

**Demo**

<b>COLLABORATORS</b>
----------------------

	<i>TITLE :</i> Demo		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		June 24, 2025	

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

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# Chapter 1

## Demo

### 1.1 main

Dr. Dreyer proudly presents

```
THE## ##### ## ## #####
## ## ## ##### ## ##
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## ## ## ## ## ## ## ##### #####
## ### ## ## ## ## ## ##
##### ##### ## ##### #####
```

```
List sorted by DEMO NAME
List sorted by GROUP NAME
List sorted by RATING
Top 5
Other info
Some words from the editor
```

The Demo.Guide # 2

### 1.2 info

General information on topics - All you wanna know about the review

Demos added in this issue - The new demos added

Demos in the next Guide - Demos to come

Greetings - Thanks to these people

Why did I do it - What makes a person write this guide

Please contribute - Very important! Read this!

How to rate - If you wanna help me read the above and this!

History - What has happened through times (with the guide :-))

Contact me - My address and E-mail

Legal stuff - It wasn't my fault, it was yours!

Back to MAIN MENU

## 1.3 words

Hi! Welcome to the second issue of TDG!

About two month has passed since the first issue was released on Aminet, and now (as you can see) the second issue is published. I've made some changes and bugfixes to the guide, so that it is now even more informative than the previous issue, for example I added a line informing you about the demo's size (!), also I added some more information about some demos which lacked it. And I've drawn an icon :- ) (I know it's ugly, your contribution is welcome...). people who read the first issue will by now (hopefully!) have noticed the improved design! The design in the first issue worked, but it wasn't pretty. I hope that you like the new design!

### Missing Demos

I know that TDG misses some important demos, and unfortunately I have not yet succeeded in getting my hands on them (The Gate, Sumea, Closer, Muscels, The Tribe, etc.), but I do have succeeded in getting my hands on some of the demos from The Gathering 1997 and Symposium ditto (among them TBL's new "blockbuster" that won TG'97, Captured Dreams ). However, the essential demos mentioned above might just be in the next issues, it's just a question of how to finance the phonebill... If you have some demos that are not in the guide please send them to me .

### Thanks!

A big thank must go to the people who helped me improving the guide. Thanks for your help and keep it coming! To you who read the guide and has not yet contacted me: Please do. You don't have to have any suggestions or information, but as an editor (or everyone else for that matter) it is nice to know that your work is appreciated.

### Join TDG!

Talking about work: Anyone wants to join TDG? It's quite a job to write all that stuff (although I like it), so I like some talented writers to join me on my quest. Send me a couple of test reviews and write a little about yourself if you're interested. And finally: Enjoy the guide and spread the word (and the guide)!

Greetings,  
Dr. Dreyer

Return to MAIN MENU

## 1.4 why

Demos have always fascinated me. Since I saw my first demo I've wanted to make my contribution to The Scene. So now I'm musician and editor of this guide. Hope you like it! I think that The Scene people need a place

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to look when searching for a demo. Or to see what the average Scener think about their productions (me!).

I don't want to hurt or offend anyone, so don't take it personally if I say that your demo sucks - that's just the way it is :-). I guess that most of the demo makers out there agree that they can actually get better.

All demos were tested on my A1230/40Mhz with a '882 FPU running at 33Mhz. Furthermore 8 MB of fast-RAM and 1.7 GB HD, where "only" about 137 MB are demos. However, I've tested and reviewed far more demos than that, but had to delete some because of lack of quality! Help me letting the amount of quality demos grow!

It's quite a job to make this guide, so if you want to help me you are welcome to contact me!

Also if you have suggestions, demos that are not in this guide, comments, etc. or if you disagree in something or find some eRroRS contact me!

If you send me demos, etc. I will probably greet you in later versions of this guide. I cannot guarantee that I'll send back your discs (or what is might be that you send)! Anyway: Please contribute!

Do not try to edit this guide yourself! Contact me and I'll do it for you!

Did I mention my Address? If not, here it is: HERE!

Return to MAIN MENU

## 1.5 greets

Greetings and thanks goes to (in no particular order):

- \* Cytron/Depth - helped me with some error correction!
- \* SubScure - gave me a demo! (Hvor er I?)
- \* Flemming - he got the first (and probably also this) issue on Aminet!
- \* Andrea Bovo/Amiga Group Italy (Terni) - for some suggestions! I'll try to get hold on the demos you mentioned.
- \* BJSebo/Venus Art - For info on some demos!
- \* All the creative Amigans out there (You made this guide possible!!)

Go to MAIN MENU

## 1.6 demosadded

(Name / Group):

- |                      |                     |
|----------------------|---------------------|
| * 2D                 | / Remedy            |
| * Atlantica          | / Nukleus           |
| * Burning Chrome     | / Haujobb           |
| * Captured Dreams    | / The Black Lotus   |
| * Chronic            | / Passion           |
| * Clichés            | / Artificial People |
| * Come find yourself | / Smellon design.   |
| * Cryogenia          | / Logic Probe       |
| * Demo Stop          | / Loonies & Livitas |

* Deus ex Machina	/ Limited Edition
* Elements	/ Logic Probe
* Energy - Fraction II	/ Gods
* Everywhere	/ Candle
* Exit Planet Dust (compo. version)	/ Artwork
* Extreme	/ Balance
* First Contact	/ Warp 9
* Flora Borntro	/ Death Row
* Friendship-Tro	/ Honoo
* Glow	/ The Black Lotus
* Goa	/ The Black Lotus
* Groovy	/ Lemon.
* Guarana	/ DCS
* Gyrate	/ Wrath Design
* Herten av Halland avled	/ Keso
* Huddersfield	/ Tony Hartley
* Into the void	/ Subspace
* Ketogan	/ Puzzle
* Koloseum	/ Przyjaciele Stefana B.
* Limes Inferior	/ Dinx Project & Skid Row
* Liquidize	/ Fnuque
* Magical Box	/ Grasshopper Design
* Mindabuse	/ Limited edition
* Mind Riot	/ Andromeda
* Mint	/ The Blue Locomotive
* Nexus	/ Stone
* Nothing	/ Redline
* November Lights	/ Sunshine productions
* Nude 2	
* Papadeo 2	/ Floppy
* Pardone	/ Tulou
* Pieces	/ Ephidrena
* .Plong	/ Contraz
* Polmos	/ Przyjaciele Stefana B.
* Polygon Heaven	/ Przyjaciele Stefana B. dk
* Rampage	/ The Electronic Knights
* Rankta	/ Przyjaciele Stefana B. (Polish division)
* Real FD	/ Focus Design
* ReAppearance	/ Core Productions
* Red Sector Megademo	/ Red Sector...
* Refuse	/ Drifters
* So Close	/ Przyjaciele Stefana B.
* Software	/ Monar
* Spring	/ Przyjaciele Stefana B
* Sweet	/ Silicon
* Szarik	/ Przyjaciele Stefana B. (Polish division) & Monar
* Technological Death	/ Mad Elks
* Thug Life	/ Essence
* Xenophobia	/ Subspace
* X-Files	/ TBL2
* XXX video	/ Apathy
* Y'on	/ Anadune & Floppy

61 demos added - that's a doubling compared to the first issue!

I had some problems with the following demos:

* Cubic dream	/ Tristar & Red Sector
* Digital Innovation	/ Andromeda

... Which I said I would review, but something went wrong! Sorry!

On the other hand I've added a bunch of other demos, among them the ones that I could get my hands on from Symposium and The Gathering.

## 1.7 demosnext

I haven't many new demos at the moment, but I'll must likely get a bunch soon. However, I won't promise you to double the number of demos once again :-)! The demos I have got right now and will review in the next issue are:

(Demo / Group)

242 / Virtual Dreams
Sustain / Session
Vision / Oxygene

I plan to get some of the essential releases, read more about it in the introduction .

Do you have a demo that is not in the review section, then please send it to me!

Please also read How to contribute ! Thanks!

## 1.8 generalinfo

Name: The name of the demo!

Group: The name(s) of the group(s) that created the demo!

Release: When and where the demo was released and which place it got, if it competed at a party.

Size: The demo's size (approximately) measured in megabytes.

Requirements: What you need to run the demo!

Recommended: What equipment is recommended to make the demo run well.

Code: The coder(s) who have coded the demo!

Graphic: The graphician(s) who've drawn the graphic for the demo!

Music: The musician(s) who've composed the music for the demo! (etc.)...

Rating: The demos rating! How is the demo rated and commented on?

+: Good things about the demo!

-: Bad things about the demo!

Comment: Comments and description of the demo.

Inside information: Rumors, facts and the like about the demo and/or the crew behind it.

Conclusion: Conclusion... If you don't want to read the rest to find out if a demo is worth watching read this!

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an overall of the demo.  
6) Be objective.

I want to contribute      Return to MAIN MENU

## 1.11 contribute

You can contribute in many ways: Sending me demos, reviews of demos and a copy of the demo, error reports, your opinion about the guide, the comments and/or the ratings, etc. Feel free to spread this guide as much as you like! If you have any suggestions for changes please contact me!

I could use some helping hands, eyes and ears (I'm a couple of years behind schedule...), so please send some test reviews of some demos, and you might be the next top editor!

Also if you have information that I haven't (often marked with a ?) about release place and year and placing, who made it, etc., then tell me! "Inside information" is very welcome too!

Note: Do NOT edit this guide yourself! Send all information to me instead:

My Address & E-mail      Return to MAIN MENU

## 1.12 history

Issue # 1 - Created in a period of a couple of month, released May 01 on "Aminet:demo/mags/", where you can find all new issues of TDG.  
No. of demos: 61, overall demo rating: 2.54 (\*\*+)

Issue # 2 - Bugs removed, errors found and corrected.  
61 demos added! The overall quality of the reviewed demos dropped a bit.  
No. of demos: 122, overall demo rating: 2.48 (\*\*+)

Return to MAIN MENU

## 1.13 legal

This guide can be freely distributed as long as nothing in it has been altered (it's illegal to alter anything in it). You are not allowed to earn any kind of profit distributing this guide!

Use this guide at your own risk!

The author cannot be made responsible for any damage or loss caused directly or indirectly by this product.

Especially eye and ear damages are not covered :-)

Return to MAIN MENU

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## 1.14 listdemoname

The Demo.Guide by Dr. Dreyer

Return to MAIN MENU      List sorted by GROUP NAME      List sorted by RATING

Note: All new demos added in this guide are marked with a ">".

```
#
> *+----- 2D by Remedy
  *+----- 9 by .sPOOn.
A
  *----- AlienDream by Passion
  *+----- Ard by Ambrosia
  **----- Assault by Capsule
> **+---- Atlantica by Nukleus
B
  *+----- Bill's confession by Three little Elks
  **+---- Bosnisk Metall by GigaTron
  ***---- Braincell by Union
> ****--- Burning Chrome by Haujobb
C
> ***** Captured Dreams by The Black Lotus
> ***---- Chronic by Passion
> ***+--- Clichés by Artificial people
> **----- Come find yourself by Smellon design.
  ***** Crazy, sexy, cool by Essence
> **+---- Cryogenia by Logic Probe
  ***+--- Cyberlogic by Alcatraz & TRSI & TRSI Records
D
  ***** Darkside by The Black Lotus
  *+----- Deep by Destruction
> *----- Demo Stop by Loonies & Livitas
> ***** Deus ex Machina by Limited Edition
  ***** Divine by Mellow Chips
  *+----- Domination by Contraz
  ***---- Dream with me by Scania
E
> *+----- Elements by Logic Probe
  ***+--- Endolymfa by Balance
> **+---- Energy - Fraction II by Gods
> *----- Everywhere by Candle
> ***** Exit Planet Dust (compo. version) by Artwork
  ***---- Exorcism by Oxyron
> ***** Extreme by Balance
F
> *----- First Contact by Warp 9
  **+---- Fish by Sardonyx
> *+----- Flora by Death Row
  ***---- Fraction by Gods
> *----- Friendship-Tro by Honoo
G
  ***+--- Galerie by Stellar
> ***** Glow by The Black Lotus
> ***** Goa by The Black Lotus
  **+---- Golden Rate Killer by Intense
```

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```
> **+---- Groovy by Lemon.
> *+----- Gröna geleklumpar fra planeten Xylop by Ward
> **----- Guarana by DCS
> ***----- Gyrate by Wrath Design
H
> ***----- Habakuk by Dreamline Entertainment
> ***----- Hardcore by Syndrome
> **+---- Harmony by Haujobb
> *----- Heartlight by Solaris & Syndrome
> *----- Herten av Halland avled by Keso
> *+----- Hmmm by Doughnut Fetish
> *----- Huddersfield by Tony Hartley
> **----- Hyper by Freezers
I
> **----- Into the void by Subspace
K
> ***----- Ketogan by Puzzle
> **----- Kiitos by Expand
> *----- Koloseum by Przyjaciele Stefana B.
L
> ***----- Lech by Freezers
> **----- Life with a g-string by C-lous
> **----- Limes Inferior by Dinx Project & Skid Row
> *+----- Liquidize by Fnuque
M
> **----- Magical Box by Grasshopper Design
> ****+-- Makaveli by Essence
> ****-- Massive Killing Capacity by Ram Jam
> **----- Mental Hangover by Scoopex
> ****-- Mindabuse by Limited edition
> ****+-- Mindprobe by The Black Lotus
> ***----- Mind Riot by Andromeda
> ****-- Mindtraveller by Limited Edition
> *+----- Mint by The Blue Locomotive
> **----- Mnemonic by Ephidrena
> **+---- Models Inc, by Cydonia
> *----- Much ADO about nothing by Duplo
> *----- Mumin by Three little Elks
> ***----- Mystic by Mystic (SF Division)
N
> *+----- Nexus by Stone
> ***** Nexus 7 by Andromeda
> ***----- No! by Polka Brothers
> *+----- Nothing by Redline
> **+---- November lights by Sunshine Productions
> *+----- Nude 2 by Honoo
P
> ***----- Papadeo by Floppy
> **+---- Papadeo 2 by Floppy
> **+---- Pardone by Tulou
> ****-- Passengers by Three little elks
> ****+-- Phunky by Craze
> *+----- Pieces by Ephidrena
> ****+-- Plane Zero by Vector
> *+----- .Plong by Contraz
> *----- Polmos by Przyjaciele Stefana B
> **----- Polygon Heaven by Przyjaciele Stefana B. dk
```

---

```

*----- Poszly konie po betonie by Przyjaciele Stefana B.
**----- Puppets by Ephidrena
**----- Pure Motion by LSD
R
****-- Rabies by Rage
> ****-- Rampage by The Electronic Knights
> *----- Rankta by Przyjaciele Stefana B. (Polish division)
***+-- Real by Complex
> *----- Real FD by Focus Design
***+-- Real surreal by Impact DK
> ***-- ReAppearance by Core Productions
> *+----- Red Sector Megademo by Red Sector Inc.
> *----- Refuse by Drifters
S
****+- Shaft 7 by Bomb
***-- Second world by Syndrome
*----- Sex in a bubblegum factory by Movement
> *+----- So Close by Przyjaciele Stefana B.
> *----- Software by Monar
***-- Soprano by Accept
> *+----- Spring by Przyjaciele Stefana B
***+-- Subzero by Syndrome
> ***-- Sweet by Silicon
> *----- Szarik by Przyjaciele Stefana B. (Polish division) & Monar
T
> ***-- Technological Death by Mad Elks
> ****+- Thug Life by Essence
***** Tint by The Black Lotus
*+----- Tintology Vogue by Venture
**+---- Twin Peaks by TRSi
V
*+----- Vi elsker Darkhawk by Depth
X
> ***+-- Xenophobia by Subspace
> *----- X-Files by TBL2
> *----- XXX video by Apathy
Y
> ***+-- Y'on by Anadune & Floppy

```

122 demos - Average rating: \*\*\* (2.48 \* (previous issue: 2.54 \* ))!

Return to MAIN MENU      List sorted by GROUP NAME      List sorted by RATING

## 1.15 listgroupname

The Demo.Guide by Dr. Dreyer

Return to MAIN MENU      List sorted by DEMO NAME      List sorted by RATING

Note: "The" and "-" etc. are not used for sorting  
(for example 'The Black Lotus' is under 'B').

Another note: All new demos added in this guide are marked with a ">".

A



\*\*\*--- Soprano by Accept  
\*\*\*+--- Cyberlogic by Alcatraz & TRSI & TRSI Records  
\*+---- Ard by Ambrosia  
> \*\*\*+--- Y'on by Anadune & Floppy  
> \*\*\*--- Mind Riot by Andromeda  
\*\*\*\*\*- Nexus 7 by Andromeda  
> \*----- XXX video by Apathy  
> \*\*\*+--- Clichés by Artificial people  
> \*\*\*\*\*- Exit Planet Dust (compo. version) by Artwork  
B  
\*\*\*+--- Endolymfa by Balance  
> \*\*\*\*\*- Extreme by Balance  
> \*\*\*\*\*- Captured Dreams by The Black Lotus  
\*\*\*\*\*- Darkside by The Black Lotus  
> \*\*\*\*\*+ Glow by The Black Lotus  
> \*\*\*\*\*+ Goa by The Black Lotus  
\*\*\*+--- Mindprobe by The Black Lotus  
\*\*\*\*\*- Tint by The Black Lotus  
> \*+---- Mint by The Blue Locomotive  
\*\*\*\*\*+ Shaft 7 by Bomb  
C  
\*\*----- Assault by Capsule  
> \*----- Everywhere by Candle  
\*\*----- Life with a g-string by C-lous  
\*\*\*+--- Real by Complex  
\*+---- Domination by Contraz  
> \*+---- .Plong by Contraz  
> \*\*\*--- ReAppearance by Core Productions  
\*\*\*+--- Phunky by Craze  
\*\*+---- Models Inc, by Cydonia  
D  
> \*\*----- Guarana by DCS  
> \*+---- Flora by Death Row  
\*+---- Vi elsker Darkhawk by Depth  
\*+---- Deep by Destruction  
> \*\*----- Limes Inferior by Dinx Project & Skid Row  
\*+---- Hmmm by Doughnut Fetish  
\*\*\*--- Habakuk by Dreamline Entertainment  
> \*\*----- Refuse by Drifters  
\*----- Much ADO about nothing by Duplo  
E  
> \*\*\*\*\*- Rampage by The Electronic Knights  
\*\*----- Mnemonic by Ephidrena  
> \*+---- Pieces by Ephidrena  
\*\*----- Puppets by Ephidrena  
\*\*\*\*\*- Crazy, sexy, cool by Essence  
\*\*\*\*\*+ Makaveli by Essence  
> \*\*\*\*\*+ Thug Life by Essence  
\*\*----- Kiitos by Expand  
F  
\*\*\*--- Papadeo by Floppy  
> \*\*\*+--- Papadeo 2 by Floppy  
> \*\*\*+--- Y'on by Anadune & Floppy  
> \*+---- Liquidize by Fnuque  
> \*\*----- Real FD by Focus Design  
\*\*----- Hyper by Freezers  
\*\*\*--- Lech by Freezers

---

G  
 \*\*+--- Bosnisk Metall by GigaTron  
> \*\*+--- Energy - Fraction II by Gods  
 \*\*\*--- Fraction by Gods  
> \*----- Magical Box by Grasshopper Design  
H  
> \*\*\*\*--- Burning Chrome by Haujobb  
 \*\*+--- Harmony by Haujobb  
> \*----- Friendship-Tro by Honoo  
> \*+----- Nude 2 by Honoo  
I  
 \*\*\*+--- Real surreal by Impact DK  
 \*\*+--- Golden Rate Killer by Intense  
K  
> \*----- Herten av Halland avled by Keso  
L  
> \*\*+--- Groovy by Lemon.  
> \*\*\*\*--- Deus ex Machina by Limited Edition  
> \*\*\*\*--- Mindabuse by Limited edition  
 \*\*\*\*--- Mindtraveller by Limited Edition  
> \*----- Demo Stop by Loonies & Livitas  
> \*\*+--- Cryogenia by Logic Probe  
> \*+----- Elements by Logic Probe  
> \*----- Demo Stop by Loonies & Livitas  
 \*\*----- Pure Motion by LSD  
M  
> \*\*\*--- Technological Death by Mad Elks  
 \*\*\*\*+- Divine by Mellow Chips  
> \*----- Software by Monar  
> \*----- Szarik by Przyjaciele Stefana B. (Polish division) & Monar  
 \*----- Sex in a bubblegum factory by Movement  
 \*\*\*--- Mystic by Mystic (SF Division)  
N  
> \*\*+--- Atlantica by Nukleus  
O  
 \*\*\*--- Exorcism by Oxyron  
P  
 \*----- AlienDream by Passion  
> \*\*\*--- Chronic by Passion  
 \*\*\*--- No! by Polka Brothers  
> \*----- Koloseum by Przyjaciele Stefana B.  
> \*----- Polmos by Przyjaciele Stefana B.  
> \*----- Polygon Heaven by Przyjaciele Stefana B. dk  
 \*----- Poszly konie po betonie by Przyjaciele Stefana B.  
> \*----- Rankta by Przyjaciele Stefana B. (Polish division)  
> \*+----- So Close by Przyjaciele Stefana B.  
> \*+----- Spring by Przyjaciele Stefana B. (Dutch division)  
> \*----- Szarik by Przyjaciele Stefana B. (Polish division) & Monar  
> \*\*\*--- Ketogan by Puzzle  
R  
 \*\*\*\*--- Rabies by Rage  
 \*\*\*\*--- Massive Killing Capacity by Ram Jam  
> \*+----- Nothing by Redline  
> \*+----- Red Sector Megademo by Red Sector Inc.  
> \*+----- 2D by Remedy  
S  
 \*\*+--- Fish by Sardonyx

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***--- Dream with me by Scania
**----- Mental Hangover by Scoopex
> ***--- Sweet by Silicon
> **----- Limes Inferior by Dinx Project & Skid Row
> **----- Come find yourself by Smellon design.
**----- Heartlight by Solaris & Syndrome
*+----- 9 by .sPOOn.
***+--- Galerie by Stellar
> *+----- Nexus by Stone
> **----- Into the void by Subspace
> ***+--- Xenophobia by Subspace
> ***+--- November lights by Sunshine Productions
***--- Hardcore by Syndrome
**----- Heartlight by Solaris & Syndrome
***--- Second world by Syndrome
***+--- Subzero by Syndrome
T
> *----- X-Files by TBL2
*+----- Bill's confession by Three little Elks
*----- Mumin by Three little Elks
****--- Passengers by Three little elks
> *----- Huddersfield by Tony Hartley
***+--- Cyberlogic by Alcatraz & TRSI & TRSI Records
**+---- Twin Peaks by TRSi
> **+---- Pardone by Tulou
U
***--- Braincell by Union
V
***+--- Plane Zero by Vector
*+----- Tintology Vogue by Venture
W
*+----- Gröna geleklumpar fra planeten Xylop by Ward
> *----- First Contact by Warp 9
> ***--- Gyrate by Wrath Design

