amiga shared, runtime library. The purpose of ReqTools is to make it a lot quicker and easier to build standard requesters into your programs. ReqTools is designed with Commodore's style guidelines in mind, all requesters have the look-and-feel of AmigaDOS Release 2.

ReqTools features the following requesters: a query requester, a string requester, a number requester, a file requester, a font requester, a palette requester, a volume requester and a screenmode requester.

Also included are RTPatch (1.3) and RextReqTools (1.2e):

RTPatch is a small program that will re-route functions from most popular requester libraries to ReqTools. Libraries currently supported are Arp, Req and Asl. RTPatch will also patch some functions in Intuition to give you improved system requesters.

RextReqTools gives ARexx users easy access to a large family of requesters. All requesters are easy to use; they require one or no arguments. But the requesters also have a lot of power through several optional arguments and through tagstrings.

---

RexxReqTools itself doesn't implement any of these requesters, it is a link between ARexx and ReqTools.

## NEW FEATURES

### ReqTools 2.2:

(NOTE: All changes listed below are for the Kickstart 2.0 and higher version of the library (unless stated otherwise). Development of the 1.3 compatible version of ReqTools has more or less stopped.)

- o File, font and screenmode are now able to use proportional fonts, making them truly font-sensitive. Palette requester will accept and use a proportional font on Kickstart 3.0 or higher only. Note: this required a small catalog change, so be sure to update your catalogs.
- o Added cool LED indicator left of the drawer gadget in the file requester (optional).
- o File requester will now make sure 'freq->Dir' and 'filename' are up-to-date when a callback hook is called (RTFI\_FilterFunc and RT\_IntuiMsgFunc). If you want to rely on this please check for this `_exact_` release of ReqTools (or higher of course).
- o File requester will show file sizes in localized form now.
- o Screenmode requester now handles color depths greater than 8192 colors correctly (will use 16K, 32K, 16M,... for high color values). Previously the window borders could get overwritten, oops :-)
- o Removed hardcoded monitor names from screenmode requester code and made screenmode requester construct the name for an unnamed mode from the monitor name and dimensions.
- o Bug fix: when the SCREQF\_GUIMODES flag is used the screenmode requester will no longer show modes that haven't got the DIPF\_IS\_WB flag set. This fixes the problem of truecolor Picasso II modes showing up.
- o Added a temporary workaround for a SAS/C bug (6.50 and earlier) creating incorrect code for taglist switches. Programs with a missing TAG\_END in one of their taglists will no longer crash (but are still buggy ;-)
- o Changed rtLockWindow() and rtUnlockWindow() nesting code. Should work much better now and allow for infinite nesting.
- o Improved calculation of spacing value in rtGetVScreenSize(), will now properly return a spacing of 4 for A2024 monitor for example.

### RTPatch 1.3:

---

- o ASL Intuition message callback function/hook (FRF\_DOMSGFUNC and ASLFR\_IntuiMsgFunc tags) seems to require filtered Intuition messages (GadTools) instead of normal IntuiMessages. RTPatch now uses GT\_FilterIMsg() and GT\_PostFilterIMsg() in its message callback hook emulation to support this strange requirement. On top of this some software (e.g. PhotoWorX) seems to rely on the fr\_Drawer and fr\_File fields to be valid and up-to-date during the execution of the hook. In combination with ReqTools 2.2 this will now be the case.
- o New argument: 'IGNOREHEIGHT'. When this switch is used RTPatch will ignore the height setting for the Asl file requester and will always use the default ReqTools setting (as set by the ReqTools preferences program).
- o In case of a multiselect ASL requester RTPatch will always fill in the fr\_File field with the name of the first file that was selected. This is not really required, but improves compatibility with Term.
- o Set mp\_SigTask of dummy message port to NULL and mp\_Flags to PA\_IGNORE. This is done to avoid all sorts of problems with some system snoopers.

#### HOST NAME

wuarchive.wustl.edu (128.252.135.4) [AmiNet]

#### DIRECTORY

/pub/aminet/util/libs

#### FILENAME

ReqTools22.lha  
ReqTools22\_User.lha (user archive, no includes/libs/etc...)

#### PRICE

Shareware fee, US\$25

#### DISTRIBUTABILITY

Shareware, Copyright (c) 1991-1994 Nico Francois

## 1.15 TeXt Plus Pro v5.00

TeXt Plus Professional 5.00

#### TITLE

TeXt Plus Professional V5.01

#### AUTHOR

---

Martin Steppler

Internet: [steppler@pool.informatik.rwth-aachen.de](mailto:steppler@pool.informatik.rwth-aachen.de)

ADSP: [steppler@cookies.adsp.sub.org](mailto:steppler@cookies.adsp.sub.org)

Fido: 2:242/7.12

## DESCRIPTION

TeX Plus Professional is a TeX frontend word processor. TeX is a professional freeware typesetting programm. The greatest problem of TeX for the average user was - up to now - TeX's complexity and the resulting difficulty to fast and efficiently create documents. This is where TPP starts to work.

Now you just have to load a form sheet, which has to be modified at the respective places only. After this the file is compiled to a TeX-file by TPP, which then itself is processed by the TeX compiler. After both compilations either the previewer or the printer driver can be invoked.

TPP cooperates with PasTeX, the freeware Amiga implementation of TeX written by Georg Hessmann, and with AmigaTeX ((c) Radical Eye Software). Among TPP's features are tables, staggered lists, mailmerge, footnotes, inclusion of graphics, an ARexx-port (122 commands) and full OS2.xx/3.xx compatibility. You can make use of all functions of TeX, even if they are not supported directly, e. g. there is no editor for mathematical formulae, yet.

TPP combines its user friendliness with the typesetting power of TeX in order to open the world of TeX to a totally new group of users.

TPP is not only a TeX frontend. You can also use it as a normal editor and print files via the printer.device.

## NEW FEATURES

- AmigaTeX is from now on supported.
- user definable menus, keymap, and macros
- completely localized (available languages: english, deutsch)
- clipboard support
- AppWindow, AppIcon
- 11 new ARexx commands (total number of commands now: 122)

## HARD- AND SOFTWARE-REQUIREMENTS

- Amiga OS 2.04
- at least. 2 MB RAM
- at least 1,5 MB hard disk space  
(10MB when working with TeX)
- PasTeX V1.3 or AmigaTeX

## DOWNLOAD

Any Aminet site, e.g.

Switzerland

---

litamiga.epfl.ch 128.178.151.32 pub/aminet/  
Scandinavia  
ftp.luth.se 130.240.18.2 pub/aminet/  
Germany  
ftp.cs.tu-berlin.de 130.149.17.7 pub/aminet/  
USA  
ftp.wustl.edu 128.252.135.4 pub/aminet/

#### DIRECTORY

text/tex

#### FILE NAMES

TPP500.lha (769349 bytes)  
TPP501ud.lha (26252 bytes) Update from 5.00 to 5.01.

#### FURTHER SOURCES

FIDO:  
Mowgli 2:242/7 +49-(0)241-40 59 49

PasTeX:  
ftp.uni-passau.de  
/pub/amiga/tex/PasTeX13

#### PRICE

Shareware. \$30, DM 50, #20

#### DISTRIBUTABILITY

Freely distributable but copyrighted.

#### NOTE TO REGISTERED USERS

I decided not to inform all registered users about the release of this version. Instead of this all users already registered for 4.xx can get a free update by sending me their PGP public key via e-mail. They will get an encrypted TPP-keyfile in return, which prevents the nerve-racking requester form popping up.

## 1.16 DDLI v3.10

DDLI V3.10 Available on Aminet

DDLI V3.10 AVAILABLE ON AMINET

#### TITLE

The Duniho and Duniho Life Pattern Indicator

#### VERSION

---

V3.10

#### AUTHOR

Fergus Duniho

E-mail: fdnh@troi.cc.rochester.edu

#### DESCRIPTION

The DDLI is a personality indicator that measures for four different sets of preferences that result in a total of sixteen different psychological types. These four sets of preferences are

How we orient our lives:

Extraversion vs. Introversion

How we prefer to gather information:

Sensing vs. iNtuition

How we prefer to make decisions:

Thinking vs. Feeling

Which sort of lifestyle we prefer:

Judging vs. Perceiving

These 16 types correspond to the psychological types that Carl Jung described in Psychological Types. They also correspond to the 16 Myers-Briggs types measured by the Myers-Briggs Type Indicator.

The DDLI asks you a series of multiple choice questions and calculates its results from your answers. It asks you to rank each of your answers on a scale from 1 to 7. It also asks you questions on other sets of preferences that are supposed to match various combinations of the above four sets. This is so it provides a check on itself, as it can be fallible.

The DDLI comes with extensive support material. Included are full length descriptions of each one of the 16 types, the "Personality Type Summary" by Jon Noring, and my own description of the Life Pattern personality model.

#### SPECIAL REQUIREMENTS

None

#### HOST NAME

Any Aminet site (e.g. wuarchive.wustl.edu)

#### DIRECTORY

---

/pub/aminet/misc/misc

ARCHIVE NAME

DDLI3\_10.lha

## 1.17 Amiga Report Online

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
%%                               Amiga Report Online News                               %%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

» Fido News «  
=====

```
*** Area: AMIGA                               Date:  7 Jan 94 18:40:13  
*** From: Eric Gooch (1:209/254.0)  
*** To   : All  
*** Subj: Computer Artists Wanted
```

### COMPUTER ARTISTS WANTED

Westwood Studios, a Las Vegas-based computer game publisher, is looking for talented computer graphic artists who should have extensive experience in either tile/background art, or 3D animation. Tile/background applicants should have experience in "tile" or "character" background art, as used in cartridge based game systems like Sega Genesis and the Super Nintendo (SNES). 3D artist applicants should preferably have experience with 3D Studio on the IBM, and should be flexible as far as platforms are concerned, since they may be working with Lightwave or Alias in the future.

Some of Westwood's past games include Eye of the Beholder I and II, The Legend of Kyrandia, Lands of Lore, Dune II, and our most recent adventure game, The Hand of Fate. If you feel your computer graphic skills are of the caliber of these releases, please send your resume along with some samples of your work to:

VP Creative Development  
Westwood Studios  
5333 South Arville  
Suite 104  
Las Vegas, NV 89118

This is a full time position and all applicants must be willing to relocate to the Las Vegas area. Westwood employees enjoy comprehensive medical coverage, 401k profit sharing, competitive salary, NO STATE INCOME TAX, stock options, paid vacations, and a magnificent view of the Luxor. 8-)

---

```
*** Area: AMIGA                                     Date: 11 Jan 94 17:32:00
*** From: Richard Nute (1:18/9.0)
*** To   : All
*** Subj: File_id.diz
```

I would like to get some info from some of you who run Amiga BBS's.

We are getting ready to put a program on line here at Galaxy that will let you use a FILE\_ID.DIZ in your uploads. The question is, can the Amiga BBS's support this?????

For those of you who don't know what a FILE\_ID.DIZ is, it is an ASCII file within an archive that will be extracted upon upload to be placed in the discription block. This method has been use by IBM for some time now. It will help in several ways.

1. Save time on long distances calles when you upload some files. You will not have to spend time writing in discription.
2. You will get better discriptions of files. To aften people are in a hurry and just type in a quick discription that means nothing to a lot of users.  
ie;

```
BBGT234.LHA    This is the Latst version
KISBUT33.LHA   This works real good
```

Really, what are these files for with a discription like that...

3. It would make the Board look more professional. ie;

WABL9312.LHA            28944    01-02-94

[illegible]

The FILE\_ID.DIZ can be put into an LHA or LZH archive by the author or any one uploading the files. It is a lot easier sitting off line and typing in a discription than trying to type one in while your calling lon-distance. If you want to do it with DMS files you will be able to store it in an LHA with the DIZ files.

Well what do you all think????????????

Richard Nute



\*\*\* Area: AMIGA Date: 16 Jan 94 3:53:00  
\*\*\* From: Jon Peterson (1:383/25.0)  
\*\*\* To : All  
\*\*\* Subj: FFish 1000th Fund

Here is the list of donors for the eighteenth week of the FFish  
1000th Disk Anniv thingy.

#### INDIVIDUALS

Jon Peterson  
Matthew L. Schultz  
Chris Nelson  
Asha DeVelder  
Marshall Freedland  
Jeremy Friesner  
Michael Phipps  
Eric V. Peterson (Canada)  
Eric Zimmer (Canada)  
Fred M. Hamilton  
Michael Meredith (England)  
David Jennings (Australia)  
Gary Delzer  
David Gomme  
Rick Russell  
Jukka O. Kouppinen (Finland)  
Gary Simpson  
Robert Sudbury  
Jon Peterson (Asha's FF1000th Auction Amiga Check Pin purchase)  
Mark Baker  
Michael Berg (Denmark)  
Sam Worf  
Douglas & Susan Blakeley  
Richard A. Boedi (Germany)  
Jari Neiminen (Finland)  
Richard Norman  
Jukka Mustasilta (Finland) Nifty stickers - "intel outside"  
Anonymous (Finland) Envelope postmarked Vaasa with winter scene  
greeting card with \$20.  
Please write back and let us know who you are. Thanks  
\*\*\*\*Relatively speaking, Finlanders are a grateful bunch.\*\*\*\*

#### USERS GROUP DONATIONS

Darrin & Lisa Zimmerman (Amiga Un-Sig of Southern Michigan)  
Gateway Amiga Club, Inc.  
Abilene Amiga Users Group  
Niagara Amiga (Users) Group N.A.G. (Canada)  
New Orleans Commodore Klub Amiga Group  
Ohio Valley AUG (A \$147 donation from this Group - Big Thanks  
and a sincere Merry Christmas.)

## COMPANY DONATIONS

Randhir J. Jesrani (CompuQuick Media Center, Columbus, OH)  
Dale L. Larson (Intangible Assets Manufacturing, Drexel Hill, PA) Intangible is a new company that has just released its' first product by the name of Amiga Envoy. No further info available.  
Dale? This gentleman also has challenged other companies that have benefited from FFish's efforts to join the effort.

\*\*\*\*\*

Many thanks to Robert Glover for posting these messages from FidoNet in the Amiga Report (latest issue 201). The drive has received numerous donations/inquiries from Europe and Australia because of that publication. (This is getting more international..Where's Hong Kong etc.??)

Total donations as of 1/15/94 are \$890.50. Got a ways to go folks to purchase the (?A4000T/CD32?) but the fund drive seems to be picking up some steam. BTW, FFish does in fact already own an A4000 (shoot!). Suggestions? A CD32 looks to be the most popular alternative. Please talk this up with all concerned (Amiga users) and pass the word on to your Users Groups. If you haven't joined the effort, slip that hand into the pocket and pull out some bucks, put it into any envelope and send it in. Let's show what the Amiga community is all about. Check over some of the programs you have benefited/are benefiting from. Register them and/or pitch in for FishFund.  
Donations to: CVCUG

FFish 1000th  
% Jon Peterson  
P.O. Box 2661  
San Angelo, TX 76902

\* Reminder to everyone PLEASE!!! Pass the word at any Users Group meetings you attend. This is to be a group effort on behalf of all the Amiga users throughout the world. Please donate whatever you can afford - or even better - what you honestly think FFish's work has been worth to you through the years. Thanks. BTW, there have been some very nice comments to/about FFish included in the envelopes with donations. As I have been saving these, think I will include them along with the donation "pot"/CD32 when the time comes. May this be a happy and prosperous New Year for all - the year of the Amiga.