```

122 demos - Average rating: \*\*\* (2.48 \* (previous issue: 2.54 \*))!

Return to MAIN MENU      List sorted by DEMO NAME      List sorted by RATING

## 1.16 listrating

The Demo.Guide by Dr. Dreyer

Return to MAIN MENU      List sorted by DEMO NAME      List sorted by GROUP NAME

Note: All new demos added in this guide are marked with a ">".

```

5   (3)
****-- Nexus 7 by Andromeda
> ****-- Captured Dreams by The Black Lotus
****-- Tint by The Black Lotus
4.5 (7)
> ****+-- Exit Planet Dust (compo. version) by Artwork
> ****+-- Glow by The Black Lotus
****+-- Goa by The Black Lotus

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****+- Shaft 7 by Bomb
****+- Makaveli by Essence
> ****+- Thug Life by Essence
****+- Divine by Mellow Chips
4 (11)
> ****-- Extreme by Balance
****-- Darkside by The Black Lotus
> ****-- Rampage by The Electronic Knights
****-- Crazy, sexy, cool by Essence
> ****-- Burning Chrome by Haujobb
> ****-- Deus ex Machina by Limited Edition
> ****-- Mindabuse by Limited edition
****-- Mindtraveller by Limited Edition
****-- Rabies by Rage
****-- Massive Killing Capacity by Ram Jam
****-- Passengers by Three little elks
3.5 (12)
***+-- Cyberlogic by Alcatraz & TRSI & TRSI Records
> ***+-- Y'on by Anadune & Floppy
> ***+-- Clichés by Artificial people
***+-- Endolymfa by Balance
***+-- Mindprobe by The Black Lotus
***+-- Real by Complex
***+-- Phunky by Craze
***+-- Real surreal by Impact DK
***+-- Galerie by Stellar
> ***+-- Xenophobia by Subspace
***+-- Subzero by Syndrome
***+-- Plane Zero by Vector
3 (19)
***--- Soprano by Accept
> ***--- Mind Riot by Andromeda
> ***--- ReAppearance by Core Productions
***--- Habakuk by Dreamline Entertainment
***--- Papadeo by Floppy
***--- Lech by Freezers
***--- Fraction by Gods
> ***--- Technological Death by Mad Elks
***--- Mystic by Mystic (SF Division)
***--- Exorcism by Oxyron
> ***--- Chronic by Passion
***--- No! by Polka Brothers
> ***--- Ketogan by Puzzle
***--- Dream with me by Scania
> ***--- Sweet by Silicon
***--- Hardcore by Syndrome
***--- Second world by Syndrome
***--- Braincell by Union
> ***--- Gyrate by Wrath Design
2.5 (13)
**+--- Models Inc, by Cydonia
> **+--- Papadeo 2 by Floppy
**+--- Bosnisk Metall by GigaTron
> **+--- Energy - Fraction II by Gods
**+--- Golden Rate Killer by Intense
**+--- Harmony by Haujobb
> **+--- Groovy by Lemon.
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> **+---- Cryogenia by Logic Probe
> **+---- Atlantica by Nukleus
**+---- Fish by Sardonyx
> **+---- November lights by Sunshine Productions
**+---- Twin Peaks by TRSi
> **+---- Pardone by Tulou
2 (17)
**----- Assault by Capsule
**----- Life with a g-string by C-lous
> **----- Guarana by DCS
> **----- Limes Inferior by Dinx Project & Skid Row
> **----- Refuse by Drifters
**----- Mnemonic by Ephidrena
**----- Puppets by Ephidrena
**----- Kiitos by Expand
> **----- Real FD by Focus Design
**----- Hyper by Freezers
> **----- Magical Box by Grasshopper Design
**----- Pure Motion by LSD
> **----- Polygon Heaven by Przyjaciele Stefana B. dk
**----- Mental Hangover by Scoopex
> **----- Come find yourself by Smellon design.
> **----- Into the void by Subspace
**----- Heartlight by Solaris & Syndrome
1.5 (22)
**+----- Ard by Ambrosia
> **+----- Mint by The Blue Locomotive
**+----- Domination by Contraz
> **+----- .Plong by Contraz
> **+----- Flora by Death Row
**+----- Vi elsker Darkhawk by Depth
**+----- Deep by Destruction
> **+----- Pieces by Ephidrena
**+----- Hmmm by Doughnut Fetish
> **+----- Liquidize by Fnuque
> **+----- Nude 2 by Honoo
> **+----- Elements by Logic Probe
> **+----- So Close by Przyjaciele Stefana B.
> **+----- Spring by Przyjaciele Stefana B. (Dutch division)
> **+----- Nothing by Redline
> **+----- Red Sector Megademo by Red Sector Inc.
> **+----- 2D by Remedy
**+----- 9 by .SPOOn.
> **+----- Nexus by Stone
**+----- Bill's confession by Three little Elks
**+----- Tintology Vogue by Venture
**+----- Gröna geleklumpar fra planeten Xylop by Ward
1 (18)
> *----- XXX video by Apathy
> *----- Everywhere by Candle
**----- Much ADO about nothing by Duplo
> *----- Friendship-Tro by Honoo
> *----- Herten av Halland avled by Keso
> *----- Demo Stop by Loonies & Livitas
> *----- Software by Monar
**----- Sex in a bubblegum factory by Movement
**----- AlienDream by Passion
```