\*\*\* Area: AMIGA  
\*\*\* From: Dick Pope (1:3613/3.0)  
\*\*\* To : All  
\*\*\* Subj: Contents of Fish CD-Rom 02

Date: 8 Jan 94 0:34:36

And more from the Fish Monthly CD-ROM 02:

## BIZ/DBASE Directory--

AFile: Database manager v1.4  
CarCosts: Car cost pgm (formerly AutoKoster) v3  
Genealogist: Genealogy database program v3.06 (update)  
VideoMaxe: Video database v4.30beta (update)

## BIZ/DEMO Directory--

ExcelsiorDemo: Demo of Excelsior BBS release 1.0

## BIZ/MISC Directory--

HomeBudget: Home budgeting system v1.3  
ShareManager: Personal share stock portfolio manager v2.3

## COMM/FIDO Directory--

Spot: FidoNet tosser/editor for points v1.2b

## COMM/MAIL Directory--

Smail: UUCP mail transport mechanism v1.10  
SplUU: UUEncoding file splitter v1.16

## COMM/MISC Directory--

ElCheapoFax: Send and receive faxes v24.10.93

## COMM/NET Directory--

AmiTCP: TCP/IP for Amiga v2.2  
AmiTCP\_POP: POP client for AmiTCP/IP v1.6  
FtpDaemon: FTP daemon for AmiTCP v1.0  
ParBENCH: ParNET installation kit v3.1

## COMM/TERM Directory--

HFT: Small ANSI terminal program v38.30  
Terminus: Jack Radigan's shareware terminal program v2.0d  
XprZmodem: Shared library providing zmodem protocol v3.1 (update)

## COMM/UUCP Directory--

AGetty: Getty-like program for the Amiga v0.218

## DEV/ASM Directory--

TBSource: Collection of Tomi Blinnikka's A68K source files

## DEV/CROSS Directory--

CAZ: Z80 cross-assembler v1.24b  
Dis6502: Disassembler for 6502 family v1.0

## DEV/DOCS--

AsmKURS: Some docs on asm coding

## DEV/GUI Directory--

CWeb: Top down programming tool v3.0 (update)  
Data2Object: Convert textfile to std object file v1.1  
FlexCat: Create catalogs and source to handle them v1.01  
LibraryTimer: Time speed of library functions v1.1  
P2C: Translate Pascal into C v1.20

## DISK/CACHE Directory--

FastCache: Fast disk-caching pgm v1.1

---

## DISK/CDROM Directory:

PlayCDDA: Play CD-DA digital audio on Toshiba 3401 drives v1.0

## DISK/MISC Directory--

DevBlocks: Pgms for low-level reading/writing/dumping of disk blocks

FileLogger: Floppy disk cataloging utility demo v1.31

StatRam: Fast, recoverable ram disk v2.2 (update)

## DISK/MONI Directory--

DED: Disk editor v1.1

## GAME/DEMO Directory--

Frontier: Sequel to space-trading game Elite demo

JetStrike: 10-level sample of full JetStrike game

## GAME/MISC Directory--

AMOSAlley: Shooting gallery reaction game

MegaBall: Classic Amiga action game v3.0

ScorchedT: Scorched tanks warfare game v0.95

\*\*\* Area: AMIGA

Date: 7 Jan 94 23:26:08

\*\*\* From: Dick Pope (1:3613/3.0)

\*\*\* To : All

\*\*\* Subj: Spawning of 931-940

The latest from Fred--

## Fish Disk 931--

Comgraph: Powerful function plotter

DynamiteWar: Commercial Dynablaster clone

Modules: M2Amiga compiler extensions

## Fish Disk 932--

DynamicSkies: Astronomy toolbox v1.0

Fleuch: Cargo pickup game v2.0 (update)

StackMon: Monitor stack usage v1.0

## Fish Disk 933--

ConvertHAM: Convert HAM to ILBM v1.2

EditKeys: Keymap editor v1.4 (update)

GuiArc: GUI interface for cli-based archivers v1.22 (update)

PhxAss: Complete macro assembler v3.60 (update)

PhxLnk: AmigaDos object file linker v1.35 (update)

ShellMenus: Create user-definable shell menus v2.7

## Fish Disk 934--

ABackup: Powerful backup utility v4.03 (update)

AZap: "New generation" binary editor v2.11 (update)

PublicManager: Public screen tool v1.4 (update)

ToolType: Edit tooltypes in icons v37.206

## Fish Disk 935--

AmiCDROM: CD-ROM disk filing system v1.7 (update)

Badger: Icon management utility v1.1  
ClipWindow: Put frequently used text into clipboard v1.0  
LazyBench: Lazy person's workbench v1.12 (update)  
MuchMore: Text display program v3.6 (update)  
VirusChecker: Virus checking utility v6.33 (update)

Fish Disk 936--

BaseConvert: GUI pgm to convert number bases v1.1  
Spooler: Print text files in the background v2.3  
TKEd: Intuition-based ASCII editor v1.17a (update)

Fish Disk 937--

64Door: C-64 terminal emulator program v1.0  
Galactoid: Shoot-em-up game  
KingCON: Console-handler replacement for CON: and RAW: devices v1.0  
Knit: Convert IFF picture into a knitting pattern v1.01  
Megasquad: Two-player game  
WhereK: Highly configurable hard drive utility v3.0

Fish Disk 938--

Angie: ANBother Great Intuition Enhancer commodity v1.6  
AppISizer: Localized version of AppIcon utility v0.68 (update)  
DPU: Hex disk and file editor v1.5 (update)  
Filters: GUI-based RC filter design pgm v1.2  
MN3A: Antenna design program v1.0  
PicCon: Use datatype libs to load any picture format v1.06  
TurboLeusch: Create/expand workbench-based menus

Fish Disk 939--

AddPower: Add useful miscellaneous features to WB2.0 v37.6  
AlertHelp: Help interpret alert messages v0.55  
ARexxSuper: Mouse-controlled ARexx communication pgm v1.0  
CloseWB: Close WB screen after "n" seconds v1.0  
ExtraCmds: Set of 18 AmigaDOS commands  
IanUtils: Some useful Assembly language tools  
Upcat: Disk catalog program v1.2 (update)

Fish Disk 940--

AltTab: Small commodity to display screen titles with Alt-Tab v0.2  
BootMan: Boot manager program v1.1  
VideoMaxe: Video database program v04.20 (update)

\*\*\* Area: AMIGA Date: 7 Jan 94 23:26:24  
\*\*\* From: Dick Pope (1:3613/3.0)  
\*\*\* To : All  
\*\*\* Subj: Spawning of 941-950

Contents of Fish disks 941-950:

Fish Disk 941--

CardZ: Patience card games v1.0  
FlipPrefs: Create several preference files v1.0  
Guide2Doc: Convert AmigaGuide files to normal document v1.0

---

Mine: Modula-2 implementation of Minefield game v2.0 (update)  
SOUNDEffect: Sound sample editing program v2.10  
YAMFG: Yet Another Mine Field Game v1.0

Fish Disk 942--

ACalc: Small calculator w/floating point, hex, etc.  
AS65: 2 pass cross assembler for 6502 family v2.3d  
LibraryGuide: List of 170 different "libraries" v1.0  
WBMenu: CLI utility to add menus to Tools menu v3.4

Fish Disk 943--

Clock: Simple clock pgm v2.20 (update)  
IRMaster: Substitution of remote controls by the Amiga v1.0  
JISToJi: Read and print Japanese electronic text v1.5  
MCMaster: Music cassette cover printing utility v1.2 (update)  
Mkfont: Convert std Amiga fonts to HP soft fonts v1.0  
WBflash: Flash WB active window v1.12

Fish Disk 944--

AngusTitler: Create videotitles for holiday films v4.0  
ARegress: A program for statistical evaluation of measurements v2.0  
BlockEd: Disk block editor v1.4  
Lhf: Dir-utility and archiver w/CLI & Intuition interfaces v1.03  
Parcheese: Game like the classic board game v1.7g  
PhoneDir: Personal phone directory v1.0

Fish Disk 945--

EmacsStarter: A good Emacs starter release 1  
IFFConvert: Convert IFF ILBM files v1.12 (update)  
MineRunner: Freeware game like Lode Runner v1.0  
Orm: Improved version of "Snake" game v1.4  
PrtSc: PrintScreen key like MS-DOG v1.52 (update)  
Reminder: Utility to remind you about events v1.20

Fish Disk 946--

AmiQWK: QWKMail format offline reader Release 2 v2.2 (update)  
DMon: Monitor/disassembler/debugger v1.86  
fd2pragma: Create prototypes for Aztec C compiler  
PriMan: Style-guide compliant task priority manager v1.1 (update)  
TrashIcon: AppIcon to delete files v2.3 (update)  
Yass: Yet Another Screen Selector v1.1

Fish Disk 947--

Mand2000D: Revolutionary fractal program demo v1.102  
NewTool: Replace default tool in project icons v37.195  
ScreenSelect: Change screen order commodity v2.1 (update)  
SMAus: Configurable "SUN-mouse" utility v1.24 (update)  
SteamyWindows: Alter task priorities v1.0

Fish Disk 948--

ADis: 68000+ disassembler v1.1  
Snoopy: Monitor library function calls v1.4  
VirusZIII: Release II of this virus detector v1.00 (update)

Fish Disk 949--

BBBBS: Baud Bandit Bulletin Board System v6.5 (update)  
TitleClock: Screen titlebar clock v2.7

---







account must be able to handle mail of any size to ensure an intact copy. For example, many systems have a 100K limit on incoming messages.

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Many thanks to PORTAL Communications for setting this service up for us!

P.S.: Please be sure to include your Email address in the text of your request message, it makes adding it to the list much easier. Thanks!

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 \*\* 100K! We have had a lot of bouncebacks recently from systems with a  
 \*\* 100K size limit for incoming mail. If we get a bounceback with your  
 \*\* address in it, it will be removed from the list. Thanks!

~~~~~

## 1.19 The Emulation Rambler

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% The Emulation Rambler                                     By Jason Compton %%
%%                                                         (jcompton@tcity.com) %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

This week: Part 1 of the Special Rambling Emplant Bonanza!

As I've been talking about for the last couple of months, I do indeed finally have an Emplant. It arrived a week ago Thursday in a longish white box with the Emplant logo in large, friendly letters on the cover. This week begins a long (how long? I don't know yet) series on my intensive reviews on the Emplant, with notes, tests, and experiences in no particular order.

The Hardware: Utilities Unlimited's Emplant, Deluxe model, V3.7 of Mac IIx emulation software.

The Test Machine: Commodore Amiga 3000, 2 megs chip/8 megs fast, 68030/25 processor, 120 meg Maxtor SCSI hard drive connected through 3000 SCSI controller, 1950 monitor.

Pandora's Box? Nah...

-----  
 What did I do when I got home and found the box? Took it inside and opened it, of course! Inside I found the small, neat Emplant Mac emulation binder with the Emplant hardware guide and a disk with the Mac software inside. The manuals look nice, but seem awfully small, especially considering that much of the notes in the Mac binder are incorrect. For example, the software version I got was 3.7, the most up to date at the time of this writing. It features, among other things,

MMU-less operation, but the binder says otherwise. That's ok, though, because the disk comes with `emplant.history`, a text file tracing all the way back to v1.0, "Here's to hoping it works on all systems!" Under the manuals was a sheet of that pink anti-static matting stuff, under which was an Emplant Deluxe board, under which was another piece of pink anti-static matting stuff.

#### Implanting the Emplant

-----  
I dragged my 3000 out of my bedroom and plunked it on the kitchen table. (great work surface, eh?) After unscrewing it and perusing the slot-daughterboard, my first impulse was to put it in the bottom Zorro-only slot. I was struggling with that (it wasn't the greatest leverage situation), gave up, and wound up putting it in the Zorro/Video slot, since I don't see a big future for my video slot any time soon. That wasn't too rough, and nothing else needed to be done, so I put it back together. Installing the software is very easy, using the standard Commodore install program, and the instructions are pretty straightforward. Once that was done, I did a diagnostic on the board and everything tested fine. Getting the ROM image from an SE-30 that was quite literally being used as a doorstop onto my computer involved a 5-minute modem transfer and a simple requester-setting in the Emplant software. Easy.

#### About that Emplant software...

-----  
There's a lot of options on the Emplant Mac setup screen...12, plus one to start the emulator. I won't break them down piece by piece, but I'll comment on ones I found interesting or had problems with...  
Task Control: This is where I had some problems, which I'll get into later with actually running the System 7.1 software. I had a small problem with 32 vs. 24 bit, but nothing insurmountable.  
Misc I/O Control: There's an option to set Mouse Emulation to hardware or software. I can't tell a difference.

Start Emulator: In general, it would be nice if all of the things in the other control panels, particularly sound support, could be modified while the emulation was running...of course, that wouldn't be very genuine emulation, but it would be a nice feature.

#### About that System software...

-----  
Right now, I'm using a 27 meg partition of my drive that I first set up when I had the use of an A-Max II for several weeks a while ago. I was lazy and never ran out of space, so I didn't reformat and repartition my drive, so I took it from there. The drive had System 6.0.5 on it, which I knew would not run in 32-bit mode on Emplant (the CSAE discussion made it quite clear that 32-bit mode required 7.1). So I tried to switch down to 24 bit. It said that the MMU wouldn't let me. I could not find any manual reference to let me switch down to 24-bit mode, so I just booted directly off of the System 7.1 install disk in 32-bit mode. That worked, it just took a little while. System 7.1 thinks my 3000 is a IIci, which is just fine by me. It reports the 5.5 megs of memory I can squeeze out of Emplant correctly, which is not a universal situation. I simply installed System 7.1 for a IIX with a pretty minimal setup (I only threw the Style- and Imagewriter extensions on the HD, since I doubt I'll be hooking anything else up any time soon.)

---

System 7.1 itself runs as flawlessly as I can tell...what can I say? It looks like a Mac. The screen refresh is definitely not as good as a real Mac, but still within acceptable parameters. In other words, it probably won't drive anyone crazy. I have had no problems with color settings, but recommend that the first thing to do is define a good-sized overscan screen back in Workbench and set the Emplant to use the NTSC Overscan driver (which you can do in Control Panels on the Mac.) The game Glypha II didn't like my screen size under good old NTSC.

Drag your screens up and down, then prance that Mac around the town...

-----

Ok, let's face it, one of the neatest parts of the Amiga screen-handling system is that you can take a screen and drag it up and down. Including myself, I've been present for the first week of Amiga ownership for 6 people, and when they find out about it, they love it. Of course, pulling down a Workbench screen into a DirWork or Terminus or Dpaint screen is nice, but how about pulling down a Workbench screen into a Mac screen? Go ahead! The Mac screen of course has no standard title bar, but you can use whatever you set Screen Drag to in Icontrol (even though the Left-Amiga key acts as a Mac key, it will pass N and M through, letting you flip screens normally).

This DOES have some side effects, however. If the screen isn't at the top, controlling the Mac pointer can get confusing, and I've had problems having it select title bars. It's more useful as a "Hey, look what I've got running" sort of thing. The Emplant setup screen also gets in the way of all of this, but that's a minor complaint.

Reservemem? Reserve THIS!

-----  
It's true, Emplant is definitely tweak-ware for the user, and there are all sorts of ways to try to get Emplant running the best. Maybe I haven't done enough of that. But as it stands now, if I let the program essential to Emplant's operation (Reservemem, or in my case Rsrvmemii) run all the time, not too many other programs are happy about it. Usually they are things that want to take over the system, such as the game Flashback (or indeed most games), but even Terminus and Emplant don't get along: if I make a connection, even just using the Amiga's serial port, the system freezes. I have not yet had this problem with Ncomm 3.0, but it very well may be a choice of devices...at present, I use artser.device with Terminus.

Well, hopefully that was a sufficient introduction to my Emplant series. Next week I'll actually run some Mac software! Until then, keep the emulators warm.

## 1.20 Emulation Rambler Special

---

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%      Emulation Rambler Special:  All the Emulators in the World!      %%
%%                               By Jason Compton (jcompton@tcity.com)      %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Ok, not all of them. After all, I'm only talking about the Amiga, and I'm sure that they're not ALL here. But there's a whole lot of them, and I figured I'd bore everyone to death if I included it in ER proper, so here it is, the largest single list of emulators in the world that I know of!

If you want to reprint it, just throw in a little "with permission" blurb about Amiga Report and throw a "V1.0" or something on it.

-----

All (most) of the Emulators in the World!  
 Originally compiled by: Angelo Carpi (siama@dist.dist.unige.it)  
 Messed around with by: Jason Compton (jcompton@tcity.com)

Key to cost notation:  
 FW: No cost (PD/Freeware/Giftware/whatever)  
 SW: Shareware

#### IBM clone Bridgeboards:

| Name                                                       | Built-in video | Approximate cost | Company/Origin |
|------------------------------------------------------------|----------------|------------------|----------------|
| PCboard                                                    | uptomonoVGA    | \$200            | Holland        |
| Power PC                                                   | ?              | \$200            | Supra          |
| Note: Just an XT emulator, sorry, not what it sounds like. |                |                  |                |
| 2088 Bridgeboard                                           | CGA            | \$50             | Commodore      |
| Sidecar                                                    | CGA            | ?                | Commodore      |
| Note: XT emulator for the 1000.                            |                |                  |                |
| 2286 Bridgeboard                                           | CGA            | \$100            | Commodore      |
| 2386sx Bridgeboard                                         | CGA            | \$300            | Commodore      |
| 486 Bridgeboard                                            | CGA            | \$900            | EMC/Commodore  |
| ATOnce/+ 286                                               | CGA (?)        | \$200            | Vortex         |
| GoldenGate 386                                             | upto16colVGA   | \$350            | Vortex         |
| GoldenGate 486                                             | upto16colVGA   | \$900            | Vortex         |

#### IBM Software-based

| Name | Available Video | Approx. Cost | Company/Origin |
|------|-----------------|--------------|----------------|
|------|-----------------|--------------|----------------|

---

Transformer 1.2                      Mono only                      \$35                      Insignia  
 Note: This is taking Angelo's word. I've seen Transformer, it's from 1986.  
 Somehow I doubt anyone is trying to collect on it. Emulates a 286,  
 so the sysinfo programs say.

PCTask (XT)                      VGA (256col with AGA)                      \$40                      New Zealand  
 IBeM (XT)                      CGA                      ?                      New Zealand  
 Note: CrossPC, with the CrossDOS package, is really this program.

#### Commodore Emulators

| Name | Approx. Price | Company |
|------|---------------|---------|
|------|---------------|---------|

|             |   |           |
|-------------|---|-----------|
| C64Emulator | ? | ReadySoft |
|-------------|---|-----------|

|                  |      |            |
|------------------|------|------------|
| A-64 Package 3.0 | \$50 | Questronix |
|------------------|------|------------|

Vic-20 Emulator                      No information, it's just been announced over Usenet.  
 Looks like it's free.

#### Atari ST Emulators

| Name | Approx. Price | Company/Origin |
|------|---------------|----------------|
|------|---------------|----------------|

|        |    |    |
|--------|----|----|
| ATARI1 | ?? | ?? |
|--------|----|----|

|            |        |             |
|------------|--------|-------------|
| MEDUSA 2.0 | dm 320 | MacroSystem |
|------------|--------|-------------|

|                |        |       |
|----------------|--------|-------|
| CHAMAELEON 2.1 | dm 340 | Maxon |
|----------------|--------|-------|

|            |    |          |
|------------|----|----------|
| BRAINSTORM | ?? | M.A.S.T. |
|------------|----|----------|

|        |        |    |
|--------|--------|----|
| AMTARI | dm 298 | ?? |
|--------|--------|----|

|          |    |         |
|----------|----|---------|
| ST4AMIGA | FW | Germany |
|----------|----|---------|

Note: This one is software based and requires an Atari ST image file.

#### UNIX

| Name | Price | Company |
|------|-------|---------|
|------|-------|---------|

|       |       |               |
|-------|-------|---------------|
| MINIX | \$169 | Prentice Hall |
|-------|-------|---------------|

|        |    |  |
|--------|----|--|
| NetBSD | FW |  |
|--------|----|--|

|       |    |  |
|-------|----|--|
| Linux | FW |  |
|-------|----|--|

#### Macintosh Emulators

| Name | Approx. price | Company |
|------|---------------|---------|
|------|---------------|---------|

|         |          |           |
|---------|----------|-----------|
| A-Max 4 | See note | ReadySoft |
|---------|----------|-----------|

Note: A-Max 4 is an upgrade to A-Max II+, a Zorro-board which did mono  
 Mac emulation. As an entire new package, it could well run \$500. As an  
 upgrade, I believe the cost hangs around \$250.

|                                                                                                                                                        |          |                     |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|----------|---------------------|
| Emplant Mac v3.7                                                                                                                                       | See note | Utilities Unlimited |
| Note: Emplant is a board available in 4 different configurations (the Mac software is included) Cost ranges from \$280 to \$400, depending on options. |          |                     |

CPM/Z80 (all believed free)

| Name   | Origin |
|--------|--------|
| SimCPM | Canada |
| ECPM   | Sweden |
| CPM    | U.S.A. |

Z80Emulator103      Phil Brown-U.K.  
Note: This is truly an emulation of a Z80 chip, not a particular computer or OS.

Assorted Emulators (all believed free)

| Name             | Origin                    |
|------------------|---------------------------|
| ZX-Spectrum 1.6  | Peter McGavin-New Zealand |
| QLemulator       | U.K.                      |
| APPLE2           | U.S.A.                    |
| Apple II+ C code | ?                         |

Note: I've seen the C code for an Apple II emulator floating around...it doesn't compile very well on an Amiga.

GameBoy68000 ??

Note: The legitimacy of this is questionable, as I've never seen it run anything other than Tetris. However, someone went through the trouble to write Tetris in Z80 code, presumably used by the program...

Wow! There you have it, the most complete list I know of. Please contact either Angelo or myself with comments, corrections, or additions. Keep the emulators warm.

## 1.21 CD32 Games List

[illegible]