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> *----- Koloseum by Przyjaciele Stefana B.
> *----- Polmos by Przyjaciele Stefana B
> *----- Poszly konie po betonie by Przyjaciele Stefana B
> *----- Rankta by Przyjaciele Stefana B. (Polish division)
> *----- Szarik by Przyjaciele Stefana B. (Polish division) & Monar
> *----- X-Files by TBL2
> *----- Mumin by Three little Elks
> *----- Huddersfield by Tony Hartley
> *----- First Contact by Warp 9

```

122 demos - Average rating: \*\*\* (2.48 \* (previous issue: 2.54 \*))!

		No.	
(Issue # 1)		22 *	
		20 * +	(This issue)
		18 *** *	
No.		16 *** *	
		14 ****+	
12	*	12 ****++	
10	+ *	10 ****++	
8	* *	8 ****++	
6	+ * *	6 ****++	
4	* * * *	4 ****++	
2	* * * * *	2 ****++	
	1 2 3 4 5 Rating		1 2 3 4 5 Rating

Return to MAIN MENU

List sorted by DEMO NAME

List sorted by GROUP NAME

## 1.17 top5

### General info

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61 demos - Average rating: \*\*\* (2.54 \*)!

### Top 5 demo group

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Based on the ratings. At least two productions must be rated to be in this category.

The Black Lotus is where they belong: On the top! Essence is send to the second place, they haven't yet made a full five-stars, while three new groups has entered the table on the last three places. I'd say that this number's Top 5 is much more fair than the one in the first issue, as there are more demos to make a basis that you can measure from. Well, here we go:

Number in () is last issues placing, "N" means New!

Group name	Prod.	Average	Best	Worst
1. The Black Lotus	6	4.417	5.0	3.5 (2)

2. Essence	3	4.33	4.5	4.0 (1)
3. Andromeda	2	4.0	5.0	3.0 (N)
4. Limited Edition	3	4.0	4.0	4.0 (N)
5. Balance	2	3.75	4.0	3.5 (N)

Following groups were kicked: Syndrome (2.88 points), Freezers (2.5) and Three little Elks (2.17).

#### Best Demos

Demo name	Group	Rating
Nexus 7	Andromeda	5.0
Captured Dreams	The Black Lotus	5.0
Tint	The Black Lotus	5.0

Exciting how TBL just keeps winning one demo compo after another, which is clearly shown above. Both of their demos won The Gathering (in '96 and '97), while Nexus 7 (despite of that it fits on a DD-floppy!) won The Party 4 in 1994! Oldie, but goldie!

However, no demo has yet succeeded in getting more than five stars, and honestly I doubt that any demo will! But never say never (unless you really mean it...)!

Return to MAIN MENU  
List sorted by RATING

## 1.18 2d

Name: 2D  
Group: Remedy

Release: 1993

Size: 0.47 MB

Code: Grap, Mpire, Rage, Hosot, Ramses  
Graphic: Phil'ui, Creeps, Kophien, Desert  
Music: M.C. MP, Argon

Rating: \*+----

+ Okay design  
- Not a "real" demo, only few routines

Comment: A little production which cannot really be called a demo as there is only about one real routine in it, a pixel routine which isn't that nice. Most of the demo is made using purple colors, looks good. The start is good too, a vector man jumps and is frozen, then the title and group name appears. Also in the "demo" is a chip tune part with six small melodies that you can listen to. If you wanna continue the demo you have to press a key, this goes for the rest of the demo as well. All music are chip tunes, and if I'm not wrong it's the same tunes as in the tune part.

Conclusion: Not recommended

## 1.19 9

Name: 9

Group: .sPOOn.

Release: The Party 5 (1995), No. 8 of 22.

Size: 0.5 MB

Code: ?

Graphic: ?

Music: Christina de la Queen

Rating: \*+----

+ Nice texture-plasma

- Too long and monotome. Music and graphic are below average.

Comment: A boring demo with effects that have been seen better, including a zoomer in a small window (a little buggy) and a pretty nice morph. The "Calvin & Hobbes"-plasma is very nice. Both Music and graphics are below average. The routines last too long, some of them even way too long!

Conclusion: Watch it only to see the plasma routine

## 1.20 aliendream

Name: Alien Dream

Group: Passion

Release: The Party 4 (1994), No. 19 of 22.

Size: 0.26 MB

Code: The Whistle

Graphic: ?

Music: ?

Rating: \*-----

+ Nice intro picture

- Made in a hurry

Comment: Coded in just one month. And you can see that. The best effect, I guess, is a pixel tunnel, which is pretty nice, but nothing special. A very low resolution is used for most routines.

The intro picture is nicely drawn (comic style), the music is typical demo music, average.

And by the way: It's a dentro...

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Conclusion: Needs some serious work to be done - not worth watching.

## 1.21 ard

Name: Ard

Group: Ambrosia

Release: The Gathering '96

Size: 2.64 MB

Requirements: 4 MB fastmem

Code: Syntax & Powdi

Graphic: Cain, Cyboman, Access!

Music: Cyboman

Rating: \*+-----

+ Okay cube

- Blitterscreen is used during a lot of the routines. Bad graphic.

Comment: Only every second pixel is used in many of the routines, which is rather ugly. Texture-plasma, tunnel-like thing and a cube inside a cube are the main contents in this demo. Last mentioned is actually quite nice (except for the every second pixel display), it's a cube with twirling faces on the sides (some sides, anyway), which is inside another cube with unreadable names on the sides. You are inside this cube. The music is a fair piece of techno, nothing special, but not bad. The graphic is lousy (also because of the display). The cube is the reason for the \*+-rating.

Conclusion: Watch the cube - forget the rest.

## 1.22 assault

Name: Assault

Group: Capsule

Release: ?

Size: 0.77 MB

Code: Kustom, (Ludde/Encore)

Graphic: -

Music: Evelred

Anim background: Ludde/Silicon

Rating: \*\*-----

+ Some fast routines

- Blitterscreen used for showing some effects

Comment: Starts with a pretty fast voxel landscape, after that there's some very blurred gouraud shaded 3D-objects (including the three classics: A torus, a duck and a mask), this routine is okay, but lasts too long. In the background of the credits there are some stone-like spots zooming towards you. The credits themselves are shown with jelly letters that are stretched when changing into another text. Also to mention is a nice texture tunnel, unfortunately a blitterscreen display is used. The demo is timed OK to the music (or the other way around).

Conclusion: Everything in this demo have been seen better before.

## 1.23 atlantica

Name: Atlantica

Group: Nukleus

Release: 1996, right after The Party 6 (preview released at The Party 6)

Size: 0.65 MB

Code: Balder

Graphic: Brawalia

Music: Sleipner

Rating: \*\*+---

+ Original

- Everything could have been made better (the code is not bad, though)

Comment: This demo doesn't win because of the code, music or graphic, but because of the originality. The code is fair, but could probably be better, and both music and the pictures are below the average (actually the demo/techno music is way below average). Well, let's see what it is: In the beginning we are flying through the universe, destination: Earth. The picture is constantly zooming while rotating and it looks pretty cool, the resolution is pretty low, though. When we reach the Earth we're flying to Sweden or Norway, still zooming we meet a cow and zoom into its skin! Cute. After that another original routine is on, something they call a funnel. At first it looks like an ordinary env-mapped tunnel, but then it starts twisting around so that you can see it from the sides. Fancy! The music now changes into a lousy performed flute tune, and the scenery to the sea. A gouraud fish is swimming around while the low-res background tries to keep up with it. This part isn't that great, but pretty original (not that I haven't seen a fish in a demo before, they are actually quite popular, but this one has something the others don't - I don't know what). The music changes back to the demo/techno music and there's a picture of a smiling cow. Talking about demo's pictures, it's a special style, not that nice I think, but like the fish there's something about it... Well, in front of this cow face there's a transparent circular object flying around, and after that another object where you can only see the reflections from it, not the object itself. It all ends with a scrolltext which uses the same ugly font as the rest of the demo.

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Conclusion: Watch it because of its originality!

## 1.24 bill

Name: Bill's confession  
Group: Three little Elks

Release: Compusphere 6

Size: Small

Code: Tabasco, Explorer  
Graphic: Ant  
Music: Laz  
Idea: Bill

Rating: \*+----

+ "Exciting" story, nice phong  
- Only one effect (but on the other hand: More isn't "necessary")

Comment: The tale of a phong called Bill... The text is shown in front of a nice yellow phong object (2x2). A company called TBL is mentioned a lot. I wonder who that is.....

Conclusion: He he.

## 1.25 bosniskmetall

Name: Bosnisk Metall  
Group: Gigatron

Release: Hackerence XI (28/05/1995), No. 1

Size: 0.7 MB

Code: Jah  
Graphic: Boogeyman  
Music: Uncle Ben

Rating: \*\*+---

+ Humorous  
- Low resolution

Comment: This a quite funny demo, especially because of a morph routine. It shows a scan of a face (the coder?) which is (de)formed into lots of different faces. The resolution is low in all parts of the demo, except for the funky pictures that are shown now and then. Also to mention are a "flame"/blur routine, a voxel and some rotating colors in two or three layers. The music is well timed to the rest of the demo. It is some kind of heavy metal, fits well into the demo.

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Conclusion: For a good laugh watch this demo!

## 1.26 braincell

Name: Braincell

Group: Union

Release: Intel outside II (1995), no. 2

Size: 0.5 MB

Code: Hali, Amst

Graphic: Pic

Music: Root

Rating: \*\*\*---

+ Generally nice routines

- Lack of design

Comment: Starts with some nice fast texture tunnels, after that there's a "wormhole" spitting up yellow colors that are changed into blue when reaching the edge. Then three gouraud shaded boxes fly about and through each other. Then there's a texturemapped ball, a nice plasma and at last we're inside a torus with moving textures on the sides. The torus effect is great and so are most of the others, but this demo has no design at all. It's just effect after effect, which isn't that great in the long run.

The only graphic are textures (I guess, I don't remember any pictures), and they are good.

The music is an okay piece of techno.

Conclusion: Well, another average production...

## 1.27 burningchrome

Name: Burning Chrome

Group: Haujobb

Release: South Sealand 1996

Size: 1.1 MB

Requierments: 4 MB fastmem

Recommended: 68030/50Mhz

Code: Fastjack

Graphic: Wave, Cyclone/Illusion

Music: Mortimer/Royal

Rating: \*\*\*\*--

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- + Nice effects
- The changes could be better

Comment: A very nice demo, indeed! At first there's a "different" phong which is rather difficult to explain, so I won't try to explain it, but it looks very nice. While the phong is shown the credits consisting of zooming transparent vector letters are shown. Then there are the usual phong torusses, blurred, env-mapped and also some other phongs (blobs), one of them is a quite nice transparent, lightsourced one. In between some of the routines there are some flickerscreens with zooming texts and some pictures (that's probably design...). The second best effect in the demo is a silver colored tunnel. At first it looks just like an ordinary tunnel where you're just looking at the center wondering where it's gonna end, but suddenly the "camera" starts moving around so that you can see the tunnel's sides. It's fast and very nice, no slow routines here (which goes for the rest of the demo as well). The tunnel is taken over by another more colorful tunnel, but suddenly it zooms a little away from the viewer and you see that it is only one side of a cube, which contains three different routines on its sides: The tunnel, a rotating face and another twisting cube also with a picture on its sides! And it's smooth! This is one of the best effects I've ever seen! I wonder if it's all animation or what? Well, the last routine is another box, this time without any fancy things on its sides, but this one is kind of wall wrapped, that is a part of the screen is bend towards (or away) from the viewer while other parts of the screen are far away (or close) to the viewer. A kind of plasma, I guess. It all ends with another flickerscreen.

Conclusion: Sure worth having a look at!

## 1.28 capturedreams

Name: Captured Dreams  
Group: The Black lotus

Release: The Gathering 1997, No. 1!

Size: 5.14 MB  
Requirements: AGA, '020, 3.2 MB fast-RAM, 1.4 MB chip-RAM  
Recommended: A VERY fast '030 (or better if it runs on better)

Code: Dig-it, Equalizer, Offa  
Graphic: Danny, Rodney, Louie, Tudor  
Music: Fndr, Radix

Rating: \*\*\*\*\*-

- + Lots of nice routines, Pretty nice design, excellent graphic
- Some processor hungry routines, in the end the design seems to disappear

Comment: TBL does it again! Another great production and another winner demo, and as usual the design and graphic are nice, the music good (however, some say that it's a little monotone - a matter of taste). Somehow it reminds me of their previous superhit that one TG'96 Tint with the choice of colors and the nice design. Tint's design may be a little better, though. Well, to the demo:

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A TBL logo is flashing to something that sounds like a broken sonar. It's getting more and more clear. Then a galaxy is created, and shortly after it explodes in a flash. Looks okay (but not as nice as the one in Andromeda's Nexus 7 ). A nice picture by Rodney is shown. A nice, but a little slow tunnel routine is up next. The tunnel is bend. In front of it flies a plate with some of the credits written on it. The plate is split up into a lot of small plates which turns, so that you see the backside of it where more credits are shown. This routine runs until there are no more credits. Looks great! After that the title picture is shown. In the middle of this picture is a little circle with some colors in it, and suddenly we zoom into the circle, and keeps zooming and zooming discovering new hidden images! Excellent! But that's not all, it is changed into a 3D-tunnel with a flashing spotlight in the end. Then we zoom backwards and end up in a 3D-scene with a lot of TV-screens showing different pictures. The resolution is low, but it looks okay anyway. Of course (?) the "camera" turns towards one of the screens and the quiet techno changes to a peaceful flute tune, while the scene changes to a close-up picture of a skyscraper. An animated phong dolphin quietly passes the building and is mirrored in the big windows. The resolution is quite low and I guess the dolphin could have moved a little smoother, but it's beautiful (I wonder how they've managed to make the Dolphin fly :-))... Unlike previous TBL productions, which have always contained pixel perfect pictures, many of Captured Dreams' pictures look more like collages. Alternative and atmospheric. One of such pictures is shown, and the music changes back to techno. After the picture an animated, texturemapped dinosaur appears, may be a Tyranosaurus Rex. We slowly move around it and discover that it's a little buggy (there's a few holes in it) and a bit slow. The excellent changes from routine to routine which was in the start of the demo seems to have disappeared. They're not bad, though, just more simple. We fly away from the dinosaur and some kind of colored bumpmap appears, it's a little slow, but on the other hand there are five lightsources. An excellent (pixel perfect) picture by Danny and Louie is shown afterwards. And then we go underwater, down into the ocean. It's a beautiful place, and the flute tune is back. You see the bottom of the ocean with small hills and so on, and all over the place there are reflections from the sun that shines through the ocean's surface. Very nice indeed. Also a picture with some of the statues from Easter Island is shown with the same effect. Later we have a look in the direction of the surface, and that's one of the most realistic water effects I've ever seen! The next routine takes place above the ocean, it's a flatscape with a lightsource in the middle, and it looks OK. And then it's time for one of the most hardcore tunnel routines ever seen! A jelly, texturemapped, fast, 3D-thing with a lightsource in the end (which results in lensflares of course...). The "camera" freely moves around in the tunnel. Suddenly it sees a lightball far away and shortly after the lightball lights up the tunnel. Great! Getting nearer to the end we have a phong scene with different phong objects moving around, sometimes it's a little slow, that is when to much happens on the screen, but else it quite nice. The last effect is a traditional 3D-scene, and it's slow. What happens is that four or five butterflies flies around a temple. I guess you need to have a quite powerful processor to run this smoothly. Finally an OK picture by Rodney is shown, and then the dreams have been released...?

Conclusion: Great!

Note: In Tint the song sounds something like "Where is the key that unlocks all my dreams?", it seems as if they've found the

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key! Or maybe this is just a coincidence?

## 1.29 chronic

Name: Chronic  
Group: Passion

Release: South Sealand '96

Size: 0.73 MB

Code: Boogeyman  
Graphic: Prowler  
Music: Slide

Rating: \*\*\*---

+ Some nice routines  
- Needs some design

Comment: Another average production with mostly pretty nice routines, but lack of design. At first the credits are shown with a wallwrap in the background, and it isn't the best wallwrap I've seen but it's acceptable. It's taken over by a quite good bumpmap which tells us the demo's name, it's both fast and in a good resolution. And then the obligatory (?) phong, but unlike lots of other phongs these are pretty interesting: Flying animated mushrooms! Or is it jellyfishes? Well, no matter what they are they look very nice, the resolution is high, while the objects move smooth. Great! After that there are different kinds of tunnels and also another phong object. One tunnel is a plasma thing, which looks okay, then there's a tunnel with mountain peaks coming out of its sides (I've seen this one or one very similar to this one before, but, anyway, It's nice) and finally not just one tunnel, but two transparent on top of each other. This tunnel is pretty great! Near the end of the demo there's we are to fly around in a little spaceship in a nice 3D-scene. The ship flies through some torusses while it's viewed from different angles. The resolution is a little low, but everything (except for the background) moves smoothly around.

The last routine is a green waving 3D-grid, where the lines get brighter when they are in front of each other - the more lines the brighter it gets. Too bad it is in blitterscreen, but except for that it's terrific. There isn't much graphic in the demo, but the passion picture in the start of the show is very nice. The music is a piece of laid back techno/demo music, pretty good and it's timed okay to the rest of the demo.

Conclusion: Worth having a look at.

## 1.30 cliches

Name: Clichés  
Group: Artificial people

---

Release: Assembly '96

Size: 1.78 MB

Requirements: 3 MB fastram

Recommended: '030 CPU

Code: Kalsu

Graphic: Thain/Sensible (raytracing), Kalsu

Music: Falcon, Kalsu

Objects & design: Iodine

Moral support: Cob

Rating: \*\*\*+--

+ Nice routines

- Better changes into new routines would have been nice

Comment: I must say that I'm a little impressed - they say that this is their first demo, but you can't really see that. All routines are nice, the graphics are pretty good while the music is average, but it fits the demo well. I would have liked if the changes from one routine into another had been better instead of just always fading, though. As the title suggests there aren't (m)any new routines in the demo, however I wouldn't called it unoriginal. Instead of traditional env-mapped torusses they use a transparent man, while the cloudy background scrolls around, instead of showing an ordinary voxel landscape they show both voxel above and under water (nice!), instead of using just one lightsource on the bumpmap they use three (this is a little slow) and instead of just showing a tunnel they show a tunnel while the greetings flies (zooms) through it... One of the best routines is a picture consisting of many small pictures (model's faces) which is rotated, zoomed and exposed to different kinds of plasma, this one is great! Finally there's a fire rotation routine, nothing particular about it. The endscroller starts and the synth music with triphop drums changes into a piano/synth piece.

Conclusion: Have a look at this - you won't regret it! Almost a \*\*\*\*'er.

## 1.31 comefindyourself

Name: Come find yourself

Group: Smellon design.

Release: The Gathering 1997

Size: 0.79 MB

Code: Celtic

Graphic: From Bottom, computerized by Celtic

Music: Walt, Orlingo, Celtic

Rating: \*\*----

+ Funny (especially if you have seen the English TV-series Bottom)

- Nothing

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Comment: This "demo" mainly consists of one part: The end scene from the TV-series Bottom! It is taken directly from Bottom and then converted to black/white. If you have never seen Bottom I would highly recommend you to do it! It's very funny! And so is this production. For you that have not yet seen it I'll explain what's going on: The two main characters are "dancing" and fighting... That's quite simple, but amusing. The music is probably also ripped from the Bottom, but I don't remember.

Conclusion: Hahahaha!

## 1.32 crazysexycool

Name: Crazy, sexy, cool

Group: Essence

Release: The Party 5 (1995), No. 5 of 22.

Size: 0.88 MB

Code: Touchstone

Graphic: Louie, Insane

Music: Virgill

Rating: \*\*\*\*--

+ Very nice everything (including design)!

- Short demo with too many 3D-objects in the end

Comment: Nice graphic, nice music, nice code! We get to know different kinds of shading when different shaded torusses (how original!) are shown one after another (flat shaded, gouraud shaded...). Pictures are shown between each new routine and they are excellent (some of them have competed in a GFX compos)! The music is a funky funk which fits well into the demo.

A cube with different pictures on each side, a transparent cube with a picture on it and phong objects (including the duck...) are also in this demo. And that's that. It's short and the phong part is long.

Too long. Too bad, since it's very well designed, and I would like to see more different routines designed as well as the ones shown.

Conclusion: A must see!

## 1.33 cryogenia

Name: Cryogenia

Group: Logic probe

Release: Halloween '96, No. 2

Size: 2.17 MB

Requirements: Hard drive, 4 MB fastram

Recommended: '060 CPU

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Code: Joyce, Werk  
Graphic: Virvulent, Diztinct  
Music: Werk (probably)

Rating: \*\*+---

- + Probably looks nice on a fast machine ('060 or the like)
- (Very) slow and few routines, crashes your system after exit

Comment: This is one of these demos made with a fast machine in mind - all the routines are slow on a '030, but they probably look great on '060. The readme-file confirms that it was actually made for '060, but runs on '020 too. I would say that it merely limps... It can't be hard to create a "fast" demo - you just need the right equipment, that's a '060, PowerPC or Pentium 166> :-). Well, enough about the (lack of) speed. At first a flying, twisting, zooming, blurred and rotating text presents the title and the group's name. The group is written with texture mapped letters, while the other texts are plain white. The demo's title is displayed (a graffiti picture) while a transparent phong glass flies in front of it. More phong, this time with ordinary texturemapping and then the slowest texturemapped 3D-scene I've ever seen. Almost as sad to watch as to see a PeeCee demo running on a '486 or a slow Pentium... The last routines (except for the scroller, which is actually also a routine) are three phong torusses with something that looks like shining fog flying above it. Pretty hard to explain and imagine, but it's pretty nice. The torusses disappear and the "fog" starts to rotate making circles on the screen. Then there's the endscroller. The text is bumpmapped and behind it is a tunnel. And guess what: It's not very smooth... Finally it crashes your system shortly after it exits...

Conclusion: Only for the owners of '060 or better. Maybe a fast '040 would be enough (if it runs on such a thing).

## 1.34 cyberlogic

Name: Cyberlogic  
Group: Alcatraz & TRSI & TRSI Records

Release: The Party 5 (1995), No 7 of 22.

Size: 2.26 MB

Requirements:  
AGA chipset  
MC68020 running at min. 28MHz  
4MB fastmem  
2.26 MB HD (5MB HD for installation)

Code: Poseidon, Quedex  
Graphic: Lazur, A-Tom, 2Sign, Bridgeclaw, GS, Viola Bros., Pigment,  
Lukas A.  
Music: Archangel, Nightshade

Rating: \*\*\*+--

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- + Runs smooth and fast, great 3D
- Some effects are below average and/or very old, Escom is greeted (!)

Comment: The first thing you'll notice about this demo is probably the speed that the routines are shown with. All effects last for only few seconds (tops) and then changes into a new one. It looks as if it's a mix of new and old routines, some are very simple, some a little more advanced. I like the way that some 3D-animations are used, they look great: The screen is filled with the same little animated 3D-object placed in rows. A short fullscreen animation of an armored knight looks great too (?). What I also like about this demo is that all of the effects run smoothly, the coders haven't tried to make routines that are too demanding for the machine (maybe they are on old Amigas?). The graphics are good (especially a picture by Lazur that is shown both as fullscreen and in a zoom routine). The music is a noisy piece of techno which fits well into the demo, furthermore it's timed to the effects. The endtheme is a quiet piece which is played while a Star Wars scroller tells us who made this possible (except for Amiga). Excellent. Worth noticing is that Escom and Petro is greeted!

Conclusion: Watch it! Great mixture of good and old! Especially for nostalgists and speed freaks!

## 1.35 darkside

Name: Darkside  
Group: The Black Lotus

Release: Remedy 1996

Size: 1.72 MB

Code: Noy, Rubberduck, Offa  
Graphic: Facet, Tudor  
Music: Lizard

Rating: \*\*\*\*--

- + OK 3D-scenes, nice pictures
- Low resolution

Comment: Containing 3D-scenes, textureplasma (both a transparent 2-layer one and one with a lightsource), a water routine and a 3D-tunnel. Especially a transparent 3D-scene with animated thinking statues looks quite nice. The colors in the routines are bright (darkside?) in opposition to the nice, hand drawn pictures. Last to mention is the great music. It's not some traditional techno or demo-music, it's more like film music which is timed to the demo. Great! A minus in the demo is that the resolution is a little low in most of the routines, and you'll need a pretty fast CPU to make it all go smoothly.

Inside information:

Some parts of this demo (especially a picture) have insulted and offended

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some sceners who say that it's worse than showing Nazi signs and the like! The picture represents a person called Jesus on a cross showing his middle finger...

There's so much violence in the world, I wonder why?...

Conclusion: Worth watching.

## 1.36 deep

Name: Deep

Group: Destruction

Release: ?

Size: 0.19 MB

Code, graphic, music: Pacman

Logo graphic: Magius

Rating: \*+----

+ Nice twister

- Few routines, monotone

Comment: There are about two effects in this demo: A strange, rather unexplainable one (something about two layers of graphic moving around) and a nice twister (a bar is twisted). And that's it. The music is okay, but nothing special, the graphic (intro text) is a bit ugly (some would say different...).

The twister-routine is the reason for the "+".

Conclusion: Even though it's short your time is spend better watching another demo.

## 1.37 demostop

Name: Demo Stop

Group: Loonies & Livitas

Release: 1997

Size: 0.21 MB

Code: ?

Graphic: ?

Music: ?

Rating: \*-----

+ Nothing

- Danish text, no quit

Comment: This is one of the strangest productions I've seen. After a short introduction telling us which groups are responsible a picture of two heads is shown. They look like rockers. The only thing that happens is that these two ugly, primitive guys are talking nonsense. Their speech is written on the screen of course, and it is in Danish only. The weird thing is that it's just as un-understandable to me as if it was Polish or another very foreign language (and if you should have missed it I'm Danish)...

An extremely noisy hardcore module is played while they're talking, and there doesn't seem to be any end. They just keep on talking and talking... And you can't quit it!

Conclusion: For Scandinavians who need company... No, it's crap!

## 1.38 deusexmachina

Name: Deus ex Machina

Group: Limited Edition

Release: The Gathering 1997

Size: 2.26 MB

Code: PG

Graphic: Skize, Skutt, MRK

Music: Radix, Jazz

Design & objects: Skize

Rating: \*\*\*\*--

+ Fast routines, pretty nice design, some original ideas, nice pictures

- The resolution is generally not good (but acceptable)

Comment: Yet another of LED's fast phong filled demos. This time the environment is the future: All backgrounds look technical, there's a scene with ED-209 (the evil robot from Robocop) and the techno music combined with the rest of the demo make a very futurist atmosphere. Also two good pictures by MRK help it on its way.

The demo's name is shown with shaking letters and is taken over by the colored bumpmapped credits that are shown in a small band across the screen. A cartoonish drawing of an angry astronaut is shown, which is nice, but I think it doesn't fit too well to the rest of the demo. Then the "real" routines start: A fast voxel landscape. You're flying over it looking down at it obliquely so that you rarely see the horizon. And sometimes the "camera" even makes a 360\textdegree{} rotation. And then to the ←  
phong:

It's fast, the resolution is a little low (but acceptable), but in overall nice. Behind the object (which you can't see what is) a technical background moves around. Then it's time for some kind of 3D-scene. The ED-209 robot (or one very similar to it, anyway) is walking lightened by a spotlight from above. It is of course texturemapped and we see it from about all angles as we fly around it. Nice and pretty smooth. After that there's a not completely normal tunnel (looks like a plasma tunnel). First of all it twists and wrenches, and second small phong blobs zoom towards you without being slow! More phong: The technical background is back on,

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the phong too, this time it morphs (even though it has some problems morphing back to its original state, but I think this is design). The next routine which takes over where the other ends is pretty original. It's a texturemapped box (wow, that sure is original!). The cool thing about it is that suddenly a red laserbeam starts cutting in it, so that the textures is marked with dark burns! And finally we have reached the last routine which is also pretty original. The technical background is still on, a new phong object is on (wow, that sure is original!). But there's also a technical foreground which is made with a lot of holes, so that you can still see what's happening behind it (if these holes haven't been there this routine could have been a bommer :-)). And that's not all. The light source is placed in front of the foreground, so you can see the shadows from it on the phong object! Great! And then it's over.

Conclusion: Watch it!

## 1.39 divine

Name: Divine  
Group: Mellow Chips

Release: Demolition II, No. 1 of 9 (mixed Amiga and PeeCee competition)!

Size: 3.61 MB

Code: Braindead  
Graphics: Ola, Jogi  
Music: Kalsu  
Objects: Tequila

Rating: \*\*\*\*\*-

+ Great 3D-scenes, nice graphics  
- Needs lots of CPU power to run smoothly.

Comment: 3D-scenes are the main contents of this demo. After a short credit and title sequence (nice graphics, good film like music) the show starts for real: The letters MC are shown in a "room" with round checked walls, which is mirrored in the letters. It runs perfectly smooth, and you don't see that the resolution is a little low (I saw it, though...). In this part, and almost in the rest of the demo, the music is a fine piece of techno. After that there are some env-mapped objects, then there's a tunnel with a lightsource at the end of it, this part needs a powerful CPU! Actually, most of the routines need a powerful CPU to run smoothly, but most of them run acceptable on a 1230-40 or 50. Later there's a very nice picture by Jogi which is "twisted" and stretched, looks a (very) little like when you throw a stone in a pool of water. Then we're visiting a planet in space shooting fireballs (3D). Another 3D-scene is on, a marble surface morphs into different shapes. Wow! And another, this time a blurred room with some kind of mirror in the middle of the floor. Cool! The coder must be fond of reflections and light, the next 3D-sequence is a "thing" with legs reflecting a sharp light when it is in the right position. A great, but slow routine which is shown a little too long.

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The greetings are a water-effect that instead of rings in the water form the group names. And instead of using a watery background a fire like background is used, looks great.

The last effect is maybe the greatest of all: A 3D-object rotates above some water. When it hit the surface of the water, you can see the small waves spreading. And when it dives, the color changes, so that it actually looks as if it's under water!

The end scroller reminds me a little of the one in the film "Seven", strange design. In the background you see some screenshots from the demo.

Conclusion: A must see! An overlooked demo.

## 1.40 domination

Name: Domination

Group: Contraz

Release: Kindergarten 6, No. 1!

Size: ?

Code: Skjeggspir, Brekke, etc.

Graphic: Nirvana, Mr. Figaro

Music: Fro-D, Pinnochio

Rating: \*+----

+ Nice (but SLOW) routines

- Needs a hell of a CPU to run at an acceptable speed, few routines

Comment: Contains some of the slowest routines I've ever seen! More precise I'm talking about a env-mapped, rotating bumpmap-like thing with a wave starting from the middle and (very) slowly moves towards the edges of the map. Only half the screen is used, on the other half of the screen is Arnie in his "Terminator 2" outfit and a text saying something like: "They must be elite! 1x1 in 8-bit planes". That might be true, but hell it's slow. Another effect is a 3D flat scene with a woman lying on it (like Arnie she's in front of the effect). Last routine is a picture that is "twisted" from the middle and out...

The graphics are average, the scans below average. The music is techno... Either the machine used at the KG6 party was a monster (FAST!) or else the other demos where miserable!

Conclusion: If your eyes update just as slow as the routines in this demo it might look nice...

## 1.41 dreamwithme

Name: Dream with me

Group: Scania

Release: The Party 5 (1995), No. 12 of 22.

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Size: 0.84 MB

Animation: Simon Ekstrand

Code: PB

Additional graphics: Simon Ekstrand, Wildcat

Music: Kervin, Lex/Nova

Rating: \*\*\*---

+ Nice changes into new scenes, original, well timed music  
- Primitive animation (but then again it's charming)

Comment: I don't know if I should call this a demo, as it only consists of a presentation, a long animation (2036 frames) and an end scroller. The animation is made using simple lines, most of it looks like something drawn by a child. The real cool thing about this demo is the "morphing" into new scenes. Very original. Another great thing is how the last animation frame changes into an end-picture. The music in the demo is a piece of well timed techno, the end theme is a quiet, old melody.

Conclusion: Watch this one! One of the most original "demos" yet!

## 1.42 elements

Name: Elements

Group: Logic Probe

Release: Berzan Party # 19 (1997)

Size: 1.82 MB

Code: Joyce, Werk

Graphic: Pulse, Diztinct, Virvulent

Music: Pulse

Rating: \*+----

+ Pretty nice plasma  
- Few and slow routines

Comment: Let me start with the end. When the demo is over it says: "This was made in an Extreme hurry"... And it obviously is. There are two routines in it, a slow 3D scene taking place in some kind of dark room with bend columns standing in a circle, and in the middle of this circle are four small lightning balls, and a nice red and yellow plasma routine where you (unfortunately?) can see it's rallying point. Furthermore there are three average pictures and some fair atmospheric synth/techno music.

Conclusion: Too bad that this production was released so early. It could have been nice, but it isn't.



## 1.43 endolymfa

Name: Endolymfa

Group: Balance

Release: The Party 6, No. 3 of 15.

Size: 0.83 MB

By: Confidence, Gorg & Smartass

Rating: \*\*\*+--

+ OK 3D-scenes, nice design

- Low resolution, needs a lot of CPU power

Comment: Not all of the routines are fast enough to run on a '030-40MHz, but they are acceptable. It starts out with a 3D-scene showing some TV-screens with different animations in them. The colors are blue, green and red and this goes for the rest of the demo as well. After that there's a very cool effect, where a moving blurred box reflects some letter flying in front of it (needs quite a lot of CPU power). The torus-routine (how original!) is by some reason rather slow. A torus that is reflected in another 3D-object is nice, though. In the end there's is another 3D-object (star-shaped), but this time a text is scrolled on the surface. The music is a mixture of heavy rock and techno. Fits the demo.

Conclusion: Could need to be optimized, but anyway, it's worth taking a look at.

## 1.44 energy

Name: Energy - Fraction II

Group: Gods

Release: The Gathering '97

Size: 1.12 MB

Code: Odin, Xbarr

Graphic: Bridgeclaw, Typhoon

Music: Liszt

Rating: \*\*+---

+ Good pictures

- Slow routines

Comment: This demo is the successor to Fraction , but unfortunately the quality is almost the same, maybe this one is a little worse than the first Fraction . And as far as I remember it has nothing to do with Fraction (besides the name). Well, to the demo:  
An ugly B/W sign with the demo's name is shown. Then the first routine starts: A lot of bright spots are flying around, looks a little like a 3D-

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starfield, except that the stars are not stars, they're more like small cotton-pieces. This routine is a little slow, and so is the next: A vector scene taking place in a hightech hallway or the like. While we're flying around the credits are shown. It looks like something that would be nice for a dusty A500 (maybe even for a clean one:-)), but not for a A1230! After this failure (?!) a nice picture by Typhoon is shown. But unfortunately Gods (who doesn't really live up to their name...) have chosen to have another vector-scene of some kind, this time it's a lot of small things flying around, and a big thing in the middle. After that there's a not too smooth plasma routines followed by a pretty nice twirl effect. After that there's a slow phong object, with a quite limited palette. A picture is shown which disappears in a flash. A very slow texturemapped box with credits on its sides is the result of the flash. And then a possible explanation about the previous vector scenes, because the next routine is a texturemapped 3D-scene talking place in a tower with a winding staircase, and it is very slow! We are moving up the stairs, and when reaching the top there's another flash, and a Gods-picture is shown. The demo is over. The music is a quiet piece of techno, quite good.

Conclusion: Not essential.

## 1.45 everywhere

Name: Everywhere

Group: Candle

Release: The Party 6 (1996), No. 14 of 15

Size: 0.84 MB

Code: Aeroba

Graphic: Aeroba, Cloud

Music: Cloud

Rating: \*-----

+ I don't have to say anything positive  
- Lots of negative things to say - read on...

Comment: This "demo" starts with a piece of sampled music from some kind of McDonald's commercial, while an ugly McDonald's-logo is shown in the background (I won't hide that I don't like McDonald's). A pixeltext flying around shows the text that is sung ("What ever you want..."). Suddenly both picture and sound are cut (yes!) and a very ugly fire routine and a noisy techno module is on. After that there's a slow awful pixel routine, while the guys behind the demo try to be funny. I don't think they are.

Conclusion: Supposed to be a joke. But it doesn't work at all. Avoid this.

## 1.46 exitplanetdust

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Name: Exit Planet Dust (compo. version)  
Group: Artwork

Release: The Gathering 1997, No. 2

Size: 4.75 MB

Requirements: 8 MB fast-RAM, '030 CPU

Recommended: 8 MB fast-RAM (?!), '040/40 MHz, no unfragmented memory, clean boot (what have our footwear to do with this :-)?)

Code: Azure, Tron, Graham, Scout

Graphic: Fiver2, Skyphos

Music: Skyphos

Rating: \*\*\*\*\*-

- + Very nice effects, great graphic, colorful
- Seems more like a lot of small demos than one big one, as all effects are split up with a black screen between them

Comment: Another great production from the (mainly) German group Artwork! The package includes two executable files, which are executed by a little script. The first one is a plain 3D landscape with rocks lying around and some scanned people standing (well, actually it's the same person copied a lot). You fly around above and sometimes it even turns 360\textdegree{}, so that you

fly upside down. When you fly around the person(s) you can see them from different angles. But a negative thing is that you can clearly see that the person is just a scanned picture that is changed with a new one when you change the viewpoint. There are some frames missing between the existing frames. And it's in grayscale, unlike the rest of the demo which is pretty colorful. But anyway, it looks nice and moves rather smoothly. Suddenly the effect changes to a very fast bumpmap where the credits are shown. And then it changes back to the 3D-scape where some of the stones have started to fly? And then back to the bumpmap which shows more credits. And back again, now about all stones are flying and also the person from before. Hehehe... Seen to many Sci-Fi movies lately? :-)

The second executable file is the main part of the demo. It starts with a very nice 3D planet scene where you fly around in the universe, seeing some light sourced planets and the suns where the light comes from. Of course there's lensflares... The next effect also takes place in space (I guess), we see a texturemapped spaceship from the outside flying right through a brick wall! The background is colorful though, and so they are in most parts of the demo. Almost all the demo's effects are separated by a black screen that is shown for a short very short period of time. The "problem" about this is not the time it takes, it is that you feel that the demo is a lot of small demos instead of one great production. It's just routine after routine after routine etc., very nice routines, but anyway... The next effect is that some small stars fly through two transparent pipes. The stars are used a lot later in the demo together with different kinds of phong objects. But before the first phong there's a 3D tunnel which is a bit slow, but nice! The "camera" rotates in all directions in it. Then there's some kind of a light sourced 3D sign with two of the mentioned stars flying around it (it doesn't seem as if they are the light sources, but I could be wrong). And finally: The

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phongs. There are many! All kinds of phong (texturemapped, ordinary and bumpmapped... Ups, did I say ALL kinds? There doesn't seem to be any transparent ones)! And all of them are objects that look like stones, beans and blobs. At one point in the demo there even is a jelly phong "grid". It is simply a grid that is placed all over the screen, slowly waving in the artificial wind. Also to mention is a slow, but in spite of everything beautiful 3D-scene, where a person is standing in a big room on a platform in front of a pool filled with water. The resolution is good, but you'll need the '040/40 that Artwork has recommended to make this go smoothly. More effects of the same kind that has already been described are shown before the demo ends with three light sourced signs shown one after another saying the demo's name (just in case that you missed it in the beginning...). The music is a piece of well-timed techno which is also atmospheric when it needs to be.

Conclusion: Very nice indeed. You MUST see this one!

Note: Because of problems with the demo's size, which had to be below 5 MB according to the rules at The Gathering, and because of time problems some of the demo's effects are restricted, and the endpart (with music by Virgill) is cut off. A final version is also released.

## 1.47 exorcism

Name: Exorcism

Group: Oxyron

Release: The Party 5 (1995), probably No. 13 of 22.

Size: 3.83 MB

Code: Axis, Graham, TTS

Logo: Gandalf

Music: No-XS

Rating: \*\*\*---

+ Generally nice routines

- The music doesn't fit the demo and is suddenly cut off. No design.

Comment: Starts with a nice zooming scroller with a texture on the letters. The title picture isn't that nice and you can see the mouse pointer when the picture is shown... Oxyron should have used a little more time creating this production, as this is not the only small error in the demo: the music, which is an average piece of techno that doesn't fit the demo, is suddenly cut off before the last part of the demo, some (or one anyway) effects aren't centered.

A very nice routine is a zooming fractal that runs smooth, a voxel landscape is nice too, and so are the tunnel with mountains rising from it's walls. Of course there's also a torus...

The endpart is a doom-routine by TTS (who also made the winner intro from The Party 6 called Phongfree which contains a doom routine much like the one in this demo). It's a little slow and the sounds (there's no music in this part) are the same primitive noises as in the original Doom game.

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Conclusion: Not bad. The doom routine separates this demo from lots of others. But on the other hand it takes up almost four megs of HD...

## 1.48 extreme

Name: Extreme  
Group: Balance

Release: ?

Size: 3.07 MB

Code: Confidence  
Graphic: Gorg, Grid  
Music: Atheist, Deelite

Rating: \*\*\*\*--

+ Nice routines, design, pictures and music  
- Some slow routines

Comment: It starts with a big gray 2D object with a hole in the middle zooms towards you. Through the hole you can see a phong face which is lightened by a moving lightsource. Very nice. The music is very atmospheric too. Then we see a slow phong face that is very close to the screen moving from side to side, and suddenly a line saying "Balance" scrolls over it. It's pretty slow, but nice on a faster machine I guess. The face stops moving and the screen is split into two by a bumpmap in the middle of the screen, reaching from left edge of the screen to the right. Letters slowly, but smoothly, appear on the map. Nice! The screen changes and the credits are shown with zooming, blurred, rotating text, the resolution is pretty low, but it looks fine.

A nice picture by Grid is shown, then the screen becomes black and the other half of the demo starts.

The music changes into some melodic demo music and a glinting purple phong object is shown. Rather tasteless, but it's pretty smooth. Then there's a tunnel with rings of light moving on its sides, and then there is a very special routine that I think hasn't been seen before: A 3D object combined with a moving bumpmap. Actually I think it's a 3D object and a tunnel which is bumpmapped. Looks terrific, but is a bit slow! Finally there's an ugly phong. There seems to be an error in my demo, so that the last two routines aren't shown - would someone please send me a new copy?

Conclusion: Watch this one!

## 1.49 firstcontact

Name: First Contact  
Group: Warp 9

Release: ?

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Size: 4.39 MB

Requirements: A lot of chip-RAM (and maybe more, I dunno)

Graphic: Tiger

Music: Ramboy

Anims: Ramboy

Digitizing: Tascenlampe

Camera: Diskette, RBY, TIG

Rating: \*-----

+ Nothing

- Everything