```
#####
###   ##   #####   #####   ###
##   ##   ##   ##   ##   ##   ##   ##   ## The FidoNet AMIGA CD32 Titles List
#   #####   ##   #####   #####   ## Compiled by Gary Stimpson
#   #####   ##   ##   #####   ### Last Update: 10-Jan-94 (Happy New Year)
#   #####   ##   #####   ##   #####
##   ##   ##   ##   ##   ##   ##   ##   ## Additions/Corrections? Mail me!
###   ##   #####   ###   ##
#####
```

\* = New since last update, \$ = Out now (go buy it)

```
:: 1884.....(Millenium)
:: 1869.....(Flair)
:: 7th Guest.....(Virgin)
:: Akira.....(Ice)
$* Alfred Chicken.....(Mindscape)
:: Alien Breed Original.....(Team 17)
:: Alien Breed 2.....(Team 17)
:: Alladin.....(Virgin)
:: Ambermoon.....(Thalion)
:: Amiga CD Football.....(Plattsoft)
$* Arabian Nights.....(Unknown)
:: B 17 Flying Fortress.....(Microprose)
:: Battlestorm.....(Titus)
:: Biosphere.....(Electronic Arts)
:: Body Blows 2.....(Team 17)
:: Body Blows Galactic.....(Team 17)
:: Body Blows Original.....(Team 17)
:* Boot.....(Unknown)
:: Brion The Lion.....(Psygnosis)
$* Brutal Football.....(Millennium)
:* Bubble 'n' Squeak.....(Audiogenic)
:: Burning Rubber.....(Ocean)
:: Cannon Fodder.....(Virgin)
:: Captive 2.....(Mindscape)
:: Case of the Cautious Condor.....(Tiger Media)
$* Castles II.....(Unknown)
:: Chaos Engine The.....(Renegade)
:: Cinderella.....(Discus)
:: Civilization.....(Microprose)
:: Compilation Disk.....(Mindscape)
:: Composer Quest.....(Virtual Entertainment)
:: Connoisseurs of Fine Art.....(Lascelles)
:: Creation.....(Bullfrog)
$: Dangerous Streets.....(Unknown)
:: Daughter of Serpents.....(Millennium)
:* Day of the Robots.....(Unknown)
:: Day of the Tentacle.....(LucasArts)
$: Deep Core.....(Unknown)
:: Defender of the Crown II.....(Sachs Entertainment)
:* Dennis.....(Ocean)
$* Desert Strike.....(Unknown)
$: Diggers.....(Millennium)
:: Dino Worlds.....(Millennium)
:: Dogfight.....(Microprose)
:: Donk!.....(Supervision)
```

:: Dracula..... (Psygnosis)  
:: Drive Fractalus..... (Mindscape)  
:: Dune [2]..... (Virgin)  
\$: D/Generation..... (Mindscape)  
:: Elfmania..... (Renegade)  
:: England World Cup '94..... (Grandslam)  
:: Epic..... (Ocean)  
:\* Exile..... (Audiogenic)  
:: F117A Stealth Fighter..... (Microprose)  
:: F17 Challenge..... (Team 17)  
:: FA Premier Soccer..... (Ocean)  
:: Fantastic Voyage..... (Centaur)  
\$\* Fire Force..... (Unknown)  
:: First Contact..... (Ocean)  
:: Flashback..... (US Gold)  
:: Flight of the Amazon Queen..... (Renegade)  
:\* Fly Harder..... (Unknown)  
:: Formula One GP..... (Microprose)  
:: Frontier..... (Konami)  
\$\* Fury of the Furries..... (Mindscape)  
:: Genesis..... (Flair)  
:: Global Chaos..... (Hex)  
:\* Global Effect..... (Unknown)  
:: Grolier Encyclopedia 2..... (Xiphias)  
:: Guinness Books Of Records II..... (New Media)  
:: Gunship 2000..... (Microprose)  
:: Hero Quest:Legend of Soracil..... (Gremlin)  
\$: Heroic Age of Space Flight/NASA..... (Troika)  
:\* Humans 1 & 2..... (Gametek)  
:: Impossible Mission..... (Microprose)  
:: Indiana Jones FOA..... (Lucasarts)  
:: Inferno..... (Ocean/DID)  
:: Innocent Until Caught..... (Psygnosis)  
:: Insight: Technology..... (Optonica)  
:: International Championship Golf..... (Ocean)  
:: James Pond: Operation Starfi5h..... (Millennium)  
\$: James Pond 2: Robocod..... (Millennium)  
:\* James Pond 3..... (Millennium)  
:: Jet Strike..... (Rasputin Soft)  
\$\* John Barnes' European Football..... (Unknown)  
:: John Doe..... (Ocean)  
:: Jurassic Park..... (Ocean)  
\$\* Labyrinth The..... (Electronic Arts)  
:: Lawnmower Man The..... (Storm)  
:: Legacy The..... (Microprose)  
:: Legacy Of Sorasil..... (Unknown)  
:: Lemmings Trilogy..... (Psygnosis)  
\$: Liberation..... (Mindscape)  
:: Lionheart :rumoured:..... (Thalion)  
:: Lital Divil..... (Gremlin)  
:: Long Hard Day at the Ranch..... (Discus)  
:: Lost Vikings The..... (Interplay)  
:: Lotus Turbo Trilogy..... (Gremlin)  
:: Magic Carpet..... (Unknown)  
:: Manchester United 2..... (Krisalis)  
\$\* Mean Arenas..... (Unknown)  
:: Micro Machines..... (Code Masters)

---



\$: Microcosm..... (Psygnosis)  
:: Monkey Island..... (Lucasarts)  
:: Monkey Island 2..... (Lucasarts)  
:: Monkey Island 3 -perhaps-..... (Lucasarts)  
\$: Morph..... (Millennium)  
:: Mortal Kombat..... (Acclaim/Probe)  
:: Moving gives me a stomach ache..... (Discus)  
:: Mr. Nutz..... (Ocean)  
:: Mud Puddle..... (Discus)  
:: Musicolor..... (Virgin)  
:: Nick Faldo's Championship Golf..... (Grandslam)  
\$: Nigel Mansell Grand Prix..... (Gremlin)  
:: Ninja Trilogy The..... (System 3)  
:: North Polar Expedition..... (Virgin)  
\$\* Now That's What I Call Games I (100 games).. (Unknown)  
\$\* Now That's What I Call Games II (PD soft)... (Unknown)  
:: One Step Beyond..... (Ocean)  
\$: Oscar..... (Flairsoft)  
:: Overdrive..... (Team 17)  
\$\* Overkill/Lunar-C..... (Unknown)  
:: Pinball Dreams..... (21st Century)  
\$: Pinball Fantasies CD..... (21st Century)  
:: Pinball Illusions..... (21st Century)  
\$\* Pirates! Gold..... (Microprose)  
:: Prehistoric..... (Titus)  
:: Premier Manager..... (Ocean)  
:: Project X Original..... (Team 17)  
:: Project X2..... (Team 17)  
:: Pugsy..... (Psygnosis)  
:: Putty 2..... (System 3)  
\*\$ Quack..... (Team 17)  
:: Reach Out For Gold..... (Unknown)  
:: Return to the Lost World..... (Mirage)  
\*\$ Reunion..... (Unknown)  
:: Rise of the Robots..... (Mirage)  
\*\$ Robinsons Requiem..... (Unknown)  
:: Rough and Tumble..... (Renegade)  
:: Ryder Cup Golf..... (Ocean)  
:: Sabre Team..... (Krisalis)  
:: Second Samurai..... (Virgin)  
\$: Sensible Soccer..... (Renegade)  
:: Sim City 2000..... (Mindscape)  
:: Sim City..... (Maxis)  
:: Sim Farm..... (Mindscape)  
:: Sim Life..... (Mindscape)  
\*\$ Skeleton Krew..... (Unknown)  
\*\$ Skidmarks..... (Acid Software)  
\$: Sleepwalker..... (Ocean)  
:: Snooker/Pool 2..... (Virgin)  
:: Soccer Kid..... (Krisalis)  
:: Space Junk..... (Mirage)  
:: Space Simulation..... (Gremlin)  
\*\$ Speedball 2..... (Renegade)  
:: Stamps of France and Morocco..... (Seriat)  
:: Star Trek 25th Anniversary..... (Unknown)  
:: Starlord..... (Microprose)  
:: Subwar..... (Microprose)

---

```

:: Super Frog Original.....(Team 17)
:: Super Frog 2.....(Team 17)
:: Surf Ninjas.....(Flair) >
:: Syndicate.....(Bullfrog)
:: T:Rex.....(Millennium)
:: Tale of Peter Rabbit.....(Discus)
:: TFX.....(Ocean/DID)
:: The Cure.....(Ice)
:: Theatre of Death.....(Psygnosis)
:: Theme Park.....(Bullfrog)
:* Thunderhawk.....(Unknown)
:* Total Carnage.....(Unknown)
:: Trivial Pursuit.....(Domark)
$: Trolls.....(Unknown)
$* Turrican III.....(Rainbow Arts/Renegade)
:: TV Sports Pack.....(Mindscape)
:: Two Towers The.....(Unknown)
:* Ultimate Body Blows.....(Team 17)
:: Ultima Underworld.....(Mindscape)
:: Universe.....(Unknown)
:: Uridium 2.....(Renegade)
:: Utopia 2.....(Gremlin)
:: Various Games Pack.....(Mindscape)
$: Whale's Voyage.....(Flairsoft)
$: Wing Commander.....(Mindscape)
:: Wing Commander 2.....(Mindscape)
:: Winter Super Sports.....(Unknown)
:* Woody's World.....(Kompart)
:: World Circuit Grand Prix.....(Microprose)
$: Zool 2.....(Gremlin)

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THE END : For Now

## 1.22 Jaguar Games

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Jaguar Games                                Reprinted from STReport #10.03 %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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New games for the Jaguar in 1994 (This is not an official or complete listing).

Return to Zork, by Activision.

The next generation of classic Zork adventures makes its triumphant 64-bit debut! The closest an interactive computer game has ever come to cinematic quality production, Return to Zork fully showcases Jaguar's powerful graphic capabilities by combining a mix of full-motion video live action scenes, and photo realistic animation. This amazing 64-bit adventure is filled with danger, intrigue and low cunning. It's loaded with fascinating puzzles, and a revolutionary interface, an original cast of real Hollywood actors, more than an hour of spoken dialogue and 200 CD-quality musical themes.

Doom, by Id Software

Doom is an ultra-fast virtual reality showcase that plunges you deep into a brutal 3D world filled with enough graphic violence to earn this monster its very own warning label. As a renegade space marine, you must utilize state-of-the-art weaponry and technological artifacts to fend off legions of gruesome fiends, and use your wits to solve hundreds of lethal puzzles. Dramatic, high-speed animation and Jaguar's uncompromising multimedia realism bring this fantastic and grisly adventure to life.

Tiny Toon Adventures, by Atari

Leap inside a real cartoon! Based on the popular Warner Brothers. characters, this zany platform scroller is a true showcase of Jaguar's rich animation capabilities. Bad boy Montana Max has a new toy: an Acme TiToonium Converter. But the only place he can get TiToonium is on a planet Aurica, and the removal of Titoonium is causing grave ecological damage to the Toon-filled universe. Armed with an Acme Crazy Net, follow Buster Bunny, Babs Bunny and Plucky Duck as they embark on a mission to shut down the Acme TiToonium-Gold Converter--and save planet Aurica.

European Soccer Challenge, by Telegames

Gooooaaal! The Atari Lynx sports favorite comes to the Jaguar. This proven soccer program delivers an expanded season and playoff format, 170 teams and complete team/individual stats. In addition, each player possesses his own personality and performance capabilities. You even have the option to make trades. For Sport fanatics, European Soccer Challenge is a 64-bit kick!

Ultimate Brain Games, by Telegames

The popular Lynx mind bender comes to the 64-bit format. Test your moves against the only system qualified to accommodate all the CPU horsepower required for a real chess challenge. Work your way to master status on a full-scale battlefield with classic chess--and checkers, and backgammon. There's a challenge here for every skill level and member of the family. Extended features--such as specific game set-up for the computer solution and digitized graphics--make this product a must for your video game library.

Hosenose and Booger, by ASG Technologies, Inc.

Here's one for the sick and twisted. Hosenose has a cold and as fate would have it, he's managed to sneeze and suck his girlfriend Hotsnot deep into his brain. In a unique gaming experience that fully showcases Jaguar's monster graphic capabilities, you'll take a nose-dive into Hosenose's sinuous nasal passages in search of the lovely yet cerebral Hotsnot. Through every organ and orifice you'll meet a wild cast of disgusting characters, including Mickki Mewkus, Logjam Sam, Vicki Virus, and the Evil Dr. Bile. An off-beat animated adventure only the 64-bit power of Jaguar can deliver.

Club Drive, by Atari

You've never experienced racing like this! Designed especially for the

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Jaguar, Club Drive pulls you into a fully rendered 3D environment. There are no rails here--just 70 square miles of San Francisco to race through and explore. Go anywhere as you chase down your opponent in a fast-paced game of tag through the craggy canyons and frontier towns of the Old West. Crash and score as you test your wheels in a futuristic skateboard park--for cars! Experience what it's like to be a toy car and race through your neighbor's house, around coffee tables and under the television. It's your chance to do things with a car Henry Ford would've never dreamed of.

Commando, by Microids

Take an in-depth, first-person perspective into the trenches of 64-bit warfare. As the Officer in Charge of a team of crack commandos, you'll experience all the rigors of gritty jungle combat through the eyes of a real soldier as you patrol, set ambushes, destroy key structures, rescue personnel...and ultimately win one for your Commando team. Jaguar's sophisticated animation and audio processors bring you front-line combat so real, extended play may cause flashbacks!

Dungeon Depths, by Midnite Software, Inc.

Long ago in an ancient, uncivilized world, man built great castles to close himself off from the grunts of the earth. And beneath these castles he built miles of dungeons to imprison you and your repressed minions. Get ready for a medieval multiple-player role-playing arcade adventure as you battle "surface dwellers" in an effort to rise up from the clutches of the aristocracy. With rich, vibrant graphics, this 3D textured underworld epic makes full use of Jaguar's real-time rendering, advanced 3D texturing and high-speed animation capabilities.

Ultra Vortex, by Beyond Games

Ultra Vortex is street fighting to the 64th power! History has seen the rise and fall of many warriors. All fell to the power of the Vortex Guardian, who has dominated mankind for thousands of years. It's 2045, time again for the Testing. You and nine other able warriors have been chosen from America's top underground gangs to fight for the right to take on the Guardian. Drawing on the mesmerizing powers of the Vortex, you must master deadly street fighting and martial arts skills--including the lethal "Vortex Annihilator"...destroy a field of formidable champions and ultimately crush the Guardian!