Comment: First Contact it is called, probably because that this is their first demo (as they call it), but it also looks as if it's their first contact with a computer. And if they can't do much better than what they have shown here I hope that it is there last! The "demo" is split into two files, and in the copy I got nobody had written a script (which I understand perfectly...), one file contains an "intro" which is some scanned absurd grayscale pictures and hardcore with samples from Monty Python's "The Search For the Holy Grail" (Eki Eki Eki...!). Some texts are written on the pictures welcoming you.

The second file consists of a grayscale video recording of two people (my over-qualified guess is that it is Tiger and Ramboy) doing silly things. The frame rate is about 4-5 pictures per second, and the quality is lousy. You see three seconds or so of the video, then the same sequence is looped a couple of times, a new sequence is looped and so on. Boring! The music is, as in the first part, hardcore. And it sounds rather terrible (as if the left and right speaker plays two different hardcore modules!). I wonder if they know the difference between a video camera and a computer. However, it looks as if they have had a great time.

Conclusion: Waste of time, energy and space. This is crap!

## 1.50 fish

Name: Fish

Group: Sardonyx

Release: The Party 5 (1995), probably No. 22 of 22...

Size: 0.97 MB

Code: Syntax

Graphic: Caladdin, Tobias Jansson, Frame/C-Lous, Pozz/C-Lous

Music: Elusive

Rating: \*\*+---

+ A few nice effects, nice endpart with a dolphin

- Rather slow 3D

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Comment: There's a quite nice twister-routine and some pretty simple and slow 3D-routines (especially the phong). The music is an average piece of techno. I don't know why there are so many graphicicians involved in this demo, because there's not any pictures (as far as I remember). The low-res dolphin animation in the endpart must be the reason.

Conclusion: Cute dolphin - forget the rest.

## 1.51 flora

Name: Flora

Group: Death row

Release: South Sealand '96

Size: 0.71 MB

Code: Penguin, Have

Graphic: Tome, Mac, Dr. Zulu

Music: Fuzzy

Design: Fuzzy

Rating: \*+----

+ It's not very long, alternative music

- Ugly routines

Comment: If they had not said it themselves I would say (and hope) that this is their first demo production, because it's quite ugly. The routines would maybe be beautiful for an old PeeCee, they suck pretty much. The music, a mixture of jazz and synth, and the graphic are pretty good, though.

Conclusion: Let's hope they'll make some much better productions in the future. Until then: Avoid!

## 1.52 fraction

Name: Fraction

Group: Gods

Release: Saturne Party 4 (1996), No. 2 of 11.

Size: 3.58 MB

Code: Odin, X-barr

Graphics: Bridgeclaw

Music: Liszt

3d-objects: X-barr

Rating: \*\*\*----

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- + Nice phong routine
- The 3D-scenes are a little slow and simple

Comment: In the beginning the group name is shown in a bumpmap routine which looks okay, but it's a little little. The 3D-scenes which is the most used routine in the demo is a little slow and simple (but not bad). The best effect is a 3D phong stone-like object that is illuminated by red light from one side, blue from the other. Great!  
In the last part you fly across an ocean filled with rocks, this part is slow and too long.  
Also to mention is a nice picture, and some okay music. One of the routines does not work in my copy, please send a new copy to me! .

Conclusion: A little boring sometimes.

## 1.53 friendshiptro

Name: Friendship-Tro

Group: Honoo

Release: Honoo Party (2012)... (That's what they say! Who cares?)

Size: 2.29 MB

Code: Alabama

Graphic: Gif, Jpeg

Logo: Falken

Music: Ken Ishii (original), Frank de Wulf (mix), Black Dragon (remix)

Idea: HP, Clo

Moral support: HP, Clo

Rating: \*-----

- + It's nice to have friends
- This could make them loose their friends...

Comment: This friendshiptro is nothing but a lot of greetings and a credit list. The greetings are shown as jelly letters in front of a picture that changes from some scanned pictures of Asian girls to drawn Manga pictures. The music is a piece of pretty noisy house.  
The big question is: Will they still have their friends after this?

Conclusion: Nothing to see here.

## 1.54 galerie

Name: Galerie

Group: Stellar

Release: The Party 5 (1995), No. 10 of 22.

Size: 0.73 MB

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Code: Nose  
Graphic: Frankie  
Music: Dune

Rating: \*\*+---

- + Fast routines
- Blitterscreen, small bugs in 3D-objects, not user friendly concerning mixing rate settings. Sudden ending.

Comment: Only blitterscreen is used for displaying the routines, which makes them go faster, but doesn't look too good. A voxel landscape with the sun in the background is one of the routines. When you see the sun you'll see lens flares, nice effect. Some phong stones and rings are some of the other effects in the demo, but while the rings are fine, the stones are buggy: You can sometimes see some holes and white spots on the edges. On the other hand it's pretty fast. A texture tunnel with moving lightsource, a plasma twister ("waves" from the center of the screen) and the last effect: A morphing light sourced 3D-landscape (with about the same bugs as the phong). And suddenly the demo just ends! Is there an error in my copy? The music is a multichannel quite quiet synth piece (Screamtracker mod), which is okay, and worth remembering when watching the demo is that some CPU time is used when mixing the music.

Conclusion: Good intentions, too many small bugs.

## 1.55 glow

Name: Glow  
Group: The Black Lotus

Release: Icing '96

Size: 2.85 MB

Requirements: '020, AGA, PAL, 2 MB chip-RAM, 4 MB fast-RAM. Runs on '020 and better MC680x0's

Recommended: '030/40MHz

Code: Equalizer, Offa  
Graphic: Rodney, Louie, Tudor  
Music: Azazel, Supernao  
Objects: Tudor

Rating: \*\*\*\*\*-

- + Lots of nice routines
- The resolution is sometimes low

Comment: Dreamy tunes sound. A "The Black Lotus"-sign suddenly appears with a T2-effect (the upper half scrolls from the upper part of the screen, the opposite with the lower half). The screen changes to the inside of a space station, where a space craft is about to take off. When the ship takes off there's a matching sound. The resolution is rather low (2x2), but it looks fine. The demo creator's names are shown with the T2-effect,

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changing from the space craft to the credits a couple of times. The music (new age like at this point) does not work well with the T2-effect, but is OK to the space craft scenes, which is about to end, as the craft has now left the space station and flies away. The next things that happen is that the music changes to a mixture of slow techno/jungle and hiphop, and that a planet moves closer to the viewer while two light sources (might be two space crafts) fly towards it. When the planet is very close, the scene changes to some kind of cave with a flat ceiling and a flat floor (giving you the illusion that the crafts has now entered a cave hidden in the planet). Between the floor and ceiling there are some ugly flashes. Too bad that TBL has done nothing about these to make them look better. After this journey a pretty good picture by Louie is shown. The next routine consists of some mountains and some suns flying above in a great hurry. Everytime a sun passes over the mountains you can see the surfaces change to the light, looks great! Then there's a ordinary (more or less) phong object, actually it isn't completely ordinary, because from three holes in it shines the three primary colors. The next phong is animated and pictures a plant that is spitting lightballs out of its "flower". Nice! Afterwards there's a texturemapped plasma bumpmap with a moving lightsource flying between the viewer and the bumpmap! Great! Then we're moving inside a torrus which suddenly stops, and some texturemapped phong objects takes over (the torrus is used as background), but it isn't ordinary phongs (again!), because they melt together now and then. Looks great! Shortly after it starts to be blurred and after a while everything is gone. Small flying spots with different colors takes over, and since the blur routine is still on they have some long tales. The choice of colors could have been better, though. More phong: A transparent, animated, oblong object with some kind of wave moving from one end to the other. Very nice! And now we get to know the demos name (better late than never!) which is written on a nice picture by Rodney. The next three routines are all transparent, which is rather impressive: There's the double tunnel, the tunnel combined with a voxel landscape and the voxel landscape combined with a plasma routine! Great! The last routine is a 3D-tunnel with random stripes on its sides, moving at a steady speed. It even looks as if it is also bumpmapped!

Conclusion: Watch it!

## 1.56 goa

Name: Goa

Group: The Black Lotus

Release: Assembly '96

Size: 3.82 MB

Requirements: AGA

Recommended: '030-50MHz CPU

Code: Offa, Dig-it, Equalizer

Graphic: Rodney, Louie

Music: Azazel

3D objects: Tudor

Rating: \*\*\*\*\*-

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- + Nice routines
- Could need some variation

Comment: Another great TBL production! This time one particular routine is used a lot: Plasma. From start to end there's plasma and more plasma, it looks great (actually it's some of the nicest plasma I've ever seen), but a little more variation would be nice. When you start the demo the TBL letters slowly appear piece by piece, while the techno music still hasn't really begun - just warming up. Then the show starts with a nice plasma (of course) and for the next couple seconds the screen changes between different colored plasmas and flicker screens (as when a TV hasn't got any in-signal) with credits, and of course the sound is noisy when the flicker screen is on - must be a bad connection :-). Reminds me of the good old Budbrain Megademo. After that there's a transparent one color 3D TBL logo rotating around the Z-axis, simple but nice. More plasma, this time something that looks like wall wrapping. After that there's a nice square 3D-tunnel where we fly a couple of rounds, forward and backwards. And now for something completely different: A partly transparent phong with faces on it. Partly? Yes, you are able to see right through it, except for that you can't see the phong itself, only the background. A cool picture by Louie appears almost timed to the music and is taken over by something that looks like a bumpmap effect, I don't think it is, though, however it looks nice. Another phong object is on, this time a big R-shaped thing, no env-map this time. And back to the plasma, this one is a little unexplainable as it looks like some kind of 3D because of dark colors somewhere and bright colors the other places. Have a look, it looks great! Another great picture is shown this time one by Rodney, and it's taken over by blurred plasma, which again is taken over by a third picture (by both Louie and Rodney). Getting nearer to the end there's a wall wrapped bumpmap changing its position from being an ordinary bumpmap to bending towards the viewer. And the last routine is two phong env-mapped starfishes embracing each other. Cute? Nice! Unlike the other TBL productions I've seen this one hasn't got the nice changes into new effects. It's either flashes, fades or cuts, I believe that has something to do with a deadline.

Conclusion: Should be on your HD for sure!

## 1.57 goldenratekiller

Name: Golden Rate Killer  
Group: Intense

Release: Saturn Party 4 (1996), No. 6 of 11

Size: 0.85 MB

Animation: Michael J. Power  
Code: D'Jes  
Music: Erk  
Logo: JK

Rating: \*\*\*+--

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- + Funny
- The animation is not too smooth

Comment: This is an animation rather than a demo, but anyway... It's drawn in a cartoon-like style, looks very much like the Lucky Luke-cartoon. And it takes place in the Wild West, where a hanging is about to be executed. The music is a banjo piece, the language must be some kind of cartoon language...

Conclusion: Ha ha ha! If you like Lucky Luke watch this one. If you're aged below 18 watch it together with an adult!

## 1.58 xylop

Name: Gröna geleklumpar fra planeten Xylop  
Group: Ward (in co-operation with Moonleanders)

Release: ?

Size: 1.53 MB

Code: XTS  
Graphic: BluMental, Lycon, Classes, Cab  
Music: Moonleanders, (tracked by) BluMental

Rating: \*+----

- + Funny if you understand Swedish
- Not funny if you don't understand Swedish

Comment: Another one of these "We're singing a song and showing some pictures"-demos... This time a Swedish one featuring a frightening story about green jelly blobs (gröna geleklumpar) which attack the Earth and eat us! Most of the pictures are taken from some horror comics which bring you in the right mood...

Conclusion: Frightening! If you understand it!

## 1.59 groovy

Name: Groovy  
Group: Lemon.

Release: ?

Size: 0.73 MB

Requirements: To install on HD and to use AGA you need a patch

Code: Dan  
Graphic: Facet, BLI  
Music: Spaceman

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Rating: \*\*+---

- + Nice design
- Most of the demo uses a quite small display area, the resolution is sometimes low.

Comment: One demo back from the A500 days, a pretty nice one too. The thing that makes this demo nice isn't the effects (of course(?)), but the design. There's only few boring fades between some effects, but it is mostly a box or square that changes into a new routine. The routines are a zooming chessboard effect, where a lot of black and white squares zoom towards you, then away from you in three or four layers, the layers away from you are the darkest. The display is small, though, and this goes for most of the other effects too, on the other hand there are no slow effects. Another effect is the plasma, the rotating colorful Lemon. sign, shade bobs that are flushed away the second they are drawn (looks a little like dust from a car on a gravel road), and two circles with spots on them flying around. You can see through them as long as they are not in front of each other. The graphic is pretty nice (but Facet has improved since then or maybe it is just because of the AGA his pictures are better now), the music is an ordinary piece of funk.

Conclusion: You can live without it

Inside information: A scrolltext in the demo says something about smoking some weed, I wonder if Facet was the one that brought this to The Black Lotus???

## 1.60 guarana

Name: Guarana

Group: DCS

Release: The Juhla IVb (1997)

Size: 0.36 MB

Code: Deetsay

Graphic: Blank, Boost, B'

Music: Dual

Rating: \*\*----

- + Different style (tasteless)
- Few, simple routines

Comment: This looks like something from the '60s or '70s, not the code or music, but the textures that are used in the plasma and rotator routines. It looks like wall paper from then with sick colors and lots of flowers (flower power!). besides from the plasma there's also a simple bumpmap with a light source that changes its size, but unfortunately this could have been made better. The idea is good, though. And just to mention it there's also a lowres, fast, simple, texturemapped tunnel. The music is a quiet piece of jazz mixed with hiphop rhythms now and then, and actually it is quite nice, and well timed to the rest of the demo.

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Conclusion: If you miss the "good old" days watch this!

## 1.61 gyrate

Name: Gyrate

Group: Wrath Design

Release: Assembly '96

Size: 4.02 MB

Recommended: '030-50MHz CPU

Code: Dep/DFX

Graphic: Neuron, Wolf/Wrath Design

Music: Elexir/DFX

Rating: \*\*\*---

+ Some nice routines

- Short, weird style change

Comment: Everything starts pretty well with a nice picture of an old man behind the credits, while a piece of synth music slowly fades in. The music gets a bit more techno like when the next effect is on, a twirling tunnel, which is split up into lots of small tunnels, pretty nice. And of course (?) there's phong. About five oblong objects moves around, not too smooth but acceptable. Another tunnel is shown, actually there are two transparent tunnels running each way. And twirls. And the "camera" looks on the sides of the tunnel. Then there's the plasma, it's blue and it's beautiful. More phong, something that look like stones in different colors. Obviously they need a pretty fast computer to run smoothly. Finally there's a bumpmap with letters morphing out of it. The lightsource doesn't move which I think it should, it would be easier to read the text on the area that is not lit...

Conclusion: The crew behind it could have used more time planning it, it has its bright moments, but still nothing but an average production.

## 1.62 habakuk

Name: Habakuk

Group: Dreamline Entertainment

Release: The Party 6 (1996), no. 15 of 15

Size: 3.62 MB

By: Karsten Tarnow Niemeier, Thomas Elgaard, Thomas Williams,  
Jesper Rou Larsen

Rating: \*\*\*---

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- + Some fast 3D
- Some slow 3D (raytraced?), few different routines

Comment: Well, even though it's not the best demo in the world it did not deserve the 15th place at The Party 6 in Aars, some must have been worse than this! It's not that bad at all, but lacks some variation. The first effect for example is almost brilliant! A 3D star-like object with moving textures on it are turned around while a ring of small texturemapped boxes flies around it. It looks as if each box have a different texture on each side. And it almost runs smooth on my 1230/40MHz-33FPU! More 3D objects are shown including a transparent box. And some very slow objects are also shown, probably raytraced or something, but they aren't that fancy. The only routine that isn't a 3D object is a slow tunnel (which actually is a 3D object of some kind) with small textures on the sides. The music is a synth/techno/demo-style piece. Pretty good. The only graphic, except for the nice textures, is the intro picture, which looks as if someone took away most of the colors.

Conclusion: Needs variation, but didn't deserve the last place at TP6.

## 1.63 hardcore

Name: Hardcore  
Group: Syndrome

Release: Saturn Party 4 (1996), No. 1 of 11!

Size: 6.57 MB

Code: ?  
Graphic: Tenshu  
Music: ?

Rating: \*\*\*---

- + Pretty good graphic (gloomy - characteristic for the French Tenshu)
- Snuff film (disgusting!), some slow routines

Comment: A different demo, some would say disgusting, and I agree. It all begins with a little black/white snuff film, where you see someone get shot. Delicious! After that there are some real routines: Bumpmap, a 3D object which dives (looks great but is quite slow), a 3D mask with waves in the background (slow), a 3D mask with moving lightsource and a light routine, where the viewer is blinded by the light (nice!). There also is an Env-mapped skull (slow). Between some of the parts you'll see some pictures, which Hannibal Lecter would probably enjoy. The last part is about as disgusting as the beginning: Again some snuffs are shown, but this time only in short flashes. The sound of a beating heart is taken over by the sound of one of the noisy machines at the hospital, which tell if the patients are still alive or not. Not worth mentioning is the boring greetings (some pictures). The music fits the demo, it's a piece of rock with some screams in it.

Inside information: Because of the death/Satan-theme and the like in this

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demo, Syndrome has been accused of breaking The Scene's unwritten rules.

Conclusion: Disgusting snuff. And it takes up a lot of HD-space.

## 1.64 harmony

Name: Harmony  
Group: Haujobb

Release: Saturn Party 4 (1996), No. 5 of 11

Size: 6.98 MB

Requirements: AGA, 4 MB fastmem  
Recommended: 68030/50

Code: Darken, Unborn  
Graphic: Dust, Peachy, Owl, Wave (?)  
Music: Jazz, Smartass

Rating: \*\*+---

+ Nice pictures, okay design.  
- Most of the effects are (too) slow.

Comment: This long demo includes lots of different, nice, but slow effects. Except for the intro picture you'll see some nice pictures (a brilliant one by Peachy!) between some of the routines. First routine is a moving fractal-like thing, which in the next routine is put on all sides of a rotating box! Pretty nice, but pretty slow. Later there are some slow phongs, slow plasma and a pretty slow and simple 3D-scene, where a worm-like thing "walks" between some columns. And then there's a pretty fast routine (!): A transparent phong thing flying in front of a flame/blur effect. Then it's time for a dolphin jumping out of the water in a voxel landscape, which later starts to move (another slow routine...). The good music which is some synth/demo/techno/newage fits the demo.

Conclusion: The keyword is slow (if you didn't know that by now). But there are some bright spots now and then.

## 1.65 heartlight

Name: Heartlight  
Group: Solaris & Syndrome

Release: ?

Size: 2.61 MB

Code: Nasty boy/Solaris  
Graphic: Tenshu/Syndrome  
Music: Gandbox/Solaris

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Rating: \*\*----

- + Very nice Tunnel/transparent box routine
- Low resolution, no design (which they admit in the lousy end scroller)

Comment: Not much to see in this demo that haven't been seen better before, and furthermore there's no design, the effects are just shown one after another without any fancy changes. There are a lot of classic routines: Gouraud shaded objects (one standard, one with blur and two flying through each other). The resolution is low, but on the other hand they run pretty smooth. More 3D: A transparent thing moves around in front of a picture, again it's pretty fast, but the resolution is low. Then there's some other env-mapped objects with the same effects as on the gourauds (blur, etc.), doesn't look too pretty, again mostly because of the resolution. Then we have a picture being twisted and wrenched (this is one of the nice routines), a primitive "doom"-routine (you know, like walking around in a basement) with no floor and ceiling, and in low-res... Ugly. Now the reason to view this demo: A tunnel with a transparent 3D object in front of it. For once the resolution is acceptable (maybe I didn't really notice it because of the great effect) and the speed is good too. The music is an average piece of funk which isn't timed to the demo, and doesn't fit well either.

Conclusion: Find another demo to watch unless you want to see the few good routines in this demo.

## 1.66 haha

Name: Herten av Halland avled  
Group: Keso

Release: Unfortunately yes.

Size: 0.08

Code: Mr. Adrian  
Graphic: Konrad, Sverker  
Music: Volvo

Rating: \*-----

- + Nothing
- Everything

Comment: I'll make it short: Pictures and small repeating animation are shown, while chiptune is played. Everything is ugly.  
Wasn't that a quick review?

Conclusion: Crap!

## 1.67 hmmm

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Name: Hmmm

Group: Doughnut Fetish

Release: ?

Size: Not big

By: Psalt, Accede, Niggerjack, Pix, Loaderror, Discman

Rating: \*+-----

+ Hmmm...

- Few routines, blitterscreen

Comment: There may be an error in my copy, there probably is, 'cause the demo is short and the last effect, which is a light blurred tunnel, never stops. Blitterscreen is used for showing some of the routines, which doesn't look too nice, especially not on a (buggy) fire-effect.

Conclusion: Forget it.

## 1.68 huddersfield

Name: Huddersfield

Group: -

Release: I'm afraid so

Size: 0.41 MB

Requirements: AGA, 4 MB fastram

By: Tony Hartley

Rating: \*-----

+ Ends when you click the mouse

- Everything else

Comment: This "demo" is some of the worst crap I've ever seen (and I've seen a lot!)! It consists of 4-5 different mostly ugly routines that are cycled fast after each other again and again and again. And it never ends unless you press the mouse I think. And trust me: You WILL press the mouse!

Conclusion: If you see it delete it!

## 1.69 hyper

Name: Hyper

Group: Freezers

Release: Intel Outside 3 (1996)

Size: 0.64 MB

Code: Zig

Graphic: Grid, Grass, Shade, Zefir

Music: Dave

Rating: \*\*----

+ Some pretty nice routines

- Short demo, slow env-map routine

Comment: Begin with some okay gouraud shaded brown object. Then a fast texture tunnel, a (very) slow env-map routine. It seems as if the object used is too complicated, too many faces? If they've chosen some simple objects it would hide that the routine isn't the fastest ever seen. In between some of the effects are some pictures, which are average quality like the last routine, the bumpmap with moving lightsource. The music is one of those house things with a very fast drum rhythm, if you like that it's probably okay...

Conclusion: Don't kill anyone to see this demo... It's not worth it.

## 1.70 intothevoid

Name: Into the void

Group: Subspace

Release: Compusphere 6, No. 3

Size: 0.44 MB

Code: Origo

Graphic: MRK, Zalo, Desoto

Music: Blade

Rating: \*\*----

+ Pretty good routines, nice graphic

- Short, low resolution, bad choice of colors

Comment: A short production which contains about two routines: A torus-like phong object and a tunnel, both in a quite low resolution, but on the other hand their speed is okay. The music, which is an atmospheric demo style tune, starts the demo, and after a while (too long) the routines start. They're on for short period of time and then it's over. The colors could have been better, sometimes it's almost too dark to see what's on the screen, or else the colors look too similar.

Conclusion: Not recommended.

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## 1.71 ketogan

Name: Ketogan

Group: Puzzle

Release: South Sealand 3 (1996)

Size: 4.3 MB

Recommended: '030 50MHz CPU

Code: Robotnik, Hexagon, Mickey

Graphic: Tactica, Deckard, Relief

Music: Relief, Tricktrax, Archangel

Rating: \*\*\*---

+ Nice 3D-scene and music

- Generally slow routines

Comment: It all starts with the credits which are shown with changing faces next to the names and nice plasma effects in the background. But after this the routines are generally a bit slow, I guess a '030-50 will be enough to make it run acceptably. But still all of the routines have been seen faster before... The next effect is a party twister, then a tunnel with "mountains" coming out of it sides, another plasma routine (rotating) and a nice picture by Deckard in the usual Deckard style. And now for something completely different: A 3D-scene rendered in a 3D program where a futurist plane bombs the Microsoft building. The color(s) are blue, the resolution is low, but it's pretty smooth and looks very realistic! Back to the (rest of) demo: Another env-phong torus, some bumpmap, a phong gun, some bobs (rarely seen in new demos, I wonder why) and finally: The endscroller with a bumpmap in the background. The routines are still pretty slow and everything has been seen better before. The music in the demo is a nice synth piece which changes to fit the 3D-scene and changes back when it's over, the end-music is some kind of triphop/synth mix.

Conclusion: Watch it to see the 3D-scene.

## 1.72 kiitos

Name: Kiitos

Group: Expand

Release: ?

Size: 1.55 MB

Code: ?

Graphic: ?

Music: ?

Rating: \*\*----

- + Good intentions...
- Slow routines

Comment: Somebody tries to make their computer do things that takes it to the limit of what is possible. Somebody has faster computers than others. You'll need a '060 or similar to run this demo at a decent speed, I guess! Anyway, except for the slow routines the demo is actually nice with well-chosen colors and nice effects. A 3D flatscape (a plain surface disappearing on the horizon) with a texture on it, a texture tunnel (still very slow), some indefinable lights are the contents of this demo. None of the effects are shown very long, but instead some of them are shown twice (or is similar) with a second texture. One worth mentioning is a 3D bumpscape, 3D bumpmap. Slow... The last routine is unlike the other routines not especially slow. It's a scroller where the letters are formed of lots of falling pixels, looks nice. The text moves very slow, but rather smooth. The music is a below average piece of techno with some synth tunes in it.

Conclusion: You don't need to see the demo, but I would recommend you to watch the scroller, though.

## 1.73 koloseum

Name: Koloseum  
Group: Przyjaciele Stefana B.

Release: Rush Hours '97

Size: 1.69 MB

Code: ?  
Graphic: ?  
Music: ?

Rating: \*-----

- + Nothing
- About everything (including Polish language in 98% of the demo)

Comment: We know Captain Jack they say. Maybe he's the one trying to sing? The music is some of the pop crap that is constantly played in the radio and on MTV. The demo itself isn't better. A snapshot from a demo editor and a transparent 3D-object is the wildest routine in the demo, and that's not impressive! This is shown a couple of times in different variations. In between this is a flashing screen with some Polish text - maybe it's funny, but only the Polacks will ever know... The two other effects in the demo are an ugly 3D-starfield and a simple plasma.

Conclusion: Forget it (however, if you're Polack you might just have a look...)

## 1.74 lech

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Name: Lech  
Group: Freezers

Release: Eastern Conference (1995)

Size: 0.57 MB

Code: Sputnik  
Graphic: Grid, Freeman  
Music: Bethoven

Rating: \*\*\*---

+ Some good routines  
- Some primitive routines

Comment: While the heavy music makes its way out through the speakers, one routine after another is shown fast after each other. At first we're on a little journey through a flatshaded city. Looks okay but is nothing special. Then it's time for some 3D objects jerking around, this routine is pretty fast. Next effect is a lightsourced cube with a picture on its sides. You see a little object representing the light flying around it. The cube isn't very big, but the routine is on the other hand very smooth. Looks great. The music changes into a synth/techno piece and it's time for a classic doom-routine, a pretty okay one too, which leads us to the next effect: A spinning bouncing ball. Nice and fast. Back to the 3D objects, time for the env-mapped. They're pretty smooth, but a little small and square. Yet another journey through a flatshaded city, this time fog is all-over, so that you can only see the buildings near you. Finally: The torus. Big, ugly and flatshaded...

Conclusion: Hang on - if you want to. I don't.

## 1.75 lwags

Name: Life with a g-string  
Group: C-lous

Release: The Party 4 (1994) (Maybe)

Size: 0.39 MB

Code: Prospect  
Graphic: Frame, Pozz, Slime/Rebels  
Music: Mr. Mygg

Rating: \*\*----

+ Fast routines  
- Too few routines

Comment: This demo contains about three or four routines which isn't much, not enough to make a decent demo... But the ones present are fast and pretty nice: A textured "party twister" (looks like a bar being twisted),

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a row of triangles which is zoomed towards you so that they forms some kind of blurred tunnel, and a bouncing ball with a moving picture wrapped around it. Furthermore there's a nice logo and some pretty nice and pretty traditional demo music. Some of the other graphic in the demo is a little strange...

Conclusion: It's more exiting to watch real g-strings...

## 1.76 limesinferior

Name: Limes Inferior

Group: Dinx Project & Skid Row

Release: The Party 6 (1996)

Size: 3.16 MB (Chipram-version)

Code: Oster, Sachy

Graphic: DRD, Kro, Sebox, Tinner

Music: Dan

Rating: \*\*----

+ Multitasking (!), some nice routines

- Slow phongs and other ugly things

Comment: The show starts with some kind of light balls that moves around in random patterns. When they hit each other they become brighter, but unfortunately (for DP & SR) this routine has been done much better before. It's not pretty. Then we are told that this demo is actually multitasking! And it is, pressing Amiga-M brings you back to the system! Other coders could learn something here. Then there are credits and after that some slow and buggy phong, then a bump-mapped cube and an env-mapped phong pig, no torus this time! A pretty pretty plasma is the next routine, the colors could have been better though, and after that a tunnel, but it is only the first part of the tunnel that is illuminated, so you're unable to take a deep look into it - it's just dark, however, the speed is good. More phong is on, this time a wheel from a car (without the tire), a very buggy phong twister and a lot of blue balls (last mentioned routine is extremely slow!). And that's it. In between some of the routines some pictures by DRD (whose name has nothing to do with my name!) are shown. The original pictures are at least 16 bit pictures hi-res, but here they are converted to 256 colors and a lower resolution, and of course the originals are much better than the ones in this demo. Too bad they are converted. The music starts as an atmospheric piece of synth, but is later changed into average techno music.

Conclusion: Not recommended. About everything has been seen better.

Note: The demo is available both as chip-ram only version and in a version that uses both chip and fast ram. Both were tested, but I didn't see any differences between the versions. Maybe this is only important on slower machines?

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## 1.77 liquidize

Name: Liquidize

Group: Fnuque

Release: ?

Size: 0.31 MB

Code: Presence, Blueberry, Painelf

Graphic: hund., Swaxi, Trez, Folcka

Music: Swaxi

Rating: \*+----

+ Some nice plasma

- Lots of things that aren't nice

Comment: This demo is short, contains only few routines and all of it is plasma. The first plasma is lowres and has some ugly blue colors, the second one is also lowres, but looks okay anyway as it's made with a dark palette with on bright line in it. The last plasma is actually good, it's a picture of a face that is mirrored, and it's both fast and the resolution is good. The music is a piece of techno and isn't time well to the rest.

Conclusion: Watch another.

## 1.78 magicalbox

Name: Magical Box

Group: Grasshopper Design

Release: 1996

Size: 0.18 MB

Code: Kaneda

Graphic: Blunt

Music: Bliss, Wilsh

Rating: \*\*----

+ Funny

- Nothing negative about it!

Comment: Ha ha! This is an interactive demo, you actually have to do something to make this demo work. A cartoonish (magical?!) box with a crank in its side is shown. By moving the mouse you can make the box play some sounds, it's not a jukebox though... But be careful! It might be a bit fragile... After that there's a small tower with half a bridge coming out of it. Around this bridge there are a lot of small balls flying around. Cute. In the bottom of the screen some info is shown.

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Conclusion: This is not a demo, it's a joke. A good one!

## 1.79 makaveli

Name: Makaveli  
Group: Essence

Release: The Party 6 (1996), No. 2 of 15

Size: 0.55 MB

By: Horus, Marvin, Jamie, Norm

Rating: \*\*\*\*\*-

+ Very fast phong, generally very nice routines  
- Compared to the standard it lacks design

Comment: Essence - the world's most dangerous group - that's what they say about themselves. And this demo is really "dangerous": It contains some of the fastest phong ever made (compared to CPU power)! The music which is some kind of techno with hiphop drums fits the demo, which starts with some pictures of the authors and an "Explicit Lyrics" sign, there's no singing in the demo, though. After that there's a routine which is some kind of plasma formed in the shape of a flower (anyone has a better explanation? Well, just watch the demo to find out what I mean...). Then the phongy part starts: A gigantic (...) envmapped 3D object moves steadily across the screen, runs completely smooth on a '030-50! But you don't really know what I mean before you've seen it! After that some oval texturemapped balls bounces around. The texture is made so that it looks like there is a lightsource, but there isn't. Fake, but anyway, it looks very nice. Then there's more phong! A beautiful black rabbit (naturalistic) and the old moon (not very realistic, but in a very fancy cartoonish style). Nice and fast. Plasma is used in different ways, in some kind of tunnel, twisting around and twisting a picture. Well done! Of course (!?) there's more phong, this time another big object that reflects itself in it, I guess! All phongs are in a pretty high resolution, which makes it look much better than "ordinary" phong. The last effect is an Essence logo in 3D with blur slowly moving around on the screen, afterwards an average picture, a little messy but with some nice details, is shown. The demo ends. One of the best demos in 1996, I'm sure!

Conclusion: Watch this one! One of the best productions in 1996!

## 1.80 massivekilling

Name: Massive Killing Capacity  
Group: Ram Jam

Release: Was disqualified at Assembly '96

Size: 1.21 MB

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Code: Randy, Klorathy  
Graphic: Loop, Iliam, Randy  
Music: Klorathy

Rating: \*\*\*\*--

+ Almost all of the routines are fast and pretty nice, nice graphic  
- Was disqualified at Assembly '96!

Comment: Starts with a very nice logo, a little difficult to read. A very nice voxel landscape with a texture on it takes over the screen, much cooler than the ordinary voxel routines! Then it's time for a pretty nice texture tunnel, held in one color. One of the original effects is an kaleidoscope like effect (similar to the one in those small paper/tin pipes you had when you where younger, where you looked into one end and saw the most beautiful patterns...).  
The next routine, a bouncing ball with a texture on it, is a bit slow (but acceptable). Time for a plasma and pretty fast phong object (lowres). Something looking a bit like fractals morphs around into different shapes. It's fast, but the resolution is low. Another plasma, this one is a very colorful one. At last there's some morphing gouraud objects moving and twisting around in eachother, not to forget the end-scroller: The Star Wars wannabe scroller. It's a little ugly, especially compared to Star Wars scrollers in many other demos. The pictures shown in between some of the routines are generally nice. The music is an OK synth/techno piece. Why this demo was disqualified is a mystery to me!

Inside information: Was disqualified by the jury selecting the demos at the Assembly '96! The reason why, is (source: ROM 8): "Eye Q & Stargazer, both jury experts, thought that the Ram Jam contribution was way too ugly to present to the masses". I don't understand that (neither do Ram Jam and many others)! This demo is good! If it really IS true that that was what happened, they (the jury) should leave the Scene forever (or stop being bribed!!)

Conclusion: Watch it!

## 1.81 rsimegademo

Name: Megademo  
Group: Red Sector Inc.

Release: ? (A long time ago)

Size: 1.46 MB  
Requirements: Needs a patch to install on HD

Code: Delta, Dr. Beat  
Graphic: Dark/The black monks, Dr. C, Delta, TTC, Scum, Doc  
Music: Romeo Knight, Bit Arts, Mark II/Quadlite, Dr. C (sampling)

Rating: \*+----

+ Once it was good

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- It isn't any more...

Comment: An old classic. Old enough to be out-dated. The routines are primitive, the music is mostly noisy and the graphic is old-fashioned and of course only few colors are used as it was made for chipsets before AGA. It's split up into several parts, each of these parts contain about one or two routines. In between the different parts a picture of a smoking cyborg dressed in cowboy clothes is shown, and above him is a scrolltext (that I can't read because the decrunching is too fast on '030). For each part there's a new piece of primitive demo music.

I will not mention all routines, but here are some: A scrolltext with a copper list in it, a cute, short and funny worm animation, a small picture that rotates around the Y-axis, a vector scrolltext that makes a circle and transforming vector balls, etc.

My copy contains a lot of bugs and therefore several of the routines look completely wrong, and at last it crashes completely, but even if it does I don't think that the last parts would improve the demo much (?).

Funny how taste changes - yesterday this demo was hot. Today it's not...

Conclusion: For the old sceners who miss the good old days.

## 1.82 mentalhangover

Name: Mental Hangover

Group: Scoopex

Release: ?

Size: 0.33 MB

Requirements: To install on harddrive and to use AGA you'll need a patch.

Code: Slayer

Graphic: Reward

Music: Uncle

Rating: \*\*----

+ Good old classic!

- Of course you can see the age...

Comment: At that time in the "good old Scene days" this demo was HOT! But compared to the demos of today it's getting pretty cold. The effects in it are (of course) rather primitive, but running at a A1230 they are very smooth (I don't know if it'll run as smooth on a A500).

Different kinds of vector graphic are the main contents, for example a lot of small vector objects run in different patterns and with colors across the screen. Looks nice! In the background of most of the routines there's a 2D starfield, and between the effects there's a text presenting the next one. In the last parts of the demo it's different. Other effects worth mentioning is a vector scroller which scrolls (in 2D) over a mountain, so that the text forms a circle. Later it bounces and twists in 3D. Really nice! A Star Wars like scroller and a 3D floor with bouncing balls jumping towards you are some of the last effects. The demostyle music doesn't fit the demo too well, the graphic (some text) has style.

The demo is rather long, "young" sceners would probably get pretty bored

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watching, the old sceners would probably shed a tear, while remembering the "good old days"...

Conclusion: For the old sceners.

## 1.83 mindabuse

Name: Mindabuse

Group: Limited Edition

Release: Assembly '96

Size: 1.31 MB

Requirements: AGA, 4 MB fastmem

Recommended: '030 CPU

Code: PG, Ufo

Graphic: Skize, HP, Skutt

Music: Dose, Elf

Rating: \*\*\*\*--

- + Nice phong routines + other pretty good ones, colorful
- Minor complaints about some routines, could need some nice changes between some of the routines.

Comment: This is one of the most colorful demos I've ever seen. Right from the beginning there are all the colors of the rainbow present in the group's name. The credits are presented with some plasma, tunnel and 3D-flatscapes in the background constantly changing its colors, the last one mentioned is the nicest. Next routine is a nice phong key which might sound pretty ordinary, but it looks like that the picture is a little out of focus, a bit blurred. Later the key starts to get really blurred with a long slowly disappearing tail after it. Then the key is gone and a picture by HP is shown. His technique is good, but the motive is pretty unoriginal (a girl lying in a bed), and worst of all: It doesn't fit the demo very well. In an pretty unsuccessful change routine we see for a short moment a primitive bumpmap, but after that there's a great routine: A phong! At first it's just an ordinary transparent coin-shaped phong with a smiling face on its sides. But soon a nice texture fades in, so that it's no longer transparent and finally a lightsource is added. Looks great! The coder (and the graphician) of the phong routines in this demo has hit the right spot, somehow he manages to make the phong look realistic! The screen is superimposed (or picture morphed if you like that expression better) to a LED-logo with a transparent phong glass flying in front of it. It disappears and a background picture which looks like a colorful tunnel is on. In front of it is a morphing phong object. It morphes from being a cube to a sea urchin (one of those small sharp things on the bottom of the sea) and back again a couple of times. It flies away and a black pool ball (no. 8...) enters the screen. Suddenly it copies itself. And again, and again and so on. Another LED logo is on, this time a transparent one with some kind of stretching plasma in the background. And the last routine are two bumpmapped dolphins with two different colored lightsources, this one is much nicer than the other bumpmap in the demo, but the resolution is a bit low. The music through

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the main part of the demo is a fast, simple (primitive?) piece of techno which is well timed to the demo, but somehow I don't think it fits. The music in the end part is the kind you hear in the supermarket which must be the opposite to techno. Not a good combination...

I wonder how they've managed not to make the endscroller smooth scrolling, they've managed to make the rest of the demo pretty smooth...

Conclusion: See it at least ones in your life!

## 1.84 mindprobe

Name: Mindprobe

Group: The Black lotus

Release: The Party 5 (1995), No. 15 of 22

Size: 1.68 MB

Code: Offa, Equalizer, Rubberduck

Graphic: Rodney, Tudor

Music: Azazel, Hollywood-Axis

Rating: \*\*\*+--

+ Some nice routines

- Uses blitterscreen, one very ugly routine

Comment: First of all: Almost all routines are shown using blitterscreen which doesn't look very nice.

It all starts out with some zooming planets (nice), after that there's a face rising from the ocean in 3D. This face twists and twirls and is actually quite cool. Then we're flying over a 3D landscape (I guess it's vectors with textures), and into a (nice) tunnel, which turns out to be a labyrinth of some kind. Suddenly there's a cube with a picture on its sides (we're still in the tunnel) and a little spotlight on it coming from inside the cube. So we enter and see a disco-ball spinning around! Cool! The music ranges from hardcore techno to soft dreamy synth-tunes and fits the demo pretty good. Next effect is some fruits (phong) landing in a bowl. This part is a little too long. Next routine: A picture (Climber, No. 2 at TP5 by Rodney) moves around as background, a cube with the same picture on the sides spins around and an RGB-cube spins around through the other cube. Nice! Then there's some phong-fish swimming around, and last one of the ugliest routines ever! They call it "real voxel trace", and it might be hard to code and so on, but it's very ugly too!

Conclusion: Not the "usual" TBL quality, but definately worth having a look at.

## 1.85 mindriot

Name: Mind Riot

Group: Andromeda

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Release: 1992 (I guess)

Size: 0.48 MB

Requirements: 1 MB of RAM. Doesn't work with AGA, need a patch to install on HD

Code: Dr. Jekyll, Mr. Hyde

Graphic: Fairfax, The Main

Music: ?

Rating: \*\*\*---

+ Very nice design, the music fits well

- The routines are old fashioned, doesn't run with AGA, you can't quit it

Comment: I remember two things especially well about this demo: 1) The nice design and 2) Most of it is in hi-res. Actually I also remember that it doesn't run with AGA, so you have to disable that first (if you got it), and that you can't quit as it kills the system completely... But, let's have a look at the horse: When you start it a nice picture is shown for a long time (while it decrunches I suppose). Then the demo starts with something that looks like a countdown to the start of a film, but instead of numbers Andromeda welcomes you to the demo. A simple, but very nice change changes the scene to a scroller which runs sideways and down at the same time, actually there are three scrollers presenting each a word or two, and the text is transparent. The title is shown. After that there's a transparent, morphing, five bitplanes vector object moving smoothly. Impressive, huh? Well, it was once... The same could be said about the next routine, six circles changing their width while spinning around another circle. Realtime calculated. The next routine is actually nice. It's "laserlines" as they call it, a box with a box inside it, with a box inside it, with a box inside it, with a box inside it, where the box in the center moves a little later than the box around it, which moves a little later than the box around it, which moves a little later than the box around it... At the same time the biggest box changes its size so that it becomes the smallest box and vice versa. After that there's something that is called a twistwire - the versions of this routine we know today is a party twister (a 3D bar being twisted). The twistwire is only in 2D, though, but still it's lightsourced. In the bottom of the screen there's a scroller informing you about the current routine (that's why I know the routine's names...). Time for some raytrace! Not realtime, though, but still it looks pretty great! It's a 12 frame HAM (Hold-and-Modify, that is 4096 colors on ECS and older GFX chipsets) animation that can't be explained, you have to see it for yourself. After that a mirror flies above the Andromeda logo and mirrors it (that's what mirrors do!). The last routine is actually pretty impressive (especially for a A500), it's again a box, but this time with some kind of simple tunnel on its sides. The scrolltext in the bottom in the screen starts scrolling very unsmooth, though. And then there's the endscroller which is pretty much fucked up in my copy. That's why there are some people missing in the credit list. Anyone knows who? The colors in the demo is pastel colors, soft and friendly for the eye. The music is a quiet, laid-back piece of pop with a nice theme in it.