Battlewheels, by Beyond Games

Buckle up for 64 bits of metal-mashing arcade action. 2021 AD. Humankind has turned to an increasingly dangerous spectator sports for its entertainment. Welcome to Battlewheels! Drive solo or team up with as many as eight of your buddies for a futuristic demolition derby to the death. Custom equip your suicide vehicle from the ground up with machine guns, missiles, flame-throwers...and compete for "kills," cash and glory against a vicious band of road warriors-- through treacherous deserts and ghost cities of a bygone era. Yeehaw!

Evidence, by Microids

The magic of the movies meets the power of Jaguar. This 3D interactive

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feature combines unbridled 64-bit technology with incredible motion picture effects. As a young reporter wrongly charged with murder, you must find a way to escape from prison and expose the party responsible for putting you behind bars. Full-motion video and digital sound effects are Evidence of a gaming experience only Jaguar can deliver.

Car Wars, by Midnite Software, Inc.

Earth, 2094. Advances in technology eliminated tires, refueling and, in general, made the roads a safer place--at least within the city limits. Outside the clean cityscapes--in the Arena, where bloodthirsty drivers clash in massive road beasts to battle for what is yours, and what you think should be yours--is where you do your driving. It's a futuristic off-road carnage bonanza that takes full advantage of Jaguar's stock graphic processors.

Alien vs. Predator, by Atari

Choose your weapon in a 64-bit combat challenge with the stars of these feature film blockbusters. Alien's machete-like tail and nasty jaws are perfect for ripping into any predator. Predator's sophisticated weaponry and superior infra-red night vision make it easy to search out your victims. The Marine Corporal's massive arsenal and sophisticated combat computer skills make hunting mutants easy. Battle through miles of texture-mapped corridors with stunning digitized character recreations. Lightning-fast speed provides the ultimate in chase sequences. Exceptional colors and light shading throw you in the middle of all the limb-severing action.

Brutal Sports Football, by Telegames

Crush 'em, mutilate 'em, splatter 'em all over the field...It's anything goes in Brutal Sports Football. No more rules--just pick up the ball and run for your life as Jaguar's five high-performance processors throw you on the gridiron with 16 of the most unforgiving mutant teams to ever separate a cyborg from his generator pack. Compared to this, Pro Ball is Powder Puff. Five methods of control, three play modes - an audio/visual experience that will literally tear you apart.

Checkered Flag II, by Atari

Formula racing peaks in real-time 3D action so intense, so realistic, your skin may actually peel back over your cheekbones. This is eyeball-dryin' racing action only the blazing speed and power of Jaguar can deliver. Customize your car and hit the road against a fierce field of speed demons. Cars, buildings and roads are rendered in true toe-curling 3D. 100 percent authentic effects - crashes are realistic in both sound and imagery, with parts flying and tires screeching. Helmet optional, but highly recommended!

Tempest 2000, by Atari

Updated with heart-stopping energy, this arcade classic sweeps into the 21st Century. Using vector graphics, rapid fire, a fully interactive starfield and CD-quality stereo sound, the power of Jaguar teleports Tempest 2000 into the 64th dimension. Manipulative abilities have been modernized with new features that include spins and twists not seen in

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the original, plus an exciting upgrade to the year 2000 that spotlights Jaguar's 3D polygon rendering capabilities.

## 1.23 The Amiga on the InterNet

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% The Amiga on the InterNet                                     By Robert Niles %%
%%                                                                rniles@hebron.connected.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Last week in the article about the Amiga IRC channel, I made the fatal mistake of noting that Pjotr was the moderator. Thanks to just about everyone on the channel I found out that I was grossly incorrect.

When you create a group on the IRC you become the "moderator". The Amiga channel really has no moderator. Each member who enters the group needs to moderate him/herself. There are a few people who frequent the group that have special privledges (like kicking those who are annoying out of the group), but no single person controls the #amiga IRC channel.

Thanks to those who took the time to explain this to me.

Continuing the article, this week we will take a look at Aminet.

Aminet is a huge collection of Amiga freely distributable files that are 'mirrored' to many other sites. These sites can be accessed by anonymous FTP. There are over 5000 files on the Aminet with the expectation that it will hold over 10000 files before the end of this year (I'm sure that they are quite close as it is now).

Aminet started back in January of 1992 when Urban Mueller took over a small archive of Amiga files and put them on his system, ab20. After a while the site grew too large and with the help of Peter Sjostrom of amiga.physik, the main part of Aminet moved there, with ab20 being the mirror.

In May of 1992 the university ordered the Aminet archive to be shut down at amiga.physik. Chris Myers of wuarchive gave Urban an account and the disk space to move the Aminet archives there.

As featured in AR127, Urban reported that an estimate of over 10000 users frequented wuarchive with over 250,000 files being downloaded a month.

Aminet is currently centered on ftp.wustl.edu and ftp.cdrom.com but over 12 sites mirror Aminet making access more feasible.

## 1.24 An Amiga BBS on the Internet

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Amiga BBS on the Internet                                     By Zorack %%
%%                                                                zorack@bstorm.bga.com%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Hello out there all you Amiga users! I'm writing this to let everyone know about bstorm.bga.com - one of the first free CNet-Amiga systems running over the InterNet (but not the only one). Users may login to the BBS via telnet, saving long distance charges. The BBS offers over 40 online games, two MUD's, shell accounts, ftp, and soon IRC to the public. We are finally moving out of our beta testing phase with our v.32b SLIP connection.

The message bases have been inactive recently - something that will hopefully be remedied as we soon will be supporting lots of high interest news groups, and FidoNet echos, and the prospect of new users. This section of the BBS is still under alot of construction - and cosysops are needed. Via FTP, bstorm offers many unique files - many of which are not currently on Aminet. Other files are located on our CD-ROM drive, which rotates the Aminet CD and the "Ultimate MOD Collection CD" - a CD which offers 667 MB of MODs to the public. All of this is free to the public! You may join bstorm today via:

BBS: "telnet bstorm.bga.com"

MUD: "telnet bstorm.bga.com 4000"

FTP: "ftp bstorm.bga.com", login "anonymous", password <user@host>,  
"binary"

For more information, mail zorack@bstorm.bga.com

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/ _ _ _ / \ / _ _ _ / _ _ _ / \ / _ _ _ / telnet bstorm.bga.com
/ _ _ _ / \ \ / _ _ _ / _ _ _ / \ \ / _ _ _ / Sysop: Zorack
/ _ _ _ / \ \ / _ _ _ / _ _ _ / \ \ / _ _ _ / zorack@bstorm.bga.com
-----

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## 1.25 Colonial Conquest v1.0

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Review: Colonial Conquest v1.0                               By Marc Buhmann %%
%%                                                                (1:283/105.0) %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

PRODUCT NAME

Colonial Conquest v1.0

## BRIEF DESCRIPTION

"Colonial Conquest" is a space-strategy game for one or two persons. The basic idea and concept have been heavily influenced by the shareware game "Conquest" and the Microprose game "Civilization". [Quote from first paragraph of the docs]

## AUTHOR/COMPANY INFO.

Name : Christian Mumenthaler  
Address : Langgrutstr. 178  
CH-8047 Zurich  
SWITZERLAND  
E-mail : mumi@stud.phys.ethz.ch (Since he's finishing his  
studies, this may not be  
available long!!)

## LIST PRICE

This product is "giftware". If you enjoy the game and would like to send the author a donation, you can but it's not required. Suggested donation is \$7 US dollars.

## SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

## HARDWARE

1 meg RAM or more  
Hard Drive recommended (if you can't wait 20 seconds)

## SOFTWARE

Should run on all Amigas with 1+ meg  
Tested on A500, A2000, and A4000

## COPY PROTECTION

None

## INSTALLATION ON HARD DRIVE

- [1] Copy everything from the "Colonial Conquest" disk to it's own file
- [2] Assign "ColonialConquest" to wherever it is
- [3] Copy files in the Fonts, Libs, S, C, and Devs directories to your main hard drive directories by that go by the same name

## GENERAL INFO ON THE GAME



For starters, I must say this is a fantastic PD strategy game! What's even more amazing is the fact that this game was written in AMOS. This game really shows off what AMOS can do. But enough of that, let's get on with the review of "Colonial Conquest".

If you've ever seen the graphics of "Civilization", that's what the planet scenes look similar too. You can't move around on the planets surface except for the small box you see when you first colonize it. As for the graphics in space, well the planets look exactly the same (But hey! It's free so don't complain, got it?! =-)

Choosing things (such as objects to produce) is all mouse driven. It makes the game all the more fun because you don't waste your time trying to figure out all the buttons on the keyboard.

After starting a nice colony, I started producing ships so I could fly to other planets. A nice range of ships are available to you. Colony ships are used to carry people to other planets. Once there they can create new colonies. There are also transport ships which allow transportation of goods between the planets. Then you can get into more of the fighting ships starting with a cruiser. Basically all it is is a small warship. A step up from that is a fighter (a stronger version of the cruiser) then a dreadnought (even stronger). Last but not least comes the biggest of all ships... the BATTLESTAR! This is the mother of all ships for the human race IN THIS game. They are 64 times stronger than dreadnoughts!

When you're just starting out, you don't want to create ships. First worry about starting a colony and helping it grow. A suggestion is to create food droids then mining droids first. Then you can start to create what else you want. There are a lot of things you can produce such as: food robots, granaries, nuclear power-plants, and planet destroyers.

## LIKES AND DISLIKES

Well I like the graphics first off. The planets could have been drawn differently, but I'm sure that would have gotten tire-some since there are a total of 26 planets.

I also like the point-and-click interface. Makes the game a lot easier to play. The idea for the game was very creative and, in my opinion, you couldn't add a whole lot to the game.

The docs are well written. One thing I'd like to see is an AmigaGuide version of the docs.

As for dislikes, I can't really think of any. Except for the fact you need to use a PAL interface. As for anything else, well my mind is drawing a blank.

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Out of 4 A's (None being lowest and 4 being highest) I rate  
this game with a...

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     /\      /\      /\      / 2
    /\      /\      /\
   /\      /\      /\
  /\      /\      /\
 \X/      \X/      \X/      \

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## 1.26 UseNet Review - Pirates! Gold CD32

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Usenet Review:  Pirates! Gold CD32                               By Brian S.Mogged %%
%%                                                                (brian.s.mogged@uwrf.edu) %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

### PRODUCT NAME

Pirates! GOLD CD-32

### BRIEF DESCRIPTION

A CD-32 strategy/action game of pirating and trading. The game takes place during the historical period of 1580-1700 in the Caribbean sea.

### AUTHOR/COMPANY INFORMATION

Name: MicroProse  
Address: The Ridge  
Chipping Sodbury  
Avon BS17 6AY  
UK

Telephone: 0454 329510

### LIST PRICE

I paid \$44.95 (US).  
I do not know the list price of the product.

### SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

#### HARDWARE

A CD-32.

## SOFTWARE

None.

## COPY PROTECTION

None!

## MACHINE USED FOR TESTING

Commodore CD-32.

## INSTALLATION

No installation.... Just insert the disc into the CD-ROM drive, and the game immediate loads.

## REVIEW

After owning a CD-32 for a few days, I decided that it was time to buy another piece of software... for no man can live on Pinball Fantasies alone. Going to my almost local Amiga store, I found out that Liberation (which was my first choice) was sold out. Then I saw that they had Pirates! GOLD. Immediately, memories of the original "Pirates!" on the 64 and on the Amiga went past my glazed eyes. I Immediately bought it, and I went home as fast as the speed limit allowed me and slid the disc into my CD-32.

## BRIEF SUMMARY OF THE GAME

For those of you who are not familiar with this game, here is a short summary of what is about. You are a pirate (of course). The object of this game is to retire with high social standing, having amassed a large fortune. How do you do this? To acquire wealth, you sack towns and other ships, and search for buried treasure. To acquire social standing, you play the game of politics with the governments in the game (England, France, Holland, and Spain). This might involve getting married to a governor's daughter, doing missions for the government, and attacking that government's enemies.

## GAME CONTROLS

Game controls in most place are very easy to get used to, and are actually much easier than in the original game on the Amiga. I think the game makes effective use of the control without assigning ALL the buttons to have individual functions. Pirates! Gold duplicate most buttons' functions; for example, the LEFT button on CD-32 control is the same as the RIGHT button. Control in combat has been reduced to three buttons for Parry, Thrust, and Slash, plus the direction button. This setup is much better than the original Pirates! controls.

## GAMEPLAY

This game plays almost like PIRATES! for the Amiga. The four skill levels and four and six historical time periods still exist, giving the game a varied feel. Even at the same skill level and time period, enough random events happen to make it feel different.

Sword combat is still the way I've always liked it: a button press, a delay, and then a swing happens. This is a very slow, almost choreographed combat feel. Ship-to-ship combat and ship-to-fort combat is still set up so whoever has the wind and the guns has the advantage. The game interface, when not doing any combat specific activity, is simple: move your cursor over an item and highlight it. It's very easy to get used to in most incidents (see LIKES AND DISLIKES).

#### DOCUMENTATION

Well at first I said to myself, "Great -- a 47-page document. This might mean it will have detail." Nope: it is 25 pages in English and the rest of the manual is in German. The manual's information is very limited. It is enough to inform the beginner about the game, but not enough to understand what is truly happening in the background of the game. If you can read the original Pirates! manual, I recommend it, for it gives much more information on the game itself.

But what I truly dislike about the manual is it is glued onto the CD's box. So to read the manual, you must have the CD box around. I hope no other CD-32 manufacturers do this practice -- it is just plain stupid.

#### LIKES

What I like about this game is that the music and sound is very good. It gives the game a real "pirate feel." The music does not interfere with the sound effects but actually enhances it. Way to go, MicroProse!

I like that the CD version has nothing cut out from the computer game. I was afraid that the combat would change to more of a "slam the joystick buttons as fast you can" type combat, but that fortunately did not happen. Anything that was in the computer game is still in this game.

Once the game is loaded up, disc access is almost unnoticeable, music changes quickly, and information is loaded at a fast rate, making for very smooth and enjoyable gameplay.

#### DISLIKES: ALL THAT GLITTERS IS NOT ALWAYS...

Some of the graphics have been slightly degraded from the original Amiga version. In some places they are (\*GASP\*) dithered! I wished they would take some of the pictures from the original Amiga game and combine them to make an almost perfect version of Pirates! GOLD.

Another thing that annoys me is that you have to walk your character in a town. In the original Pirates! you could just pick from a pop up menu. But now with the "advance" of technology, you have to control your character and walk him to the location. Making a quick stop at a town is now a long,

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boring walk.

THERE IS NO MAP OUTSIDE OF THE GAME!!!! The map of the Caribbean sea is inside of the game. While that guarantees that you will never lose the map, it also ensures you that it is will take you forever to find a spot on that map. For myself it would be much faster to look up the location on a real (paper) map.

Another complaint, not a limitation of Pirates! GOLD in itself, is that you can have only one saved game in CD-32 Flash Memory. This save takes up 78% of flash memory; so if you know that a friend is coming over to play Pinball Fantasies, MAKE SURE YOU LOCK THAT SAVE FILE IN FLASH MEMORY. I already have had my Pirates! GOLD save file erased once and I will never let it happen again....

## COMPARISON TO OTHER SIMILAR PRODUCTS

It is natural to compare this game to Pirates! for the Amiga. Pirates! GOLD CD-32 has better sound most of the time, better interface, better music, and a little better outside graphics. Pirates! shines with its better graphics overall.

## BUGS

Wow, no bugs that I can find. I am in deep shock: this is not the MicroProse that I have known and loved. :-)

## VENDOR SUPPORT

I have not called up the vendor for any reason. I have not had any problems yet.

## CONCLUSIONS

Overall, I really like this version of Pirates!. If you already own the original Pirates! and just bought a CD-32 and are considering it, I would say think a little more about it. But for those people who have never played one of the mind numbing versions of Pirates!, then this game should be on your list, for this is one of MicroProse best game series and ranks up there with Civilization.

My rating is 4 longswords and 1 rapier out of 5 longswords. (Four and a half stars out of five.)

## 1.27 Aminet Games Directory

[illegible]

Here's a directory of all of the games currently on AmiNet sites around the globe. This should help since people can review this list offline before wading through an actual site.

|                      |           |                                                 |
|----------------------|-----------|-------------------------------------------------|
| Alien3.dms           | game/demo | 348K+This is a playable demo of the first level |
| alienoid.dms         | game/demo | 671K Preview of Alienoid (Breakout)             |
| AnotherWorldIpr.lha  | game/demo | 54K Preview of a Jump+Run game w/ vectors       |
| b3-demo.dms          | game/demo | 518K Shadow Of The Beast III UnP. Preview       |
| bc_kid.lha           | game/demo | 323K+BC Kid demo, first level. (platform game)  |
| blastar.lha          | game/demo | 178K+A demo of a parallax shoot'em'up from Core |
| chaos.lha            | game/demo | 493K+Chaos engine, playable demo                |
| comairp.exe          | game/demo | 287K+CAP Flight Sim Playable demo               |
| CombatAirPatrol.dms  | game/demo | 427K+Official Demo from Psygnosis               |
| Creatures.exe        | game/demo | 144K+Playable demo of 'Creatures'               |
| DieSiedler.dms       | game/demo | 381K+This is a freely distributable demo of the |
| dwaga.lha            | game/demo | 155K+Demo of AGA-only dungeon game.             |
| fdp2demo.lha         | game/demo | 486K+Playable Demo of Fighter Duel Pro 2        |
| fla-d.dms            | game/demo | 601K FlashBack (DELPHINE) Playable Preview!     |
| flies.lha            | game/demo | 369K+Story and intro of "FLIES - ATTACK ON EAR  |
| frontier.lha         | game/demo | 175K+Frontier (Elite 2), Non-playable preview   |
| Future2.lha          | game/demo | 53K Preview to Future World II                  |
| goal-demo.dms        | game/demo | 234K This is a demo of Goal, the new footy game |
| Gunship2000demo.lha  | game/demo | 396K+Demo of Gunship 2000 with problem fixed    |
| HiredGunsDemo.dms    | game/demo | 706K+Official Demo from Psygnosis               |
| HolidayLemmings.dms  | game/demo | 262K+4 level playable lemmings demo             |
| JetstrikeDemo.lha    | game/demo | 366K+Demo of commercial arcade style flight sim |
| legend.lha           | game/demo | 296K+Demo of a new game called Legend ...       |
| lemm2-d.dms          | game/demo | 416K Lemmings II 3-Level Playable Preview       |
| lordoftime.dms       | game/demo | 459K Lords of Time game demo from Hollyware     |
| MagicBoy.lha         | game/demo | 206K Playable demo of Magic Boy by Empire       |
| New_sf2_demo.exe     | game/demo | 376K+Street Fighter 2 non-playable demo         |
| nmwc-d.dms           | game/demo | 340K Nigel Mansell WC 1-Level Playable Preview  |
| nsp.dms              | game/demo | 455K Demo of No Second Prize, motorcycle racing |
| oryland.lha          | game/demo | 461K Demo of Magic System's Adventure game.     |
| Overdrive2.lha       | game/demo | 234K+Shooting game demo. Works on most Amigas   |
| Paradroid90.dms      | game/demo | 166K One-level-demo of old game                 |
| PeriPack.lha         | game/demo | 24K+Info pack about "Perihelion", on-line game  |
| pin_fan.lzh          | game/demo | 270K+Playable demo of pinball fantasies         |
| PrePreLemmings2.lha  | game/demo | 390K Pre-preview of Lemmings 2. Animation. VERY |
| Qwak.lha             | game/demo | 208K Playable demo of Team 17's Quak            |
| Roll_or_Die_A.dms    | game/demo | 559K+Playable demo, disk 1                      |
| Roll_or_Die_B.dms    | game/demo | 352K+Playable demo, disk 2                      |
| schelober.dms        | game/demo | 449K+One-level playable demo of a game.         |
| Seek.dms             | game/demo | 625K+Playable preview of Seek & Destroy         |
| Sens-Soccer92_93.lha | game/demo | 214K+Sensible Soccer 92/93 Meets Bulldog Blight |
| SensiSoccer1.1.exe   | game/demo | 179K+1 / 2 player demo of Sensible Soccer       |
| sf2-d.exe            | game/demo | 341K Street Fighter II (U.S GOLD) Preview       |
| SkidMarksDemo.lha    | game/demo | 271K+Playable Demo of SkidMarks, commercial dri |
| Stardust.lha         | game/demo | 425K Demo of game from Bloodhouse.              |
| StartDust.dms        | game/demo | 834K+"Asteroids With Attitude" game demo        |
| superfro.dms         | game/demo | 439K SUPERFROG Preview!                         |
| syndicate.lha        | game/demo | 309K Playable demo of new shoot-em-up from Bull |
| Tearaway.exe         | game/demo | 186K+Tearaway Thomas a playable demo of a soon  |
| TheSettlersDemo.lha  | game/demo | 360K+European version of BlueBytes "The Settler |

|                      |           |                                                 |
|----------------------|-----------|-------------------------------------------------|
| Trolls.exe           | game/demo | 162K+A demo version of Trolls                   |
| TurboRAKETTI.lha     | game/demo | 457K+Gravity shooting game for 2 Pl. Demo.      |
| walk-d.dms           | game/demo | 452K Walker 1-Level Playable Preview            |
| woody.lha            | game/demo | 263K+Woody's world demo from Vision Software    |
| AlertPicture.lha     | game/gag  | 18K+Display an IFF picture in a system alert (  |
| AmigaSingsDaisy.lzh  | game/gag  | 1K Make the Amiga's narrator device sing!       |
| ARoach_v11.lha       | game/gag  | 45K+Cockroaches hide under your windows!        |
| DBTest.lha           | game/gag  | 87K+Tribute to alt.drunken.bastards...          |
| gzus001.lzh          | game/gag  | 12K+The final archiver. VERY efficient.         |
| LEMonWB100.lha       | game/gag  | 21K Puts Lemmings on your WB (AGA won't work)   |
| megapointer.lha      | game/gag  | 3K Grow up your pointer!                        |
| ms2.lzh              | game/gag  | 4K "Munching Squares" display hack by Leo Sch   |
| mtv.lha              | game/gag  | 3K A tiny MTV-Logo Gag                          |
| mtvhack.lha          | game/gag  | 4K Nice little hack                             |
| snow.lha             | game/gag  | 18K+Small XMas Gag; Port of xsnow.              |
| SpleenHack.lha       | game/gag  | 13K A screenhack; IFS fractal on workbench      |
| acar1.dms            | game/hint | 558K+Disk full of cheats, hints, etc            |
| AdamsFamily.009.lha  | game/hint | 3K+The Adams Family hints and cheats            |
| Alcatraz.010.sol.lha | game/hint | 2K+Exile Hints                                  |
| captive.lha          | game/hint | 9K+Codes for Captive Bug (level 2) + spoilers   |
| ChampEd.004.ed.lha   | game/hint | 25K+Champions Of Krynn Character Editor         |
| CheatGuide.lzh       | game/hint | 58K+Amiga game cheats in AmigaGuide format      |
| Cheatlister.lha      | game/hint | 85K+220 Cheats with program lister (a Cute ONE  |
| cheats.lzh           | game/hint | 662K MAJOR collection of game cheats            |
| CruiseCorpse.011.lha | game/hint | 3K+Cruise for a Corpse solution                 |
| CurseBonds.lha       | game/hint | 27K+Curse Of The Azure Bonds Solution           |
| CyberconWalkthru.lha | game/hint | 43K+Maps & walk trough for CyberCon             |
| damocles.txt         | game/hint | 23K The Damocles Spoiler Sheet V1.0, by reques  |
| DragonStrikeEd.lha   | game/hint | 12K+SaveGame Editor for Dragon Strike (SHAREW   |
| Drakkhen.008.hnt.lha | game/hint | 11K+Drakkhen Partial Solution                   |
| dsmechmap.lzh        | game/hint | 19K+Maps for BattleMech                         |
| dsmechs.lzh          | game/hint | 86K+Battle mech designs                         |
| eob1.lzh             | game/hint | 279K+Gif pictures of all 12 EOB levels          |
| EoB2-ed.003.ed.lha   | game/hint | 25K+Eye of Beholder 2 Char Editor               |
| EoB2end.013.sav.lha  | game/hint | 21K+Eye of the Beholder II save game            |
| eob2specquests.lha   | game/hint | 2K Eye of Beholder 2 special quests explanati   |
| Exile.012.hnt.lha    | game/hint | 1K+Exile Hints                                  |
| EyeOfBeholderI.lha   | game/hint | 23K+Eye of the Beholder Solution                |
| FrontierHints        | game/hint | 13K+Hints and Tricks for Frontier - Elite II    |
| l2ans.lha            | game/hint | 111K Solutions for Lemmings II - The Tribes     |
| LegendOfSword.lha    | game/hint | 4K+Legend Of The Sword Solution                 |
| LureTemptress.so.lha | game/hint | 2K+Lure of the Temptress Solution               |
| PersonalNightmar.lha | game/hint | 6K+Personal Nightmare hints                     |
| sol.ManicMansion.lha | game/hint | 2K+Solution/Walkthrough for Manic Mansion adv   |
| aztec.lha            | game/jump | 196K Freely distributable jump'n'run game       |
| croak.lzh            | game/jump | 86K+A frogger clone                             |
| DonkeyKong.exe       | game/jump | 240K+Jump'n'run, won't work on AGA              |
| Doody.lha            | game/jump | 95K Mario Brothers like game                    |
| FruitPanic101.lha    | game/jump | 82K+Classic pacman & platform game.             |
| JumpmanJr.lha        | game/jump | 241K+File version of JumpMan Jr. (PAL)          |
| minerunner11.lha     | game/jump | 77K Best Loderunner for Amiga (V1.1)            |
| PetersQuest12.lzh    | game/jump | 322K+Arcade game w/ 20 levels, dig. sound, and  |
| popeye.lha           | game/jump | 459K+bignonia's port of the c64 classic "popeye |
| premiere             | game/jump | 21K+Preview of Core Design game Premiere        |
| roach.dms            | game/jump | 292K+Platform game written in AMOS              |
| roach_motel.dms      | game/jump | 293K+Kill the roaches/collect spray cans.       |
| Shepherd.lha         | game/jump | 375K+New GODS game; demo version.               |

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| targis.lha           | game/jump | 98K+Loderunner like game                        |
| targisPAL.txt        | game/jump | 0K Patching 'Targis' for PAL machines           |
| wwgiddy.dms          | game/jump | 140K+The best PD game ever. Platform            |
| zool.lha             | game/jump | 195K ZOOl Demo (has been a rave on the USENET)  |
| abdash11909.lha      | game/misc | 261K+ A boulderdash game clone                  |
| aow12texman.lha      | game/misc | 41K+V1.2 LaTeXed Manual for Act of War, Versio  |
| aowtexman.lha        | game/misc | 36K+LaTeX'ed manual for Act of War v1.1         |
| aow_v11.lha          | game/misc | 307K+Update to Act Of War                       |
| Aquaventura.lzh      | game/misc | 168K+Aquaventura (Psygnosis) playable demo.     |
| ArcadeClassics1.dms  | game/misc | 601K+Collection of Classic PD Games             |
| ArcadeClassics2.dms  | game/misc | 325K+Collection of Classic PD Games             |
| ASokoban1.1.lha      | game/misc | 44K+ASokoban v1.1 - specific bugs fixed.        |
| atoms.lha            | game/misc | 68K+A small puzzle game                         |
| bdash09.lha          | game/misc | 85K+A boulderdash game clone                    |
| billiard_games.lha   | game/misc | 73K+Contains 3 billiard games. Shareware.       |
| bloodball1.lha       | game/misc | 255K+V1.0 of Blood Ball by Kevmo Sheller        |
| Courli.lha           | game/misc | 23K+"CourliV1.1", Crillion-like ballgame        |
| Crittur_Cauldron.lzh | game/misc | 19K+life simulator, not like the rest!          |
| Descender.lha        | game/misc | 52K+'Tempest' type game                         |
| DragonsLair-demo.lha | game/misc | 768K DragonsLair demo                           |
| drwho.lha            | game/misc | 311K a very good game based on Doctor Who chara |
| dune3.lha            | game/misc | 639K+Worm race game                             |
| dZug13.lha           | game/misc | 21K+An excellent train/wormgame for WB          |
| ELEFANT.lha          | game/misc | 470K+A promotional gift game by WWF/E.-Shoes    |
| epicfix.lzh          | game/misc | 7K+This is the fix provided from Ocean for Ep   |
| FireAndIce.lha       | game/misc | 178K 'Fire & Ice' Game Preview With Playable Le |
| Fireball.lha         | game/misc | 188K+Demo of Fireball 2000, Arkanoid type       |
| FireIce+Apidya.lzh   | game/misc | 364K+game demos: Fire & Ice and Apidya          |
| Fun-2-3-demo.lha     | game/misc | 365K+Educational program for young minds.       |
| GalaxyMapper-1.0.lha | game/misc | 18K+Reads Galaxy (PBM game) turn results and d  |
| gravattack.lha       | game/misc | 103K+Flying arcade game. Excellent!             |
| GridLock.lha         | game/misc | 75K 2 Computer game - modem/null-modem          |
| GridLock93Dec16.lha  | game/misc | 129K+2 player game Modem/NullModem/Ami-TCP      |
| gs10ureg.lha         | game/misc | 192K+Version 1.0 of Galactic Struggle           |
| guyspy.lha           | game/misc | 154K+Demo of ReadySoft's interactiv cartoon     |
| gyves1_1.lha         | game/misc | 372K+The best falling block game.               |
| HeadQuarters183.lha  | game/misc | 700K+Update to HQ V1.83 with Mechs&Maps&Orders  |
| hoidemo.lha          | game/misc | 122K+Playable demo of "Hoi, Lets Play" game     |
| HookSlideShow        | game/misc | 131K+Slide show of pictures from game 'Hook'    |
| humans.lha           | game/misc | 170K+Playable preview of "The Humans"           |
| InstallerGame.lha    | game/misc | 5K+Game written for C='s Installer Util.        |
| Jass_Demo.lzh        | game/misc | 179K A card game demo for swiss players.        |
| JBPoker10.lha        | game/misc | 181K+Enhanced video poker game                  |
| jbpsnake.lzh         | game/misc | 15K Cute simple CLI game by John Preston. Vers  |
| Links153.lzh         | game/misc | 79K+Patch Accolade's 'Links' golf               |
| LotusIII-demo.lha    | game/misc | 360K Car race demo                              |
| lotusiii.run         | game/misc | 420K Lotus III Un/Playable Preview              |
| MagicPocketsDemo.lha | game/misc | 224K+Demo of new Bitmap Brothers game           |
| MatrixBlaster.lha    | game/misc | 299K TRON Light Cycles in AMOS                  |
| MBall21.lha          | game/misc | 369K+MegaBall v2.1. New boards! Bug fixes! OS2. |
| MBmusic.lha          | game/misc | 311K+Music for MegaBall AGA                     |
| MechForce-3.71.lha   | game/misc | 199K Game similar to BattleTech                 |
| MegaBallAGA.lha      | game/misc | 280K+AGA OPTIONAL Fast exploding action game!   |
| Mestertipp.lha       | game/misc | 62K+Football gambling program for Scandinavia   |
| MF_HQ0.51beta.lha    | game/misc | 445K+A HQ & Factory for MechForce               |
| mrbrownstone.lha     | game/misc | 334K Boulderdash clone with some nice extra's   |
| NewWorld13.lha       | game/misc | 372K+New World game v1.3                        |



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| NewWorld131.lha      | game/misc  | 387K+New World game v1.31                       |
| nml.run              | game/misc  | 226K No Mans Land: A two player game            |
| paja.exe             | game/misc  | 18K A little game for amiga (crashes A3000)     |
| paja20.exe           | game/misc  | 21K A little game, bug fixed                    |
| ParaDroid_II.lha     | game/misc  | 321K action game like C-64 ver. w/2 plr mode    |
| pbdream2.lha         | game/misc  | 258K+Pinball Dreams 2 Playable Demo             |
| pharaoh.lha          | game/misc  | 103K Amiga version of the C= 64 game            |
| PinBallDreamDemo.lha | game/misc  | 186K+Great pinball simulator. PAL Overscan      |
| PinballFantasies.lha | game/misc  | 258K Demo of Pinball Fantasies, the follow-up t |
| pingpong.lha         | game/misc  | 9K+The old fashioned Atar* Ping Pong game       |
| Poing-1.2.lha        | game/misc  | 45K+Pong-clone                                  |
| Poker10.lha          | game/misc  | 374K+Multi-User Programmable Poker              |
| Poker10pl.lha        | game/misc  | 22K+Poker 1.0 patch #1 - curses                 |
| Proker10.lha         | game/misc  | 40K Proker 1.0 - a game of Poker                |
| robots.lha           | game/misc  | 8K+CRobots of the Illertissener CRobots tourn   |
| rpqbbsv5.lha         | game/misc  | 210K+RPGBBS - Standalone BBS version of Hack &  |
| RUEDA.lha            | game/misc  | 188K+Wheel Of Fortune Game--GREAT GFX+SOUND!    |
| scorched.lha         | game/misc  | 232K Scorched Earth-type game.                  |
| SensibleSoccer.lzh   | game/misc  | 160K+Soccer game demo. PAL, you need fat agnus  |
| snackman.lzh         | game/misc  | 214K+SnackMan, PacMan clone. A500-A3000 comp. V |
| snacksrc.lzh         | game/misc  | 218K+Source for SnackMan, A500-A3000 comp. PacM |
| snake.lha            | game/misc  | 14K+A 2.0+ Workbench snake game                 |
| SnakeGame.lzh        | game/misc  | 7K+simple system-friendly game - source/1.3/2   |
| SonOfBlagger.lha     | game/misc  | 80K Converted C=64 game with source             |
| Tangle.lha           | game/misc  | 22K+Multiplayer Worm game (simple but fun)      |
| tetronv14.lha        | game/misc  | 123K+Tetron 1.4 (Alchemy Software Development)  |
| tomtespe.lzh         | game/misc  | 104K A fun two player game                      |
| TWdb03.lha           | game/misc  | 52K+TWdb v0.3 - TradeWars 2002 BBS game utilit  |
| wabes21.lha          | game/misc  | 302K+Faster 2 Player on same screen Pac Man     |
| WBGMS15.lha          | game/misc  | 53K+The set of desktop games                    |
| WizkidDemo.lzh       | game/misc  | 63K+Playable demo of a good game                |
| XerionDemo.dms       | game/misc  | 425K+New game from CycleTech Germany called Xer |
| zmachine_fix.lha     | game/misc  | 19K+A new 68000 clean binary for ZMachine 1.0.  |
| znykdist.lha         | game/misc  | 112K+Combination of Tetris and other games -- G |
| agafixes.dms         | game/patch | 230K+Game fixes for AGA machines. Includes KS 1 |
| BubbleBobble115.lha  | game/patch | 125K+Patch original BB for 2.0/3.0 etc now in v |
| dmpatch.lzh          | game/patch | 11K+Patch to install Dungeon Master on hard dr  |
| f18.lzh              | game/patch | 5K Patch for F/A-18 Interceptor copy protecti   |
| FixAlienBreed.lha    | game/patch | 12K+Bugfix for level 8 of Alien Breed Special   |
| fixarchon.lzh        | game/patch | 20K+Patch to run Archon under later OS version  |
| fixes_aga.lha        | game/patch | 10K+AGA patches for Powermonger, R-Type, ...    |
| fixllama2.lha        | game/patch | 5K Update to Llamatron patch                    |
| karate.lha           | game/patch | 150K+King of Karate, fix for A4000, 040.        |
| MarblePatch.lha      | game/patch | 7K+Use Marble Madness with 2.x + HD             |
| mtn_kddh.dex         | game/patch | 12K+Patch to disk 2 of Desert Dream to see hid  |
| SmartPortUpd2_3.lha  | game/patch | 192K+Patches games to be ANALOG compatible      |
| angband.lha          | game/role  | 787K Angband (moria decendant) for the amiga (  |
| angband2.5b.lha      | game/role  | 282K Amiga Angband binaries version 2.5         |
| angband_short.lha    | game/role  | 407K+Amiga Port of Moria-like game (w/o source) |
| BasicImp.lha         | game/role  | 24K+Dungeon master's assistant, V1.56           |
| battlestar1.1.lha    | game/role  | 342K+(Bug fix) Port of a text based adventure g |
| bleed.lzh            | game/role  | 30K Bloody cool adventure game                  |
| bleed2.lzh           | game/role  | 171K Next part of bleed                         |
| CharGen_1.01.lha     | game/role  | 50K+AD&D 2nd Ed char. gen, 2.0+, bug fix        |
| DebugTool_111.lha    | game/role  | 30K+DebugTool - sneak into the depths of INFOC  |
| diev101.lha          | game/role  | 10K+DragonBone(c) type Dice Roller GUI (2.x)    |
| DigitalChar-10.lha   | game/role  | 13K AD&D Character Generator                    |