Conclusion: It's old, but especially the design is worth having a look at!

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## 1.86 mindtraveller

Name: Mindtraveller  
Group: Limited Edition

Release: ?

Size: 1.44 MB

Code: PG, Skize  
Graphic: HP, Skutt, PG  
Music: Radix  
Design: PG, Skize  
Objects: Skize

Rating: \*\*\*\*--

+ Nice phong and bumpmap routines, nice design  
- A little variation would be nice, low resolution

Comment: Acid trip! Put on sun glasses before watching this demo, the colors are vivid! It starts with a nice logo. Some atmospheric ear-ripping sounds are heard. Then the show starts. An env-mapped phong and a nice background, both with the vivid colors, twists and turns for a moment. The atmospheric sound has turned into a piece of hardcore techno which is well timed to the display. The background disappears, so that the phong can be blurred, which looks nice. Also the credits consists of phong. The names are shown in one side of the screen, while their task is faded over each other in the other side of the screen. While showing credits the background is back on. Next up is another phong (surprise!): The background moves around faster and faster, while a box morphes so that it gets holes in its sides. Then it falls apart piece by piece! Very nice Indeed! The changes into new routines are generally nice and the music is not as hardcore later in the demo as in the first parts (but still pretty hard). And then an unwritten rule (?) is broken: A picture of a naked woman is shown, and you can see her equipment...! Doesn't fit too well into the demo either. Well, next up are some very nice bumpmap routines (I think its bumpmap). At first a 3D coin with a face on the sides is shown. Then a phong banana (and a joke...). Then an env-bumpmap is on (very nice) and after that a bumpmapped 3D-scape is shown. Looks excellent! This demo is highly recommended, but it needs a little variation. The phong and bump are nice (the 2x2 resolution is okay), but...

Conclusion: Wow! Put on your sun glasses!

## 1.87 mint

Name: Mint - The next generation  
Group: The Blue Locomotive

Release: ?

Size: 0.1 MB

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Code: Toffla  
Graphic: Fanny  
Music: Trazzel

Rating: \*+----

+ Nice chip tune, "funny", you have to have watched Tint in order to understand it  
- Sudden end

Comment: I guess you all have seen The Black Lotus' Tint , No. 1 at TG'95, if not: Do it! The Blue Locomotive (if you wonder about that name try notice their initials...) has now released a "sequel". It contains very few and old routines (pixel routine, simple plasma and even a little vector torus), but of course it's not mainly the code that has to be seen, it's the text which is the funny part if you've watched Tint . The music is a little chip tune version of the last module in Tint , composed by Azazel, and both the original and the chip tune are nice. And suddenly it ends, no fade, no flash, no nothing.

Conclusion: First watch Tint , then this one

## 1.88 mnemonic

Name: Mnemonic  
Group: Ephidrena

Release: Kindergarten '96, No. 2

Size: 0.56 MB

Code: Loaderror, Cyberstarr  
Graphic: Loaderror, Cheetah  
Music: Frequent

Rating: \*\*----

+ Nice (but (a little) slow) water-routine  
- Generally slow routines

Comment: Must have been a small party since it was placed 2nd... Most of routines are a little too slow to be nice (for example a rotating texture-tunnel, a "party twister" and some nice but slow "rings in water" effects). Furthermore there's a transparent skull and a plasma-like effect which is mirrored. The music is a piece of "dreamy" techno, the graphic is below average.

Conclusion: Seen better.

## 1.89 modelsinc

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Name: Models Inc.

Group: Cydonia

Release: ?

Size: 0.26 MB

Code: Krion

Graphic: Souri, Infinity

Music: Drift

Rating: \*\*+---

+ Some nice picture twister routines

- Some old routines, an annoying piece of music

Comment: What's most of in this demo is model's faces exposed to some nice picture twister routines, for example a picture is placed on the surface of a ball and is moved around, the same picture is rotated, zoomed and/or reflected. A nice detail is that the girl blinks while she is rotated! Also nice is the transparent picture routine in the beginning of the show. Two pictures move around covering eachother, but still you're able to see both.

Sometimes there's a scroll text in the bottom of the screen, while the effect is running (just like the "good old days").

Most of the demo consists of the picture effects, actually there's only one other effect: Some rather primitive balls (circles) in different colors flying around, and when covering eachother their color changes where they are covered. The music isn't that good, but then again, it's a question of taste (good and bad...). The pictures that are displayed sometimes when changing routine is average or below (and even though it's an AGA demo, it's ECS pics. The graphicicians did not at the time the demo was made own an AGA machine.

Note: This demo probably has nothing to do with the Model Inc. intro by Mirage released at Somewhere in Holland '95 (it was placed 5th of 10).

Conclusion: Have a look and judge for yourself.

## 1.90 ado

Name: Much ADO about nothing

Group: Duplo

Release: The Party 4 (1994), No. 12 of 22.

Size: 0.74 MB

Code: Confidence, Vicious

Graphic: Agony, Barbar

Music: Disorder

Rating: \*-----

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- + Nice hi-res graphic
- Ugly routines, noisy music

Comment: Non of the routines in this demo are nice, and most of them are in a very low resolution! The handdrawn graphic, though, is quite nice (Hi-res), but the music is a noisy piece of techno/demo-like music. On the other hand it matches the rest. If they don't stand up for something, they'll fall for everything!

Conclusion: Mayor disappointment! Should have been among the last ones at TP.

## 1.91 mumin

Name: Mumin  
Group: Three little Elks

Release: ?

Size: Small

Code: Tabasco  
Graphic: Lai  
Music: Laz  
Additional design: Android

Rating: \*-----

- + Nice colors...
- SLOW routines

Comment: This little thing consists of two things (?): A slow moving background and a phong Mumin (a little cute cartoon animal) in nice colors. The screen is updated about 3 times/sec, way too slow to be nice. The music in my copy doesn't work, it might have saved this little production? Please send it!

Conclusion: A joke from 3le?

## 1.92 mystic

Name: Mystic  
Group: Mystic (SF Division)

Release: The Party 5 (1995), No. 11 of 22

Size: 1.6 MB

Code: SHD  
Graphic: Eracore, Brainlock, Mistral, Yoga  
Music: Speck  
Producer: Mike

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Rating: \*\*\*---

- + Nice dust effect
- No design, 3D texture objects need lots of CPU power

Comment: A pretty average demo, lacks design, but some of the routines are nice, though. The (1x1) 3D env-mapped mask (original) is slow on my computer, but it probably looks great on a faster computer ('060?). One of my favourite effects is a "dust in light"-routine, you see a lot of white and gray pixels slowly morphing/flying around, looks like dust in a sun beam (you know, those bright things that come into the house and wake you up, if you've forgotten to draw the curtain at daytime...). Later there's a fast tunnel (the display only uses every second pixel), an unexplainable routine with some moving colors (a bit like plasma), later this routine is transparent, so that you can see more unexplainable colors beneath it, and a plane ground routine which is rather messy. About half of the routines are shown in "high-screen" (widescreen turned 90\textdegree{}). The music is a mystic (...) piece of trance/ambient, a ← different tune, but not bad.

Conclusion: Have a look at some of the routines, forget the others (unless your CPU is fast enough).

## 1.93 nexus

Name: Nexus  
Group: Stone

Release: ?

Size: 4.0 MB  
Requirements: AGA, about 5 MB RAM

By: Stone

Rating: \*+----

- + One nice "routine" and a funny animation
- Made with Navigator Titler Pro and Stone has even taken demo slides from Navigator Titler Pro and included in their own "demo"...

Comment: The first thing I thought about when I watched this "demo" was: "I've seen that before! It's Navigator Titler Pro!". NTP is a program that make 3D titles realtime. Stone has obviously used NTP for creating their "demo" which contain lots of not too smooth 3D texts flying around, and a cute animation where two simple persons is beating up each other. In fact it's some of the most realistic movement I've seen in a demo-animation, but it's drawn with the talent of a child. It's quite funny. While the techno keeps playing one text after another are shown with typical NTP backgrounds. And Stone has even taken demo slides directly from NTP and put in their own production! That really sucks! When the "demo" reach the end it starts from the beginning.  
I wonder if this is all an animation?

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Conclusion: The "battle"-animation is worth having a look at, forget the rest.

## 1.94 nexus7

Name: Nexus 7

Group: Andromeda

Release: The Party 4 (1994), No. 1 of 22!

Size: 0.8 MB

Code: Dr. Jekyll, Mr. Hyde

Graphic: Archmage, Interphase

Music: View

Rating: \*\*\*\*\*-

+ About everything in this demo is great!

- Minor complaints about a few routines, nothing particular

Comment: This demo is a classic! It's great! Almost everything is perfect, code, graphic and music, everything... Well, enough praise for now. It begins with a rotating galaxy, in front of this the credits are faded and shown. The music is very atmospheric, but it changes to some well made demo-music when the next routine is on: A voxel landscape, it's fast, it's blue and the resolution is (too?) low. After that a bouncing ball made of rings spins around in front of a fancy background, it's replaced by some gouraud objects (which is almost smooth on my machine). The background breaks into two and you're blinded by a bright light coming from the crevice! Wauw! A simple rotating ball with spotlights on the sides casts it's light around and (again) we're blinded (this is one of my favourites). Next routine is something called shade clusters. It's some kind of rotating pixels growing in one end and disappears in the other. Then it's time for some motion blur. A picture representing a face is being twisted and blurred. The resolution is very low, but it looks great anyway!

Suddenly the style of the demo changes completely. In flatshaded 3D-scene we follow a simple lamp jumping up the stairs and down on a table.

Andromeda calls it 'Natural motion', and I agree. If I ever saw a lamp jump around for real I'm sure it would look like that! It really is natural motion! The music in this part is an epic, atmospheric tune, which fits perfectly.

Then the style changes back to the "old" style with another ball, this time with a texture on it. You can see the pattern from the background as shadows on the ball, yet it is not transparent. This effect is very smooth and fast! Another one of my favourites is the next routine, the plasma zoomer. As the name vaguely suggests it's a zooming plasma constantly changing its colors. It's pretty fast and very nice.

Last effect is a raytraced scroller (that's what they call it anyway).

It's a 3D scroller that sends "... fuckings to Lord Helmet of Spaceballs...". Hmm, I'd like to know what has happened here (with juicy details!), anyone knows?

The pictures in the demo are "soft", friendly for the eye, and fits well

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into the atmosphere. The music is (as indicated earlier) great, and it's timed perfectly too. Some say that it is too monotone, though. There's a reason why this demo is still in the top end of all demo charts!

A last thing I have to mention is that unlike most nowadays demos this one only uses one single disc - less than 1Meg! Amazing!

Inside information: The title Nexus 7 could refer to the film Blade Runner (from 1982, directed by Ridley Scott, starring among others Harrison Ford, Rutger Hauer (my favourite actor!) and Sean Young). Some of the replicants (artificial humans with superior power) in this movie are named generation Nexus 6 - Andromeda could have called their demo Nexus 7 to indicate that their demo is superior to other demos, just like the Nexus 6's are superior to humans.

Conclusion: A classic! Watch it now!

## 1.95 no!

Name: No!

Group: Polka Brothers

Release: The Party 5 (1995), No. 9 of 22

Size: 0.87 MB

Code: Crazy Crack

Graphic: Crazy Crack, Mount, Vandrup, Pixie

Music: Slide, Tivurr

Rating: \*\*\*---

+ Nice design, timed music

- Short demo with a way too long end scene

Comment: A blurred polka logo is in a flash transformed into the intro picture and the demo has begun. The credits is shown with some pulsating vector letters flying around on the screen, cute. A cube like thing with rotating pictures on the sides is next. It moves and spins quite fast, and is smooth as long as it's not too close to the viewer seen from certain angles. Then there's a bumpmapped cube, not especially smooth, but acceptable. The techno like music is timed well to the demo. In the last part of the demo, which is some kind of 3D landscape, the music changes to a good piece of newage. The 3D scene is not the normal vector scenes and the like, actually I don't know what it is, but it's slow, and if you're not close to the objects in it they disappear. Furthermore it lasts too long, after a moment you're bored. If the routine was faster and the resolution better this could have been nice I guess. But it isn't...

Conclusion: Another average production - some good, some bad.

## 1.96 nothing

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Name: Nothing  
Group: Redline

Release: 0.22 MB

Code: Cheesus  
Graphic: Weirdo  
Music: Weirdo  
Design: Weirdo

Rating: \*+-----

+ Nice fractal routine  
- Simple ugly routines

Comment: This is kind of a wannabe MTV-style demo with sick colors and fast changes (the music is much better than most of that on MTV though! It's a "quiet" piece of hardcore). Unfortunately they (don't) succeed. The routines are about as ugly as a lot of the MTV-crap between the commercials, and most of them are pretty slow and simple. Just to mention some of them: A kind of plasma, an extremely slow, simple and ugly tunnel and a pretty nice fractal routine where it looks as if the fractal melts.

Conclusion: Watch another, it's not worth wasting time on this one.

## 1.97 novlit

Name: November light  
Group: Sunshine productions

Release: Halloween '96, No. 1!

Size: 3.3 MB  
Requirements: At least A1200/020-28MHz, 4 MB Fastram, hard drive  
Recommended: '040 (if it runs on such thing?)

Code: Mr. Coke  
Graphic: MRK, PAD  
Music: Randall

Rating: \*\*+---

+ Some nice routines, nice pictures  
- Made with '060 in mind, so not all of the routines are fast

Comment: Sunshine prod. doesn't hide it: It's made with a '060 in mind, and therefore there are some slow routines in the demo, but also nice routines. It all starts with the group name in front of the groups initials which are on for a long time. The techno music slowly starts and we're off. You get a short glance on a nice but slow plasma tunnel, which is taken over by a big env-mapped phong object which is rather slow. Another phong appears, this time bumpmapped. Nice, but again a bit slow. Then another slow plasma tunnel is shown, same type as before. It changes back to the phongs, transparent with a nice background picture. Talking

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about pictures: There are quite a few pictures in between the routines, all of them are quite nice (and almost all of them are drawn by MRK). A slow bumpmap appears, the spotlight moving around on it isn't very smooth. The next routine is nice, but only shown for a short time. It can be described as a lightsourced whirlpool sucking everything around into the deep! After that the next one is on: Some bright small balls flies around, when above each other it looks as if they melts together. This effect is nice too. A smooth tunnel is on next, but unfortunately it is not shown for a very long time. Also it would have been nice if there was some light deep into the tunnel, so that you could see more far into the it. At last the plasma tunnel returns in a different version, but the basics are the same. The music is a little monotone especially in the end, that is because Mr. Coke (the coder) has made the module longer to make it fit the demo's length. Too bad.

Conclusion: Worth having a look at (especially for '060 owners), but not a must.

## 1.98 nude2

Name: Nude 2

Group: Honoo

Release: Saturne Party 4 (1996), released in the Wild Demo compo

Size: 2.21 MB

Code: Alabama

Graphic: HP, Black Dragon

Music: Black Dragon

Idea: Black Dragon, HP, Clo!

Rating: \*+----

+ Nothing

- Bad picture quality, pretty boring

Comment: As the title suggests this wild (?) demo has consists of lots of nude persons, ladies that is (of course...). The pictures are shown so that every time the bassdrum sounds (it often does as it is a fast piece of techno) a piece of the picture is added. In front of the most vital part on the picture there's a little rotating vector box which disappears just before the picture does, then a new picture is shown in the same way. All of the pictures are black/white and the quality isn't that good. Later the pictures are shown in short flashes, and at one point in the "demo" something is written in French (it might be funny, but I don't have a clue). The demo is pretty boring I think. It's the same pictures shown again and again very fast after each other, and I don't really think that a production like this belongs to The Scene.

Conclusion: I guess it's more interesting to watch a GIF-collection...

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## 1.99 papadeo

Name: Papadeo

Group: Floppy

Release: Gravity '96, No. 2

Size: 0.77 MB

Code: Zig

Graphic: Zig, Fame

Music: Revisq

Rating: \*\*\*---

+ Nice graphic

- The blitterscreen display doesn't look good, some slow phong

Comment: Starts with a pretty nice bumpmap showing the credits, which is taken over by a "different" phong routine (flying animated spirals), which is displayed using blitterscreen. Unfortunately it's not very smooth. Before the next routine a nice logo (graffiti style) is shown. A tunnel with lights running down the sides is taken over by another slow phong. Then some phong/bumpmap things appear (I don't know exactly what it is, but it looks, it's slow though). In the end there's a 3D-scene, it's a little slow and the display is the same as the phong's. The music is a synth-like piece.

Conclusion: Average. Not much to say.

## 1.100 papadeo2

Name: Papadeo 2

Group: Floppy

Release: Rush Hours '97

Size: 3.82 MB

Requirements: '020 or better, FPU ('881, '882 or '040 or '060 CPU), AGA, PAL, 2 MB chip-RAM, 4 MB fast-RAM

Recommended: '040/40 or better

Code: Zig

Graphic: Pick-poke, Fame

Music: Dave

3D: Yoghurt

Rating: \*\*+---

+ A really nice change, some nice effects

- Some 3D-scenes that needs a fast computer, few routines

Comment: The show starts with some nice pictures telling us the demo's name and which group that has made it. A nice plasma routine is run on the last

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of the pictures, it almost looks like water, except that it doesn't move like water. An average picture by Fame leads us to the next routine, a nice phong object which is a little out of focus, so that it looks a bit blurred. There's an excellent change and suddenly we are in the middle of a texturemapped 3D-scene, also out of focus. Unfortunately (as you can read above) you'll need a quite powerful CPU to run this at a fair speed, without at least a '040 it's too slow. But besides from the speed (and the 2x2 resolution) it's nice. After this processor hungry thing there's a good texture-bumpmap. And then we return to the 3D-scene or a much similar one. And another!? This time with a ball in the middle of it all. A big sign says the end while a env-mapped, transparent, blurred phong makes it way around the screen, and at last it disappears. The demo is a little short, and I don't quite understand why Floppy has chosen to show three 3D-scenes, two that looks (or is?) the same, and two right after another. But it could have been much worse...

Conclusion: If you got a fast computer this is recommended, else it not!

## 1.101 pardone

Name: Pardone

Group: Tulou

Release: Berzan party # 19 (1997)

Size: 1.41 MB

Code: ?

Graphic: ?

Music: ?

Rating: \*\*+---

+ Some nice routines

- No design, some slow and some lowres routines, you have to wait for the next effect sometimes

Comment: Strange. It doesn't seem as if anyone will admit that they've made this demo. It's not that bad, though. For example the start is very good: The group name's letters flies in on the screen, so that it looks like that they come from a place behind the "camera". The letters are texturemapped and lightly blurred which looks very nice. But I'm afraid that this is the best effect in the whole demo. Two rotating textures are shown at the same time at every second line, so that the first texture has line 1, 3, 5, etc., while the second texture has the other lines. Not that nice, but pretty fast. Afterwards nothing happens for a while, then the screen starts to flicker like a TV with no input signal. The flicker slowly changes into a fast, weird, texturemapped plasma/tunnel thing that looks like if a lot of texture is spit out one place and disappears another place. A lousy, blurred, texturemapped box starts moving in front of it and even through it. It isn't smooth, but quite acceptable, besides from the blur and the texture it looks nice. After that there's a pretty fast "Decent"-routine (like Doom, except that you can move on all three axis). The price Tulou has paid for the speed is the resolution which is low. The routine after that is a similar routine, but by some reason it's

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extremely slow. Maybe because that this one is fullscreen and the other wasn't, but that shouldn't slow that much. Another slow routine, and unoriginal, is a texturemapped torrus. The "plasma" routine afterwards is a bit slow, but acceptable. Actually it's more like a tunnel. From the middle of the screen a lot of colors appear and move towards the edge of the screen so that it looks a little like a tunnel. The last routine is some kind of fast wallwrap, where some of the texture is close to you and some of it is far away from you. The resolution is a little low, but not low enough to be irritating. The music is a techno piece with a touch of synth.

Conclusion: I guess all routines have been seen better before (maybe except for the letters in the start), judge for yourself

## 1.102 passengers

Name: Passengers

Group: 3 little elks

Release: The Party 5 (1995), No. 4 of 22

Size: 2.25 MB

Code: Tabasco, Explorer

Graphic: Ant, Bear, Big J, Nude

Music: Fender/Newage, Mortimer Twang

Rating: \*\*\*\*--

+ Nice design, Funny little startup-menu, some nice effects, the heads...  
- Some slow effects (but acceptable), needs some CPU power

Comment: When you double-click the big icon a menu appears, where you have to choose which machine you have, and whether you want to start the demo or see the Elk anim (which is very amusing!). Well, sooner or later you'll probably start the demo, which begins with (except for the average intro picture) some kind of vector landscape. The vector's edges are blurred, so it actually looks quite nice, there's a small bug in it though, and it's slow. The music is the kind with fast drums and a jazzy sound. Furthermore someone is singing. A different piece of music, but fits nicely into the demo. Two faces sometimes have a little conversation when running the routines. Then there's a phong, which is a little slow, and then it's time for the doom-routine, one of the better compared to lots of others. The textures are nice, but it is a little slow. The doom-routine stops (but is still there), and some phongs flies around in it and disappears around the corner (nice idea!). Then the "camera" goes through a door and ends in the middle of a new routine: A cube from the inside, with the 3le logo on the sides and one of the phongs in the middle. Very nice indeed! Then we have a tunnel in the blitterscreen, but it doesn't matter that much. The colors are fancy and the tunnel is fast. Also when a phong star flies through its walls! Some of the last effects are the phong torus (square), the duck (slow) and a morph-routine where Father Elk (Nude) is made more pretty (?). It's not as good as the one in Bosnisk Metall, but still it's okay. Recommended not just because of the nice routines, but also because of the different design and the talking intellectual (?) heads...