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| DM-Maps_Spells.lha   | game/role  | 50K+Dungeon Master maps and spells (maps in .i  |
| dm-save.lha          | game/role  | 31K+Hacked SAVE for Dungeon Master              |
| Dungeon.lzh          | game/role  | 179K Amiga port of famous 'Dungeon' game (a.k.a |
| Empire-2.3w-d1.lha   | game/role  | 232K+Empire 2.3w beta, disk 1 UNCORRUPT         |
| Empire-2.3w-d2.lha   | game/role  | 221K+Empire 2.3w beta, disk 2 UNCORRUPT         |
| fagot1.lha           | game/role  | 52K+NPC name creator for role-players           |
| Fantasy_Project3.lha | game/role  | 536K+Corrected Demo of a Bard's Tale like fanta |
| HackLite2_1.lha      | game/role  | 644K+HackLite V2.1 - Dungeon style game update. |
| ICS100.lha           | game/role  | 35K+Char. generator for Call of Cthulhu RPG     |
| Infocom64ToDat.lha   | game/role  | 15K+Convert C64 Infocom Games To Data File.     |
| itf401-120.lha       | game/role  | 67K+Interpreter for vl-v5 Infocom games         |
| larn.zoo             | game/role  | 256K+larn2 - dungeon type adventure game update |
| LegendOfLothian.lha  | game/role  | 178K+Fantasy adventure game like Ultima         |
| Monkey2_demo.dms     | game/role  | 481K Demo of Monkey Island 2 (?)                |
| MoriaGfxSrc_1.1.lha  | game/role  | 289K+Amiga Moria Graphics 1.1/sources           |
| Moria_gfx_1.2.lha    | game/role  | 255K+Graphic UMoria 5.5 for the Amiga. (v1.2)   |
| NetHack-3.1.lha      | game/role  | 710K+NetHack 3.1 Dungeon Exploration Game - Bin |
| NetHack3.1PL0-1.lzh  | game/role  | 405K+NetHack 3.1, diskette version, disk 1      |
| NetHack3.1PL0-2.lzh  | game/role  | 369K NetHack 3.1, diskette version, disk 2      |
| Netrek-client.lha    | game/role  | 135K Multi player networked game                |
| NewHackFont.lzh      | game/role  | 6K+NetHack font with some added characters      |
| NH31P3-1.lzh         | game/role  | 315K+Amiga NetHack binaries 3.1.3 (1 of 2)      |
| NH31P3-2.lzh         | game/role  | 572K+Amiga NetHack binaries 3.1.3 (2 of 2)      |
| nh3ppami.lha         | game/role  | 468K+NetHack 3.0++ Dungeon Exploration Game     |
| omega-0.78.1-bin.lha | game/role  | 282K+Amiga binary of Omega 0.78.1               |
| pinfocom_3.0.lha     | game/role  | 288K+A portable interpreter for Infocom game fi |
| thrallbound.lha      | game/role  | 261K+Adventure game, set in Norway.             |
| tugame.lha           | game/role  | 29K+Very unique text adventure game.            |
| utgv1.lha            | game/role  | 418K+Graphical Adventure Game (Ult*ma-ish)      |
| WarWz103_1.lha       | game/role  | 583K+Part 1 of a hi res Ultima like RPG         |
| WarWz103_2.lha       | game/role  | 308K+Part 2 of a hi res Ultima like RPG         |
| WarWzFonts.lha       | game/role  | 3K+Complete fonts for WarWizard                 |
| WWz103Pch.lha        | game/role  | 142K+Patch old version of WarWizard to 1.03     |
| ZIP_1.0.lha          | game/role  | 79K+An interpreter program for Infocom(TM) gam  |
| ZorkMachine-1.15.LHA | game/role  | 73K Infocom adventure interpreter source        |
| ztools.lha           | game/role  | 121K+Tools for manipulating Infocom game datafi |
| artil20u.lha         | game/shoot | 211K+Artillery game.                            |
| battlecars.lha       | game/shoot | 47K+3d driving/shooting game for 1-2 players    |
| biplanes.lzh         | game/shoot | 23K Air action for one or two                   |
| blaster.lha          | game/shoot | 283K Excellent shoot'em up game!                |
| Bomb.lha             | game/shoot | 7K+Game for two players.                        |
| CityConnection.lha   | game/shoot | 37K Arcade game conversion to run in the ZX Sp  |
| cowwars11.lha        | game/shoot | 227K+Hurl cows at opp - avoid fire penguin      |
| cybernetix.lha       | game/shoot | 145K+Excellent shareware shoot-em-up!           |
| Dogfight10.lha       | game/shoot | 110K+2-player WWI dogfight game                 |
| Extreme_Violence.lha | game/shoot | 107K Excellent 2-player game - v6.92            |
| FDProDemo.lha        | game/shoot | 338K A viewable demo of Fighter Duel Pro        |
| FightingWarriors.lzh | game/shoot | 244K+Streetfighter II clone                     |
| galactoid.lha        | game/shoot | 79K+1 or 2 player shoot-em-up game              |
| hs21.lha             | game/shoot | 195K Hack & Slash v2.1 multi-user support and m |
| inv.lha              | game/shoot | 10K+small stupid space invaders+SOURCE          |
| ki.dms               | game/shoot | 365K+Krillian Incident. A 3D Shoot-em-up. Fun   |
| Lemmingoids.DMS      | game/shoot | 475K+Asteroids with lemmings!                   |
| MadBomber.lzh        | game/shoot | 86K+Small arcade game. PD                       |
| MazeWarz103.lha      | game/shoot | 129K+Multiplayer arcade shootemup conversion    |
| mcomand.lzh          | game/shoot | 53K Missile Command (quite old)                 |
| microbes.lzh         | game/shoot | 106K+Shoot-em-up, somewhat like Tempest         |

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| motorin2.dms         | game/shoot | 679K+Motorola Invaders 2: AGA shoot-em-up       |
| motorinv.dms         | game/shoot | 444K+Motorola Invaders 2: AGA shoot-em-up       |
| Offender.lzh         | game/shoot | 247K+'Defender' type game (020 required!)       |
| quickmon.lzh         | game/shoot | 60K+QuickMoney, 1/2 player maze shoot-em-up     |
| Raid2.lzh            | game/shoot | 104K+PD shoot-em-up. Funny.                     |
| Rollerpede           | game/shoot | 98K+Arcade quality PD version of Centipede      |
| ShootOut.lzh         | game/shoot | 14K+Small PD shoot-em-up. Funny for a while...  |
| smurfhunt.lha        | game/shoot | 100K+Shoot Em Up Consturction Kit game          |
| SpaceHulkDemo.dms    | game/shoot | 650K+Demo of the new Game Space Hulk            |
| SpaceHulkDocs.lzh    | game/shoot | 2K+Instructions for Space Hulk Demo             |
| super.dms            | game/shoot | 497K+Super space invaders II nice PD game + ano |
| Tank_Combat.lzh      | game/shoot | 191K+Tank Combat (c) RGBSoft 1992               |
| Tanx.lha             | game/shoot | 215K+A "Tank" or "Artillery" type game.         |
| Tykipipeli.lha       | game/shoot | 176K+Another "Artillery"-clone, 2 players       |
| zerberk13.lha        | game/shoot | 109K Arcade game like Berzerk                   |
| 4GetDemo.lha         | game/think | 213K+Addictive multi-level puzzle game with gre |
| actofwar_v14.lha     | game/think | 341K+Strategy game, many new features           |
| AHextris.lha         | game/think | 33K+Hextris like game, 2.04 only.               |
| AmigaGnuChess.lha    | game/think | 199K+Amiga port with nice graphics (needs 2.0)  |
| AMines12.lha         | game/think | 10K+Amiga version of XMines                     |
| ArmyMiner_1.4.lzh    | game/think | 67K+MineSweeper game v1.4                       |
| asteriodsii092.lzh   | game/think | 159K+Asteroids for OS2.0+ systems               |
| atc.lzh              | game/think | 24K+Air Traffic Control Game                    |
| babylon.lha          | game/think | 79K Amiga Version of the board game Abalone     |
| BackGammon099.lha    | game/think | 25K+Workbench BackGammon Game                   |
| BaldersGrovel1.lzh   | game/think | 85K+A Boulderdash clone for WB2.04+             |
| bebop.lha            | game/think | 233K+Remote Tetris relate                       |
| bil0.lha             | game/think | 6K Binary Logic: Think game, requires Kick 2.   |
| boomfield.lha        | game/think | 373K+BoomFiled is a great version of MineSweepe |
| brain.lha            | game/think | 18K Think game                                  |
| bridge106.lha        | game/think | 115K Bridge v1.06, plays the card-game Bridge.  |
| Campaign.lzh         | game/think | 83K+3d battle simulation                        |
| Chaos5_1a.lha        | game/think | 310K+A program to manage Chess-tournaments      |
| civup2.lha           | game/think | 197K Update/bugfix for Civilization.            |
| ColConq_v105.lha     | game/think | 217K+A space strategy game with good graphics.  |
| conquest.lha         | game/think | 57K simple strategy game (no gfx, no sound)     |
| CrazyClock.lha       | game/think | 57K+The easy alternative to the R.'s Cube.      |
| cross51.lha          | game/think | 115K+crossword generator (bug fix)              |
| crun.lha             | game/think | 72K+Boulderdash type game                       |
| EIMinefieldV1.lha    | game/think | 43K+Adjustable to screen modes! Nice GUI.       |
| FinalDemineurl.0.lha | game/think | 16K Another 'Mines' game, nice, French docs     |
| FourInARow.lha       | game/think | 10K+Quite good Four-In-A-Row game.              |
| Getem_V1.0.lha       | game/think | 87K+Gem'x alike game for WB.                    |
| GNUChess4.0.58.lha   | game/think | 302K+GNU Chess 4.0.58, Standard Amiga Port      |
| HangmanV1_3.lha      | game/think | 378K+A GUI Hangman game in six different langua |
| IGNUChess151PL0.lha  | game/think | 176K+Intuition GNU Chess interface              |
| Interferon.lzh       | game/think | 48K+Tetris variation                            |
| IntuiMines.lha       | game/think | 16K Mines clone, with source! Works w. ks 1.2   |
| JMines1_0.lha        | game/think | 14K+Yet another version of Minesweeper.         |
| MADgic41.lzh         | game/think | 192K+COREWAR GAME ASSEMBLY VIRUS                |
| mastermind13.lha     | game/think | 73K+Mastermind Game. Version 1.3 adds music &   |
| matix.lha            | game/think | 391K+Mattix is a great thinking game. For one o |
| Minefield201.lha     | game/think | 25K+Best Minefield prog on Amiga; V2.01         |
| mines.lha            | game/think | 78K+Another version of the classic Minefield    |
| minestwo10.lha       | game/think | 105K+Minesweeper w 2 mice on same board opt     |
| MineSweeper2.4.lha   | game/think | 26K+MineSweeper Game, version 2.4 28-September  |
| Montana_v1.0.lha     | game/think | 30K+A cool & fun little card game for 2.0       |

|                    |            |                                                 |
|--------------------|------------|-------------------------------------------------|
| newznyk.lha        | game/think | 107K+Combination of Tetris and other games -- G |
| oxyd.lha           | game/think | 504K+A slick puzzle-type game, great gfx & soun |
| pickout.lha        | game/think | 68K+'memory' game with good sound & gfx         |
| PIPELINER.dms      | game/think | 177K Super GFX, lots of Features.               |
| protris.lha        | game/think | 199K+Another Amiga Tetris-clone                 |
| protrisb.lha       | game/think | 523K+Extra samples for ProTris                  |
| PushOver.lzh       | game/think | 266K+Push Over (Ocean) playable demo.           |
| Pz1Pts2demo.lha    | game/think | 101K+One level playable demo of Puzzlepits 2    |
| Robouldix.lha      | game/think | 220K+Payware game, base on BoulderDash          |
| sah.lha            | game/think | 300K+Artillery game, also for >1 players        |
| shanghai93.dms     | game/think | 196K+This is a Shanghai game. It allows the pl  |
| SizeTris10.lha     | game/think | 25K+Tetris-Clone for the Workbench              |
| SLIDEIT2.dms       | game/think | 217K Puzznic-Clone with super GFX, Editor.      |
| SMMind.lha         | game/think | 15K+MasterMind with colors+shapes, OS2.04       |
| sol.lha            | game/think | 9K+Sea Haven Towers solitaire card game         |
| SolitV113.lha      | game/think | 54K+Non-Klondike Solitaire Card Game            |
| spiderV1.1.lha     | game/think | 30K+famous solitaire cards game                 |
| syzygy.lha         | game/think | 187K+A UNIQUE game in the Tetris genre. Readme  |
| t-triz.lzh         | game/think | 55K A small Tetris clone                        |
| tetrix.dms         | game/think | 158K+Best tetris clone available. 2 players sim |
| tetron13.lha       | game/think | 136K+New version of Tetron. Bugs fixes, enhance |
| tltetris.lha       | game/think | 102K+The Best Tetris-clone around !!!           |
| Towers.lha         | game/think | 17K+Simple and addictive solitaire card game    |
| Towers1.1.lha      | game/think | 17K+Simple and addictive solitaire card game    |
| TTetris.lha        | game/think | 43K+Multi-player Tetris clone. With source.     |
| UChess233.lha      | game/think | 625K+UChess233.lha is an AGA/ECS Chess Pgm KS 2 |
| UChess233Patch.lha | game/think | 245K+Requires prior version of UChess, this is  |
| UChesSrc.lha       | game/think | 101K This is the source for UChess, requires SA |
| upside-down.lha    | game/think | 91K Reversi/Othello game . French docs          |
| WBGames17.lha      | game/think | 74K+Tiny Tetris,Columns,etc. (6 games) for any  |
| WBTRIS_1.54.lha    | game/think | 52K+A little Tetris clone to play on the workb  |
| WhiteLion13.lha    | game/think | 37K+Othello player, new settings requester      |
| wizwars.lzh        | game/think | 57K+Strategy game                               |
| world.lha          | game/think | 28K+simple 2-8 player game                      |
| xatoms.lha         | game/think | 22K+Exploding atoms - a small logical game for  |
| yactris0_1.lha     | game/think | 99K+Yet Another Clone (tet)TRIS, v0.1           |
| ZCheckers_03a.lha  | game/think | 16K+Intuition-Based Checkers (v2.0+)            |
| Zetris10.lha       | game/think | 16K Another Tetris Clone                        |

## 1.28 Portal

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                               Portal:  A Great Place For Amiga Users                               %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Portal Communications' Amiga Zone

The AFFORDABLE alternative for online Amiga information

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The Portal Online System is the home of acclaimed Amiga Zone, which was formerly on the People/Link System. Plink went out of business in May,

1991 and The Amiga Zone's staff moved to Portal the next day. The Zone has just celebrated its second anniversary on Portal. The Amiga press raves about The Amiga Zone, when compared to its competition.

If you live in the San Jose, CA area, then you can dial Portal directly. If you live elsewhere, you can reach Portal through any SprintNet (formerly Telenet) indial anywhere in the USA. If you have an account on another Internet-connected system, you can connect to Portal using the UNIX Telnet programs, from anywhere in the industrialized world. Delphi and BIX users can now Telnet into Portal for a flat \$19.95 a month, with \*unlimited\* use.

Some of Portal/Amiga Zone's amazing features include:

- Over 1.5 GIGabytes of Amiga-specific files
  - The \*entire\* Fred Fish collection of freely distributable software, online.
  - Fast, Batch Zmodem file transfer protocol. Download up to 100 files at once, of any size, with one command.
  - Twenty Amiga vendor areas with participants like AmigaWorld, ASDG, Soft-Logik, Black Belt, Apex Publishing, Stylus, Prolific, NES.
  - 35 "regular" Amiga libraries with thousands of files. Hot new stuff arrives daily.
  - No upload/download "ratios" EVER. Download as much as you want, as often as you want, and never feel pressured doing it.
  - Live, interactive nightly chats with Amiga folks whose names you will recognize. Special conferences. Random chance prize contests. Famous Amiga folks aren't the exception on Portal, they're the norm.
  - Vast Message bases where you can ask questions about \*anything\* Amiga related and get quick replies from the experts.
  - Amiga Internet mailing lists for Imagine, DCTV, LightWave, HyperAmi, Director and Landscapes are fed right into the Zone message bases. Read months worth of postings. They don't scroll off, ever! No need to clutter your mailbox with them.
  - FREE unlimited Internet Email. Your Portal account gets you a mailbox that's connected to the world. Send letters of any length to computer users in the entire industrialized world. No limits. No extra charges. No kidding!
  - Portal has the Usenet. Thousands of "newsgroups" in which you can read and post articles about virtually any subject you can possibly imagine.
  - Other Portal SIGs (Special Interest Groups) online for Mac, IBM, Sun, NeXT, UNIX, Science Fiction, Writers, amateur radio, and a graphics SIG with thousands of GIF files to name just a few. ALL Portal SIGs are accessible to ALL Portal customers with NO surcharges ever.
  - The entire UPI/Clarinet/Newsbytes news hierarchy (\$4/month extra) An entire general interest newspaper and computer news magazine.
-

- Portal features an exciting package of Internet features: IRC, FTP, TELNET, MUDDS, LIBS. Free to all Portal customers with your account. Internet Services is a menu driven version of the same kinds of utilities you can also use from your Portal UNIX shell account.
- All the files you can FTP. All the chatting you can stand on the IRC. And on IRC (Internet Relay Chat) you can talk live, in real time with Amiga users in the U.K., Europe, Australia, the Far East, 24 hours a day.
- Our exclusive PortalX by Steve Tibbett, the graphical "front end" for Portal which will let you automatically click'n'download your waiting email, messages, Usenet groups and binary files! Reply to mail and messages offline using your favorite editor and your replies are sent automatically the next time you log into Portal. (PortalX requires Workbench 2.04 or higher)
- And Portal does NOT stick it to high speed modem users. Whether you log in at 1200 or 2400 or 9600 or 14.4K you pay the same low price.

How does all that sound? Probably too good to be true. Well, it IS true.

Portal Signup or for more information:

408-973-9111 (voice) 9a.m.-5p.m. Mon-Fri, Pacific Time  
 408-725-0561 (modem 3/12/2400) 24 hours every day  
 408-973-8091 (modem 9600/14400) 24 hours every day

or enter "C PORTAL" from any Sprintnet dial-in in the USA,  
 or telnet to "portal.com" from anywhere.

#### PORTAL'S CURRENT RATES:

All prices shown are in U.S. Dollars

|                                    |                |                | Fee         | Total<br>Cost         | Total<br>Cost          | Total<br>Cost           | Total<br>Cost           |
|------------------------------------|----------------|----------------|-------------|-----------------------|------------------------|-------------------------|-------------------------|
|                                    | Startup<br>Fee | Monthly<br>Fee | Per<br>Hour | 1 hr.<br>Per<br>month | 5 hrs.<br>per<br>month | 10 hrs.<br>per<br>month | 30 hrs.<br>per<br>month |
|                                    | \$             | \$             | \$          | \$                    | \$                     | \$                      | \$                      |
| Portal                             | 19.95          | 19.95          |             |                       |                        |                         |                         |
| 2400/9600/14.4Kbps, *direct 24 hrs |                |                | 0.00        | 19.95                 | 19.95                  | 19.95                   | 19.95                   |
| 2400/9600bps nonprime Sprint       |                |                | 2.50        | 22.95                 | 32.45                  | 44.95                   | 94.95                   |
| 2400/9600bps prime Sprint +%       |                |                | 5.50-10     | 29.95                 | 69.95                  | 119.95                  | varies                  |
| 2400/9600bps non prime # PCPursuit |                |                | 1.00        | 20.95                 | 24.95                  | 29.95                   | 49.95                   |

\* plus cost of phone call if out of Portal's local dialing area

Direct rates also apply to connections made to Portal using the  
 UNIX "telnet" program from an account you may already  
 have on an Internet-connected system.

% 9600 bps Sprintnet in over 300 cities areas

+ \$10 rate prevails at smaller US Cities

# PCPursuit is a service of US Sprint. Portal is a PCPursuit

"Direct Access Facility" thus connection to Portal with a PCP account

is simply a matter of entering C PORTAL,PCP-ID,PCP-PASSWORD at the SprintNet login prompt instead of C PORTAL.

Note:

Portal Direct 9600/14400 bps service is available for both USR HST modems, and any V32/V32.bis modems. There are dozens of direct-dial high speed lines into Portal. No busy signals!

SprintNet 9600bps service is V.32 modem protocol only.  
Again, Portal does NOT surcharge high speed modem users!

Portal subscribers who already have an account on an Internet-capable system elsewhere, can use that system's "telnet" program to connect to Portal for \$0.00 an hour. That's right ZERO. From anywhere in the world. If you're in this category, be sure to ask the Portal reps, when you signup, how to login to Portal from your existing Internet account.

Call and join today. Tell the friendly Portal Customer Service representative, "The Amiga Zone and Amiga Report sent me!"

[Editor's Note: Be sure to tell them that you are an Amiga user, so they can notify the AmigaZone sysops to send their Welcome Letter and other information!]

That number again: 408-973-9111.

Portal Communications accepts MasterCard, Visa, or you can pre-pay any amount by personal check or money order. The Portal Online System is a trademark of Portal Communications.

## 1.29 BIX

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                               BIX - Byte Information Exchange      %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

BIX is the premier online service for computing professionals and enthusiasts. While other online services cater to computer novices, BIX is the place for knowledgeable people to go for answers to tough questions. You're likely to find many others in similar situations who can offer advice, give technical assistance, or point you in the right direction.

BIX is divided into areas called conferences, each devoted to a particular area of interest. They range from algorithms to windows, from writers to Amiga. Conferences are categorized into groups, usually referred to as exchanges, so that you can browse through whatever groups interest you and see a list of the conferences it contains.

These are some of the exchanges on BIX:

amiga.exchange - the place for Amiga developers and enthusiasts  
 byte - the full text of each issue of BYTE magazine; source code too  
 e.and.l - Entertainment and Leisure; music, pets, games, more  
 ibm.exchange - everything from OS/2 to PC clones  
 mac.exchange - Mac news, support, software, advice  
 professionals - consultants, engineers, financiers gather here  
 programmers - some of the best brains in the business!  
 wix - the Information Exchange for Windows; Windows Magazine online  
 writers.ex - the professional and amateur writer's exchange

\*\*\* FULL INTERNET ACCESS! \*\*\*

BIX also features access to the Internet - you can use FTP to transfer files from sites all over the world, telnet to log on to other online services, schools, and research sites, and send Internet mail to millions of people at services like DELPHI, CompuServe, America Online, MCI Mail, and other sites and services. Services like "WHOIS" and "Finger" are also available, with more features on the way (like USENET newsgroups; our newsreader is currently being tested and should be available very soon!) There are no usage fees or special charges for Internet access - it's all part of your BIX subscription.

=====  
 Rates and Connect Information:  
 =====

BIX membership costs \$13 per month, plus connect time. There are several different ways to connect:

|            |                            |                   |
|------------|----------------------------|-------------------|
| SprintNet* | \$3/hour evenings/weekends | \$9/hour weekdays |
| Tymnet:**  | \$3/hour evenings/weekends | \$9/hour weekdays |

(SprintNet and Tymnet rates shown are for 48 contiguous US states only.)

|                        |                                            |                    |
|------------------------|--------------------------------------------|--------------------|
| Tymnet Canada:         | \$4/hr eves/wkends                         | \$9/hour weekdays  |
| Tymnet Hawaii:         | \$10/hr eves/wkends                        | \$20/hour weekdays |
| Telnet (via Internet): | \$1/hour, round the clock                  |                    |
| Direct dial (Boston):  | \$2/hour, round the clock (up to 9600 bps) |                    |

\* SprintNet daytime hours are from 6am to 7pm, M-F, ET.  
 \*\* Tymnet daytime hours are from 7am to 6pm, M-F, ET.

To find your local SprintNet number, call SprintNet at (800) 877-5045, ext. 5. Internationally, call (404) 859-7700.

To find a local Tymnet number, call Tymnet at (800) 937-2862. Internationally, call (703) 442-0145.

=====

There is no surcharge for 9600 bps access via either telecom carrier.

There is no surcharge for up to 10mb of Internet mail per month (sent and received). There will be a charge of \$1 per 100,000 bytes thereafter.

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#### 20/20 PLAN OPTION (for USA-48 users only):

Volume users can choose the 20/20 Advantage Plan, which is \$20 per month and includes the first 20 hours of access by any combination of methods from the contiguous United States. Additional use is \$1.80 per hour (additional use for telnet access is \$1 an hour). The 20/20 Plan's cost is in addition to the \$13 monthly fee.

#### INTERNATIONAL USERS:

If you wish to connect internationally through Tymnet or SprintNet, please contact your local PTT. BIX accepts prepaid international calls, direct dial, or telnet connections. In order to make a "collect" (not prepaid) call to BIX, your account must be verified before the charges are accepted. When you complete the registration, we'll mail you a BIX Membership Agreement by regular US Mail. When you receive it, sign it and return it to us by mail. When we receive it here, we'll authorize your account to make reverse charged calls.

If you want to access BIX right away, contact your local PTT to set up a prepaid account. You'll pay your local carrier for your calls to BIX in advance, so there's no waiting period or verification needed. Or, connect at BIX via telnet to x25.bix.com.

SprintNet international calls from most locations are \$24 an hour. Tymnet international charges vary, but are generally between \$20-\$30 an hour.

=====

#### Billing Information:

=====

You can charge your monthly BIX membership fees to your Visa, Mastercard, Discover, or American Express card.

You may have your company invoiced for one or more BIX memberships with a BIX Corporate Account. To do so, send by US Mail or fax a Purchase Order including a Purchase Order number, invoice address, contact person, a phone number where we can reach the contact person, and the company's fax number. Please direct it to the attention of Connie Lopes, who handles corporate accounts. Our fax number is 617-491-6642. Your corporate account will generally be set up within 24 hours.

=====

#### To Sign Up For BIX:

=====

Dial by modem 1-800-695-4882 or 617-491-5410 \*  
(use 8 data bits, no parity, full duplex)

Press a few carriage returns until you see the Login:(enter "bix")

---

prompt, then type bix

At the Name? prompt, type bix.amrpt

- \* Users already on the internet can telnet to x25.bix.com instead.  
At the USERNAME: prompt enter bix, then bix.net at the Name? prompt.  
Once your account is registered, you can connect the same way, except  
at the Name? prompt you'll enter your BIXname and then your password.

Using the above procedure will allow users in the 48 contiguous United States to take advantage of our special "5 for \$5" offer. This offer lets you use up to 5 hours of evening/weekend time on BIX during the current calender month (whatever month you sign up in), for \$5. Additional time is \$1.80 per hour (\$1 per hour for telnet). At the end of the calender month, you will be placed into our standard rate plan, at \$13 monthly plus connect charges. You may also join the 20/20 Plan at this time.

If you have other questions, please contact BIX Member Services at (800) 695-4775; send a fax to BIX at (617) 491-6642; or send Internet mail to info@bix.com.

BIX Member Services hours are 12pm - 11pm, Monday through Friday, ET.

## 1.30 Dealer Directory

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                               Dealer Directory                               %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Almathera Systems Ltd  
Challenge House  
618 Mitcham Rd  
Croydon, Surrey  
CR9 3AU England  
VOICE: (UK) 081 683 6418  
Internet: (Sales) almathera@cix.compulink.co.uk  
(Technical) jralph@cix.compulink.co.uk

Amigability Computers  
P.O. Box 572  
Plantsville, CT 06479  
VOICE: 203-276-8175  
Internet: amiga@phantm.UUCP  
BIX: jbasile  
(Send E-mail to subscribe to our mailing list)

Apogee Technologies  
1851 University Parkway

Sarasota, FL 34243  
VOICE: 813-355-6121  
Portal: Apogee  
Internet: Apogee@cup.portal.com

Armadillo Brothers  
753 East 3300 South  
Salt Lake City, Utah  
VOICE: 801-484-2791  
Internet: B.GRAY@genie.geis.com

Brian Fowler Computers Ltd  
11 North St  
Exeter  
Devon  
EX4 3QS  
United Kingdom  
Voice: (0392) 499 755  
Fax: (0392) 423 480  
Internet: brian\_fowler@cix.compulink.co.uk

CLICK! Microcomputer Applications B.V.B.A.  
Boomsesteenweg 468  
B-2610 Wilrijk - Antwerpen  
Belgium - Europe  
VOICE: 03 / 828.18.15  
FAX: 03 / 828.67.36  
USENET: vanhoutv@click.augfl.be  
FIDO: 2:292/603.9  
AmigaNet: 39:120/102.9

Comspec Communications Inc  
Serving your computing needs since 1976  
74 Wingold Ave  
Toronto, Ontario  
Canada M6B 1P5  
Computer Centre: (416) 785-8348  
Service, Corporate & Educational Sales: (416) 785-3553  
Fax: 416-785-3668  
Internet: bryanf@comcorp.comspec.com  
bryanf@accesspt.north.net

Computers International, Inc.  
5415 Hixson Pike  
Chattanooga, TN 37343  
VOICE: 615-843-0630

DataKompaniet ANS  
Pb 3187 Munkvoll  
N-7002 Trondheim  
Norway - Europe

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VOICE/FAX: 72 555 149  
Internet: torrunes@idt.unit.no

Digital Arts  
122 West 6th Street  
Bloomington, IN 47404  
VOICE: (812) 330-0124  
FAX: (812) 330-0126  
BIX: msears

Finetastic Computers  
721 Washington Street  
Norwood, MA 02062  
VOICE: 617-762-4166  
BBS: 617-769-3172  
Fido: 1:101/322  
Portal: FinetasticComputers  
Internet: FinetasticComputers@cup.portal.com

HT Electronics  
275 North Mathilda Avenue  
Sunnyvale, CA 94086  
VOICE: 408-737-0900  
FAX: 408-245-3109  
Portal: HT Electronics  
Internet: HT Electronics@cup.portal.com

Industrial Video, Inc.  
1601 North Ridge Rd.  
Lorain, OH 44055  
VOICE: 800-362-6150  
216-233-4000  
Internet: af741@cleveland.freenet.edu  
Contact: John Gray

MicroSearch  
9000 US 59 South, Suite 330  
Houston, Texas  
VOICE: 713-988-2818  
FAX: 713-995-4994

Mr. Hardware Computers  
P.O. Box 148  
59 Storey Ave.  
Central Islip, NY 11722  
VOICE: 516-234-8110  
FAX: 516-234-8110  
A.M.U.G. BBS: 516-234-6046

MusicMart: Media Sound & Vision

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71 Wellington Road  
London, Ontario, Canada  
VOICE: 519-434-4162  
FAX: 519-663-8074  
BBS: 519-457-2986  
FIDO: 1:221/125  
AmigaNet: 40:550/1  
MaxNet: 90:204/1  
iNET: koops@gaul.csd.uwo.ca

PSI Animations  
17924 SW Pilkington Road  
Lake Oswego, OR 97035  
VOICE: 503-624-8185  
Internet: PSIANIM@agora.rain.com

Software Plus Chicago  
3100 W Peterson Avenue  
Chicago, Illinois  
VOICE: 312-338-6100

Wonder Computers Inc.  
1315 Richmond Rd.  
Ottawa, Ontario, Canada K2B 8J7  
Voice: 613-596-2542  
Fax: 613-596-9349  
BBS: 613-829-0909

(Dealers: To have your name added, please send Email!)

## 1.31 The Grapevine

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
%% The Grapevine %%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

- New York  
-----

It's unconfirmed at the moment, but there was a story in the Wall Street Journal dated January 19, 1994 stating that a company called Sage Enterprises was going to buy a company called CBM. We're currently trying to determine if this is in fact the CBM you and I are so fond of. Stay tuned for futher details...

### 1.32 Humor Department

The Humor Department

From PC Magazine, dated January 25, 1994:

CLIENT/SERVER IS LIKE TEENAGE SEX

- It's on everyone's mind all the time.
- Everyone is talking about it all the time.
- Everyone thinks everyone is doing it.
- Almost no one is really doing it.
- The few who are doing it are (a) doing it poorly, (b) sure it will be better next time, (c) not practicing it safely.
- Everyone is bragging about their successes all the time, although very few have actually had any successes.

### 1.33 In Closing

[illegible]

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ication, is believed reasonably accurate. Amiga Report, its staff and contributors are not and cannot be held responsible for the use or misuse of information contained herein or the results obtained there from. Amiga Report is not affiliated with Commodore-Amiga, Inc., Commodore Business Machines, Ltd., or any other Amiga publication in any way. All items quoted in whole or in part are done so under the Fair Use Provision of the Copyright Laws of the United States Penal Code.

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### 1.34 Columns and Features

|                           |                                     |
|---------------------------|-------------------------------------|
| From the Editor's Desk    | Saying it like it is!               |
| Computer Product News     | Product Announcements and Info      |
| PageStream v3.0           | Press Release                       |
| AR Online                 | The lines are buzzing!              |
| The Emulation Rambler     | The Emplant                         |
| Emulation Rambler Special | The emulators of the world          |
| CD32 Games List           | Listing 188 games!                  |
| Jaguar Games              | A look at the competition           |
| The Amiga on the InterNet | The AmiNet                          |
| Amiga BBS on the InterNet | BStorm BBS                          |
| Colonial Conquest v1.0    | A space strategy game               |
| UseNet Review             | Pirates! Gold CD32                  |
| AmiNet Games Directory    | A list of all the games on Aminet   |
| The Grapevine             | We heard it through the grapevine!  |
| The Humor Department      | Jokes, Quotes, and Shameless plugs! |

### 1.35 About Amiga Report

|              |                               |
|--------------|-------------------------------|
| For Starters | Where to get AMIGA REPORT     |
| AR Staff     | The Editors, and Contributors |
| In Closing   | Copyright Information         |

### 1.36 Commercial Online Services

|          |                                        |
|----------|----------------------------------------|
| Delphi   | Getting better all the time!           |
| Portal   | A great place for Amiga users...       |
| InterNet | Subscribe to the AR Mailing List       |
| BIX      | For Serious Programmers and Developers |

### 1.37 Files Available for FTP

|                |                                       |
|----------------|---------------------------------------|
| Chaos v5.2     | Manages single player chess tournies. |
| ExtraCmds v2.1 | Extra commands for AmigaDOS' shell    |
| ForceIcon v2.1 | Icon util for CDROM users             |
| MCalc v1.2     | MUI programmers calculator            |

|                     |                                      |
|---------------------|--------------------------------------|
| MUIBuilder v1.0     | Application builder for MUI programs |
| ReqTools v2.2       | Requestor toolkit library            |
| TeXt Plus Pro v5.00 | A TeX frontend word processor        |
| DDLI v3.10          | A personality indicator              |

## 1.38 NOVA

\* NOVA BBS \*

Official Amiga Report Distribution Site

\* Running Starnet BBS \*

Wayne Stonecipher, Sysop

FidoNet 1:362/508

An Amiga Software Distribution Site (ADS)

615-472-9748 USR DS 16.8 24hrs - 7 days

Cleveland, Tennessee

## 1.39 In The MeanTime

\* IN THE MEANTIME BBS \*

Official Amiga Report Distribution Site

\* Running AXShell \*

Robert Niles, Sysop

rniles@imtired.itm.com

509-966-3828 Supra V.32bis 24hrs - 7 days

Yakima, Washington

\*\*\*\*\* Notice \*\*\*\*\*

After 13 September 1993, In The MeanTime will no longer be on FidoNet, thus we will no longer be accepting File REquests (FREQs). We WILL be still accepting calls and will have the latest edition of Amiga Report online. Downloads to first time callers are still accepted. For the west coast call Cloud's Corner to FREQ the latest edition of Amiga Report.

Those who call for the latest edition of Amiga Report, and who do not wish to establish an account, log in as guest with the password of "guest". At the prompt type "ARMAG" (without the quotes).

## 1.40 Cloud's Corner

\* CLOUD'S CORNER BBS \*

Official Amiga Report Distribution Site

MebbsNet/Starnet Support/Distribution Site West Coast USA

\* Running MEBBSNet BBS \*

Larry Cloud, Sysop

FidoNet: 1:350/30

MaxNet: 90:180/10

Internet: larryc@hebron.connected.com

206-377-4290 USR HST DS 24hrs - 7 days



Bremerton, Washington

New users can call and get ANY copy of Amiga Report. These are considered "free" downloads, they do not count against any file ratio. The latest issue of Amiga Reports can be Freq'ed (FileREQusted) from here as "AR.LHA", as "AR" or as ARxxx.LHA where xxx is the issue number. Freq's are valid at ANY time.

For users interested in reading AR, but who do not have access to AmigaGuide, you can freq ARBUL and get the AR in bulletin form. This service is provided for persons who do not have Amigaguide (such as IBM users). Please note that any pictures distributed with the "regular" Amiga Reports archive will NOT be sent with this freq. This file is not available for dial-in users, but you can read bulletin #5 with your capture buffer open and get the same file.

## 1.41 Biosmatica

\* BIOSMATICA BBS \*  
 Official Amiga Report Distribution Site -- Portugal  
 \* Running Excelsior/Trapdoor/UUCP \*  
 Celso Martinho, Sysop  
 FidoNet 2:361/9  
 +351-34-382320 V.32bis 24hrs - 7 days

## 1.42 Amiga Junction 9

\* AMIGA JUNCTION 9 \*  
 Official Amiga Report Distribution Site -- United Kingdom  
 \* Running DLG Professional \*  
 Stephen Anderson, Sysop  
 Sysop Email: sysadmin@junct9.royle.org

|        |     |               |       |              |                  |
|--------|-----|---------------|-------|--------------|------------------|
| Line 1 | +44 | (0)372 271000 | 14400 | V.32bis/HST  | FidoNet 2:440/20 |
| Line 2 | +44 | (0)372 278000 | 14400 | V.32bis only | FidoNet 2:440/21 |
| Line 3 | +44 | (0)372 279000 | 2400  | V.42bis/MNP  |                  |

Internet: user\_name@junct9.royle.org

## 1.43 BitStream BBS

\* BITSTREAM BBS \*  
 The BBS of the Nelson (NZ) Amiga Users Group  
 Official Amiga Report Distribution Site  
 \* Running Xenolink 1.0 Z.3 \*  
 Glen Roberts, Sysop  
 FidoNet 3:771/850  
 +64 3 5485321 Supra V.32bis 24hrs - 7 days  
 Nelson, New Zealand

## 1.44 Realm of Twilight

```

      * REALM OF TWILIGHT BBS *
Official Amiga Report Distribution Site -- Canada
      * Running Excelsior! BBS *
      Thorsten Schiller, Sysop
Usenet: realm.tdkcs.waterloo.on.ca
UUCP:   ...!uunet.ca!tdkcs!realm
        FIDO: 1:221/202
        Fish: 33:33/8
        24hrs - 7 days
        519-748-9365 (2400 baud)
        519-748-9026 (v.32bis)
        Ontario, Canada

```

Hardware: Amiga 3000, 105 Meg Quantum, 213 Meg Maxtor, 5 megs RAM

## 1.45 Metnet Triangle

```

      METNET TRIANGLE SYSTEM
Official Amiga Report Distribution Site
      UK Support for Mebbsnet
      * Running Mebbsnet and Starnet 1.02a *
      Jon Witty, Sysop
      FIDO: 2:252/129.0
      24 hrs - 7 days
      Line 1: 44-482-473871 16.8 DS HST
      Lines 2-7: 44-482-442251 2400 (6 lines)
      Line 8: 44-482-491744 2400
      Line 9: 44-482-449028 2400
Voice helpline 44-482-491752 (anytime)

      Fully animated menus + normal menu sets.
      500 megs HD - Usual software/messages
Most doors online - Many Sigs - AMIGA AND PC SUPPORT
      Very active userbase and busy conference
      Precious days and MUD online. AMUL support site.

```

## 1.46 Omaha Amiganet

```

      * OMAHA AMIGANET *
Official Amiga Report Distribution Site
      * Running DLG Professional *
      Andy Wasserman, Sysop
      24 hrs - 7 days
      FidoNet: 1:285/11
      AmigaNet: 40:200/10
      Line 1: 402-333-5110 V.32bis
      Line 2: 402-691-0104 USR DS
      Omaha, Nebraska

```

## 1.47 Amiga-Night-System

\* AMIGA-NIGHT-SYSTEM \*  
Official Amiga Report Distribution Site - Finland  
\* Running DLG Professional \*  
Janne Saarme, Sysop  
24 hrs - 7 days  
InterNet: luumu@fenix.fipnet.fi  
FidoNet: 2:220/550.0  
+358-0-675840 V.32bis  
Helsinki, Finland

## 1.48 Ramses Amiga Flying

\* RAMSES THE AMIGA FLYING \*  
Official Amiga Report Distribution Site -- France  
\* Running DLG Professional \*  
Eric Delord, Sysop  
Philippe Brand, Co-Sysop  
Stephane Legrand, Co-Sysop  
Internet: user.name@ramses.gna.org  
Fidonet: 2:320/104  
+33-1-60037015 USR DS 16.8  
+33-1-60037713 V.32bis  
+33-1-60037716 1200-2400

Ramses The Amiga Flying BBS is an Amiga-dedicated BBS running DLG-Pro on a Amiga 3000, 16MB RAM, 2GB Disk space, 3 lines.

We keep a dayly Aminet site mirroring, NetBSD-Amiga complete mirror site from ftp.eunet.ch (main site), Amiga Report, GNU Amiga, Ramses is the SAN/ADS/Amiganet French coordinator.

## 1.49 Gateway BBS

\* THE GATEWAY BBS \*  
Official Amiga Report Distribution Site  
\* Running Excelsior! BBS \*  
Stace Cunningham, Sysop  
Dan Butler, CoSysop  
24 hrs - 7 days  
InterNet: stace@tecnet1.jcte.jcs.mil  
FidoNet: 1:3604/60.0  
601-374-2697 Hayes Optina 28.8 V.FC  
Biloxi, Mississippi

## 1.50 Talk City

\* TALK CITY \*

Official Amiga Report Distribution Site

708-372-0190 - 2400bps    708-372-0268 - V32 14.4K    708-372-0283 USR DS 14.4K

Fido Net 1:115/372,0    Phantom Net 11:2115/2.0    Clink Net 911:6080/4.0

UUCP tcity.com

Over 3 Gig of Files Online    |    More and More things everyday.

With Three IBM CD-ROMs online, 10 lines, support for all platforms, and a REALLY dedicated sysop (The Mayor).

## 1.51 Amiga BBS

\* Amiga BBS \*

Official Amiga Report Distribution Site

\* Running Excelsior! BBS \*

Alejandro Kurczyn, Sysop

FidoNet 4:975/7

First Amiga BBS in Mexico

(5) 887-3080    9600 V32,MNP

Estado de Mexico, Mexico

## 1.52 The Stygian Abyss

\* THE STYGIAN ABYSS BBS \*

312-384-0616    14.4 USR Courier HST

312-384-6250    14.4 Supra V.32 bis (FREQ line)

312-384-0716    2400 USR Courier

FIDONet-1:115/384.0    CLink-911:6200/2.0    NWNNet-206:310/0.0--206:310/1.0

PhantomNet Central States Cooridinator-11:2115/0.0--11:2115/1.0

FaithNet Central States Cooridinator-700:6000/0.0--700:6000/1.0

AMINet Chicagoland HUB-559:2/5.0

Chicago, Illinois

Over 4 GIGS of files    I    Over 3700 MODS    I    Over 120 On-Line Games

Tons of digitized sounds    I    Over 15,000 GIFS

Supporting: Amiga    I    IBM    I    Macintosh    I    C=64/128

SIR SAMMY-SysOp    Enter.....If you dare!!

## 1.53 Freeland Mainframe

\* FREELAND MAINFRAME \*

Offical Amiga Report Distribution Site

\* Running DLG Progressional \*

John Freeland, SysOp  
206-438-1670 Supra 2400zi  
206-438-2273 Telebit WorldBlazer(v.32bis)  
206-456-6013 Supra v.32bis  
24hrs - 7 days  
Internet - freemf.eskimo.com  
Olympia, Washington

## 1.54 LAHO

\* LAHO BBS \*  
Official Amiga Report Distribution Site -- Finland  
\* Running MBBS \*  
Lenni Uitti, SysOp  
Tero Manninen, SysOp (PC-areas)  
Juha Makinen, SysOp (Amiga-areas)  
+358-64-414 1516, V.32bis/HST  
+358-64-414 0400, V.32bis/HST  
+358-64-414 6800, V.32/HST  
+358-64-423 1300, V.32 MNP  
Seinajoki, Finland

Our machine is a 386/33 with 20MB of memory, 1GB harddisk and a CD-ROM drive. The BBS software is a Norwegian origin MBBS running in a DesqView windows.

We have over 7000 files online (both for the Amiga and PC) + 650MB stuff on the Aminet CD-ROM disk.

Every user has an access to download filelist (LAHOFIL.ZIP), list of Finnish 24-hour BBS's (BBSLIST.ZIP or BBSLIST.LHA) and every issue of the Amiga Report Magazine (AR101.LHA-AR1???.LHA) even on their first call.

The system has been running since 1989 and is sponsored by the local telephone company, Vaasan Ladin Puhelin Oy.

## 1.55 Falling BBS

\* FALLING BBS \*  
Official Amiga Report Distribution Site -- Norway  
\* Running ABBS \*  
Christopher Naas, Sysop  
+47 69 256117 V.32bis 24hrs - 7 days  
EMail: naasc@cnaas.adsp.sub.org

## 1.56 Command Line BBS

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\* COMMAND LINE BBS \*  
Official Amiga Report Distribution Site -- Canada  
Canada's Amiga Graphics & Animation Source  
\* Running AmiExpress BBS \*  
Nick Poliwko, Sysop  
416-533-8321 V.32 24hrs - 7 days  
Toronto, Canada

## 1.57 Rendezvous BBS

\* RENDEZVOUS BBS \*  
Official Amiga Report Distribution Site - New Zealand  
New Zealand Excelsior! BBS Support Site  
\* Running Excelsior! Professional BBS \*  
David Dustin, Sysop  
Internet: postmaster@eclipse.acme.gen.nz  
+64 6 3566375 Supra V.32bis 24hrs - 7 days  
Palmerston North, New Zealand

## 1.58 Leguans Byte Channel

\* LEGUANS BYTE CHANNEL \*  
Official Amiga Report Distribution Site -- Germany  
\* Running EazyBBS V2.11 \*  
Andreas Geist, Sysop  
Usenet: andreas@lbcmbx.in-berlin.de  
24 hrs - 7 days  
Line 1: 49-30-8110060 USR DS 16.8  
Line 2: 49-30-8122442 USR DS 16.8  
  
Login as User: "amiga", Passwd: "report"

## 1.59 Stingray Database BBS

\* STINGRAY DATABASE \*  
Official Amiga Report Distribution Site -- Germany  
\* Running FastCall \*  
Bernd Mienert, Sysop  
EMail: sysop@sting-db.zer.sub.org.dbp.de  
+49 208 496807 HST-Dual 24hrs - 7 days  
Muelheim/Ruhr, Germany

## 1.60 T.B.P. Video Slate

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\* T.B.P. VIDEO SLATE \*  
Official Amiga Report Distribution Site  
An Amiga dedicated BBS for All  
\* Running Skyline 1.3.2 \*  
Mark E Davidson, Sysop  
24 hrs - 7 days  
201-586-3623 USR 14.4 HST  
Rockaway, New Jersey

Full Skypix menus + normal and ansi menu sets.  
Instant Access to all. Download on the first call.

Hardware: Amiga 500 Tower custom at 14 MHz, 350 Meg maxtor,  
125 Meg SCSI Maxtor, 125 Meg IDE Maxtor, Double Speed CD rom,  
9 meg RAM

## 1.61 Amiga Central

\* AMIGA CENTRAL! \*  
Official Amiga Report Distribution Site  
CNet Amiga Support Site  
\* Running CNet Amiga BBS \*  
Carl Tashian, Sysop  
Internet mail: root@amicent.raider.net  
615-383-9679 1200-14.4Kbps V.32bis  
24 hours - 7 days  
Nashville, Tennessee

Hardware: Amiga 3000 Tower 68030+882@25MHz, 105 meg Quantum, 225 meg Seagate,  
Zoom 14.4k modem

## 1.62 Continental Drift

\* CONTINENTAL DRIFT BBS \*  
Official Amiga Report Distribution Site  
\* Running MAXsBBS software (DLG Pro is being delivered!) \*  
Murry Chaffer & Andre Lackman, Sysops  
+612 9188375  
24 hours - 7 days  
Sydney, Australia

## 1.63 Guru Meditation:

\* GURU MEDITATION \*  
Official Amiga Report Distribution Site -- Spain  
\* Running Remote Access \*

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Javier Frias, SysOp  
+34-1-383-1317 V.32bis  
24 hours - 7days  
Spain