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Conclusion: Watch this one! It's both beautiful and amusing!

## 1.103 phunky

Name: Phunky

Group: Craze

Release: ?

Size: 0.54 MB

Code: ?

Graphic: MVD

Music: ?

Rating: \*\*\*+--

+ Very nice routines

- Short

Comment: Just by reading the title you might think about dull phong objects, but actually there's not a single one in this very short demo. Almost all of the routines are nice, for example the show starts with (a pretty nice 3D start picture with the letters CRAZE and then) a phunky plasma/twist routine where the name of the demo is in the middle. Looks really great! It is made so that it in the beginning is completely bright (white and yellow), and then it's getting darker and darker. Then there's another plasma routine which is nice too, but the resolution is rather low. Then there's a very nice bumpmap, which is in a rather high resolution which makes it look a lot more realistic than the lowres ones. The routine changes to a transparent torus which looks great too. It's pretty fast too, but only the middle of the screen is used. A "party twister" is the next effect (looks like a bar being twisted), but by some reason it doesn't run smooth. It isn't a slow routine, but sometimes it just stops for a little while and then continues. Too bad 'course it looks nice. The really weird thing is that the two twisters in the end of the demo run almost perfectly. Just to mention the effect that I haven't mentioned yet: Two different textures is scrolled and twisted around eachother, running at every second line, so that it looks a little like that they are transparent. Fake, but fine... The music is an okay piece of techno, a little "dreaming" tune. Unfortunetaly this demo is (as I mentioned before) rather short, and that's a shame. If the design was better and the demo longer it would probably be able to compete with the "big ones"! It's Phunky!

Conclusion: A must see! Should have been longer.

## 1.104 pieces

Name: Pieces

Group: Ephidrena

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Release: Scenus '97

Size: 0.24 MB

Requirements: AGA, 4MB fast-RAM

Note: Also available as '060 version (however, the "normal" version runs on '060, but slower than on "normal" computers)

Code: Loadererror

Graphic: Loadererror

Music: Frequent

Rating: \*+----

- + Nice party twister
- Short, few routines, one very slow one too

Comment: This is a dentro they say, and that's why it is so short. But it doesn't explain why the routines are so simple or slow. There's only one nice routine in this production: A party twister (a bar is twisted) with lava colors. And it's smooth. The other "main"-effect is an extremely slow wave-thing with a texturemap on it. The music is techno, average.

Conclusion: Forget it.

## 1.105 planezero

Name: Plane Zero

Group: Vector

Release: Creutz '96

Size: 1.04 MB

Code: Greazer, Zif

Graphic: Czar, Spline

Music: Geezer

Design: Geezer, Czar, Zif

Rating: \*\*\*+--

- + Nice plasma, transparent routines look great
- Ends suddenly, sometimes the resolution is very low

Comment: This demo contains lots of plasma, so if you like that (which I do) this is certainly worth a try, and even if you don't: watch it! Different kinds of (mostly nice) plasma effects is spread through this production (including a lightsourced one), but besides plasma you'll also find a transparent "party twister" (looks like a bar being twisted), which is quite fast but in a very low resolution, and some transparent tunnels. Everything is shown at a very high speed, but fortunately most effects are shown more than once, sometimes with a little variation. All effects have a nice background texture (very appropriate for the transparent effects...).

The music is a good piece of techno with some heavy riffs in it, the

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textures and the logo are fine, and the fullscreen graphic is above average.

Conclusion: Definately worth having a look at.

## 1.106 plong

Name: .Plong  
Group: Contraz

Release: The Gathering 1997

Size: 2.7 MB  
Requirements: AGA, 4 MB fast-RAM  
Recommended: '040 or better

Code: Brekke, Skjeggspir, Zelow, Chaupple  
Graphic: Mr Figaro, Reflextion, Corrupt, Dran  
Music: Kaiowa, Sorox, Isaac

Rating: \*+----

+ Probably looks nice on a FAST machine, pretty good music  
- Slow routines, few effects (they ran out of time)

Comment: Before I start watching a demo I often read the Readme-file, if there is a such. And it is the most terrifying things that you can read in these files sometimes! This demo's readme-file says something like: "We ran out of time". And that's why the demo contains only few routines which isn't very fast. The first one looks a little like a broken torrus where the pieces are placed a couple of inches from their original places. Nice, but a little slow. The same routine is then exposed to a blur effect, where it is flushed towards the viewer, while a little copy of the screen appears in the upper right corner, so that if you're able to look two places at a time you can see the demo on one big and on one little screen :-). This is slow! Then there's a phong object (slow), a bumpmapped object (very slow) and a rings in water effect (very slow). Furthermore when changing to the last effect from the water effect something goes completely wrong with the colors. But it disappears when the last routine starts: A texturemapped alternative face. And then you can quit the demo when you don't wanna see on the face any longer. The demo creators ran out of time... When you click you go back to Shell or WB and shortly after an ugly and buggy bumpmap with credits on it is shown. It zooms a little in and out, and the letters are a different color than the background. But I guess they should have waited with this release.

I wonder why so many people are involved in this production. Too many cooks spoil the broth?

If I should say something positive about this demo it must be the techno music, which is pretty straight forward and pretty good.

Conclusion: Forget it. Too bad that some release unfinished work when it is such a lousy quality. It could have been good, but it isn't.

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## 1.107 polmos

Name: Polmos

Group: Przyjaciele Stefana B

Release: Intel Outside 3 (1996)

Size: 0.37 MB

Requirements: AGA, '020, fast-RAM, ear protectors

Code: Zorka-19, Docent Newcon

Graphic: Lazoor, and some ripped...

"Music": Naksajtaja

Rating: \*-----

+ Funny if you've got an odd kind of humour

- Most of it is crap

Comment: Przyjaciele Stefana B is known for their lunatic productions and this one is absolutely no exception. When you start it you are told to put on ear protectors - do it (or if you're really clever you could turn down the volume...)! This is some of the most noisy hardcore I've ever heard! Most of the routines move at a very high speed, and are generally ugly and/or simple. For example the vector torus, a "spotlight" effect, a pixel sprayer writing a lot of things and a cube with a copperlist on one side. That's about it.

Conclusion: You can live without it.

## 1.108 polygonheaven

Name: Polygon Heaven

Group: Przyjaciele Stefana B. dk

Release: Rush Hours '97

Size: 2.76 MB

Requirements: A1200, 4 MB fast-RAM

Recommended: '030/50 MHz

Code, design: Zorka 19

Graphic: Lazoor, Fajerwerk

Music: Redribbon

3D-Objects: Mroova, Storm/Poison

Rating: \*\*-----

+ Some interesting routines, pretty good music

- Most routines are a little slow

Comment: If you've seen some of PSB's other demos you'll know that they're different from most other demos around. But this one is somewhere between the normal demos and PSB's. Some of the first thing I noticed was the

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background pictures and the good techno music. And instead of making the demo as ugly as possible (which PSB normally does :-)) with lousy drawings and music most of it actually looks OK, it still got the usual PSB touch, though. The first routine is a phong bottle, which is followed by an env-mapped phong bottle shortly after. Then there's a scanned picture (about all pictures are scanned and added a little text), and when it disappears the traditional phong duck is on, the eyes look a little different from the original, though. Like the bottle this one is also shown as an env-mapped version. next routine is somehow cool: A wireframe schoolroom with a texture as background, it might be precalced, but it's nice. The last routine is (tadahh!): A phong. Not a bottle, not a duck, but a blank beer can. And of course this is also shown as env-mapped...

Conclusion: Friendlier for the eye than the usual PSB-demos, but maybe not so amusing (?)

## 1.109 pkpb

Name: Poszly konie po betoni  
Group: Przyjaciele Stefana B

Release: Polish Summer '96, award winning (it says in the readme-file...!)

Size: 1.56 MB

By: Mroova, Skafander

Rating: \*-----

+ If you like Polish folk music (or something like it) it's here, probably funny if you understand the Polish language  
- If you don't like Polish folk music (or something like it) it's here, not funny if you don't understand the Polish language. Ugly!

Comment: Obviously made for fun (I hope so!!) You have to understand Polish to understand the song (and most people don't), which is probably funny. The only thing that saves this demo IS the music, that is if you understand the Polish language. Else nothing saves it! The graphic is very UGLY! It's a lot of pictures which looks like my very first drawings in DPaint. I would call this an ugly "slideshow" with strange sounds...

Conclusion: Boy it's ugly :)! Probably funny?

## 1.110 puppets

Name: Puppets  
Group: Ephidrena

Release: The Party 6 (1996), No. 13 of 15

Size: 1.56 MB

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Code: Cyberstar, Loadererror  
Graphic: Stoney, Cheetah  
Music: Frequent

Rating: \*\*----

+ Nice credits  
- Some simple and buggy routines, needs lots of CPU power

Comment: Are we all just puppets? The question is asked in this demo, but except for that the title has about nothing to do with the rest of the show. The nicest part is the credits part, some phong letters are in some way morph from nothing into the letters. The rest of the effects are not too wild, either they are simple and buggy (some morphing gouraud objects) or else they are slow (including nice voxel with texture on it, a nice rings in water-routine and a phong head). The graphic is a little above average, and the music is an OK piece of quiet techno.

Conclusion: Would be nice if the routines were optimized.

### 1.111 puremotion

Name: Pure Motion  
Group: LSD

Release: The Party 6 (1996), No. 10 of 15

Size: 3.24 MB

Code: Todi  
Graphic: Trooper, Todi  
Music: TLS

Rating: \*\*----

+ Some nice effects, cool graphic  
- Longwinded, slow fades

Comment: Warning! This demo is boring! Both because of it's very long compared to the number of routines, and because of the slow fades between the routines. The first routine too is long: A fireplace where the fire forms some text. It's actually pretty nice, but it's a little little (the fire) and, as mentioned, rather long. Then there's a quite nice spiral/plasma-like thing or something like that. In between some of the routines are some cool cartoon/graffiti style pictures, which maybe don't fit the demo extremely well, but matches the rock/funky/hiphop music (with some lyrics). Also to mention is the slow phong (in a normal resolution) and the pretty fast envmapped phong, running in a low resolution. The endtune is a nice trancing newage piece with some drums.

Conclusion: Having trouble sleeping? Watch this one, else don't...

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## 1.112 rabies

Name: Rabies

Group: Rage

Release: The Party 5 (1995), No. 14 of 22

Size: 1.9 MB

Code: Digimatic, Rubber, Spirou, Cuddley

Graphic: Foxx

Music: Fajser

Rating: \*\*\*\*--

- + One of the most atmospheric demos ever, nice music (timed) and graphic, nice routines!
- Some of the 3D objects are a bit small (but then again: They are fast)

Comment: Ever read the cartoon Judge Dredd or seen the film? If yes, you can easily imagine the start of this demo: It's a little cinematic sequence where a team of soldiers is attacked by an ABC-robot. The colors in the sequence, and in most of rest the demo, are different shades of red, which helps making it very future-like and atmospheric. The credits in the beginning are also very cinematic, they are shown with the "Terminator 2"-effect and the sound effects fit perfectly.

Then the "normal" routines start: An envmapped "party twister", nice (but a little small) jelly gouraud objects which fly through a transparent square, a "blob map" (they call it), a jelly 3D envmapped object, and one of my favourites: Wall wrap, a texture is bend so that it looks like 3D, while it moves around (reminds me of plasma). In between some of those effects quotations from famous sci-fi writers are shown, or a very nice picture is shown. After a bouncing ball with a moving picture wrapped around there's a nice water/plasma effect (rings in the water). The colors are red, blue and yellow and it all looks great! In this part the heavy/hardcore music changes to a more quiet style. The last parts of the demo looks a little as if Rage ran out of ideas (it's some more or less simple pictures), but it's not that bad at all.

The endpart with a "different" scroller, and a blurred scroller is nice too, and so is the atmospheric, quiet techno music that is played.

The 14th place at TP5 is a mystery to me. But then again, it's seen (too) many times that it's not the best demo that wins...

Conclusion: Atmospheric! Especially recommended for Sci-Fi fans.

## 1.113 rampage

Name: Rampage

Group: The Electronic Knights

Release: ? (But I'd guess it's from '92 or there about)

Size: 0.93 MB

Requirements: Needs a patch to work with AGA, probably runs on ECS<

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Code: Captain Bifat, Fuszy, Irane  
Graphic: Seal, Prince, BNA, PD, Magican  
Music: Banana

Rating: \*\*\*\*--

+ Extremely nice design, fast routines  
- Some low-res routines

Comment: Wow! I must say that I'm very impressed! This demo has some of the best design I've ever seen! Even Andromeda and TBL have (had) some very serious competition here! There are only very few cut changes, and the ones which are aren't disturbing in any way. Also the choice of colors and so on are very nice. Right from the start it looks great: Some hi-res animated 3D gear wheels are shown while decrunching. A little text below saying "AGA disabled" tells us that they don't like AGA (or maybe it's just a note from the guys who patched it?). The demo's name is shown very elegantly among other things with a very nice pixel sprayer writing the name, and afterwards the pixels are changed to a drawn sign. The screen falls down and behind is a low-res voxel routine with a simple vector plane flying above it. As this routine ends the plane flies right past the viewer with a fitting sound. Then about eight or ten 2D balls in different colors fly around in formation, and they're also rotating on the Z-axis. Then it's time for a VERY low-res rotator routine, the resolution is just good enough for you to see what's being rotated. Afterwards there's a very nice pixel box, then a blurred box which is filled with water, so that it becomes massive. On two of its sides there's suddenly some kind of waving copperlists. Another pixel effect, this time a flag with the TEK logo on it, is on. Then there's the classic "vector box with a mirror flying around it"-routine, pretty nice, but what is even nicer is that the mirror is morphed into the letters TEK. Another pretty classic routine is the glass ball in front of a text, so that the text is bend in the ball. Another rotator is on afterwards, actually there are two of them, transparent that is. The resolution is as low as before, but still it looks OK. Then for another very nice pixel effect, a bunch of pixels are morphed into different objects, and finally we've reach the end with a scroller saying something like: "Aga? Just say no!". These guys don't like AGA by some reason! The music is traditional demo music with sound effects now and then timed perfectly to the effects.

Conclusion: Great design, good effects! I'll recommend this demo both because it's good, and because it's inspiring for nowadays demo creators!

## 1.114 rankta

Name: Rankta  
Group: Przyjaciele Stefana B. (Polish division)

Release: Rush Hours '97

Size: 1.33 MB

Code: Zorka 19  
Graphic: Lazoor

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Music: Horn/Motion

Help with collecting pictures: Norman/Anadune, CTP/Mawi

Rating: \*-----

+ Good music

- Boring if you don't understand the Polish language

Comment: This is not a demo, it's a slideshow. A Polish one, that is, which means that all text is Polish, and I guess it's the text that saves the show. But I don't know. I hope that it is so, if not the show is crap. It starts with a white text on black background, then there's a nude picture, another text is shown and afterwards a picture of a scener. All in all there's 12 pictures of sceners, all black/white, and all with a text commenting it - in Polish... Boring if you don't understand Polish. The music is very atmospheric, I don't know if it's the right it creates, though...

Conclusion: For Polacks only!

## 1.115 real

Name: Real

Group: Complex

Release: Saturne Party '94, No. 1 of 10!

Size: 0.44 MB

Code: Gengis

Graphic: Titan, Eloy, Hof

Music: Claws

Rating: \*\*\*+--

+ Very nice design, nice graphic and logo, pretty good music, some nice routines

- Some simple routines that aren't smooth

Comment: Nice design, music and graphic and generally nice code. It all starts with a fairly simple 3D starfield where the nice logo is shown. It starts to rotate and is suddenly changed into a chain of stone-like things that move with same speed and rotations as the stars. Beautiful! This routine is made darker except for a square which suddenly changes to a rotating cube with the routine on some of its sides! That's design! Then another fancy change leads us to different kind of simple 3D objects (Env mapped, gouraud and envmapped phong). You can see the age of the demo, especially in this part and in the next. It's nice, but old... A little 3D scene starts: A futuristic 3D envmapped plane flies around above a simple vector construction. When seen from certain angles it starts to move uneven. After a 3D tunnel (you're flying through envmapped hexagonal rings) another simple 3D scene appears, this time you're flying around in what looks like a moonbase. It's smooth as long as it doesn't move too fast. But it sometimes does. The background is beautiful, though. The last routine is also a "flying over 3D-scene", this time there's a

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texture on the vectors: Mountains that appear way to close to the "camera", and the routine is generally much to slow to be nice (you'll probably need a very powerful processor).

Conclusion: A mixture of very nice routines and some old fashioned ones. Have a look!

## 1.116 realfd

Name: Real FD  
Group: Focus Design

Release: The Party 6 (1996), No. 9 of 15

Size: 0.49 MB

Code: ?  
Graphic: ?  
Music: ?

Rating: \*\*----

+ Alternative display (the question is: Is that a positive thing?)  
- Alternative display (the question is: is this a negative thing?)

Comment: The show starts with some 3D pictures showing the title and group that is scrolled across the screen vertically. And after these pictures one of the strangest ways of displaying things I've seen is used, and the colors help it look even more strange. I won't try to explain it, but say that it's acid! And a bit small. The things displayed are a torus (!), a juggler, the same torus as before with RGB lightsources, the juggler from before also with RGB lightsources (actually it's his juggler balls...). The display changes into a normal display and a texture vector object is on, it's a little slow, very slow when it's near the viewer. Another slow routine are some transparent and blurred letters spinning around. The credits/greetings-part is original: It's a book opening, and on every page are the names. Unfortunately it's very small and therefore difficult to read. Finally there's a doom-routine using the acid-display and it doesn't look too good. When it's all over a 3D picture saying ESCOM AMIGA is shown. Any publicity is good publicity??? The music sounds like something from a ten years old platform-game (that's not good :-)).

Conclusion: Forget it.

## 1.117 surreal

Name: Real Surreal  
Group: Impact DK

Release: 1995

Size: 1.21 MB

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Code: The Priest, Fazion, JSL, Nigel  
Graphic: Flow  
Music: Unison  
Design: Flow, Unison, The priest, Quayle

Rating: \*\*\*+--

+ Very nice graphic, nice design, some nice routines  
- Some of the effects are small

Comment: Two things make this demo worth viewing: The design and the pictures. The changes from one effect to another are good, or else one of the great pictures are shown. I must admit that Flow is one of my favourite artists, with his "different from most other Scene artists"-style, a little naiv and simple, still thoughtful and beautiful (I made that up myself...). These pictures aren't his usual style, though, it's still different, but this time it looks completely like real painted paintings. It even looks scanned, except for the extremely high technical quality. The music is a pretty quiet piece of techno with a bit of guitar in it. The effects are transparent gouraud, a phong using few colors, some nice and some not too nice plasma and some rings moving around on eachother (cannot be described, but looks nice).

Conclusion: Worth watching!

## 1.118 reappearance

Name: ReAppearance (rev. 2.0)  
Group: Core Productions

Release: ACG Hack IV (1997), No. 1!

Size: 1.33 MB  
Requirements: AGA, 1 MB chip-RAM, 2 MB of any other RAM, '020,  
PTReplay.library (v. 6.6 is included)  
Recommended: 2 MB chip-RAM, 4 MB 32-bit fast-RAM, '030-50MHz  
Note: Has four different screenmodes to choose from: PAL, NTSC, Multiscan,  
Multiscan 2. I used PAL for testing.

Code: Icon, Houbba, Pucko/DD  
Graphic: JO, GDI  
Music: Farmor/NRP

Rating: \*\*\*---

+ Some nice routines, nice backgrounds, good music  
- Some routines are not smooth

Comment: It all starts with a not too smooth rotating plasma while the group and titles are shown. The phong torus afterwards isn't too smooth either. However, the resolution for both of the mentioned routines is good. So it is for the next routine: shaded nice 3D objects flying through each other. Time for another torus, an env-mapped one, which is on for too long. It's quite nice. After that (I think it's) a gouraud-shaded box

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with half a shining ball on two of its sides. Strange... The next one is slow: The Core name as 3D object, blurred and also gouraud-shaded, but slow. The next routine looks mostly like zooming Christmas trees disappearing when they get close to the viewer. Strange but nice. A plasma much like the one in the start is on, the credits are shown in front of it. In the end a bumpmapped Core logo without bumpmapped background is shown. Instead there's a rotating spotlight shown which points in the direction of the viewer, but it doesn't look that realistic. On the other hand it's far from being ugly. The music is a nice synth piece.

Conclusion: It's recommended, but it's nothing special, though

## 1.119 refuse

Name: Refuse  
Group: Drifters

Release: ?

Size: 1.27 MB

By: Sassy, Falcon, IO, Tøf, Clary

Rating: \*\*----

+ Funny  
- Is this a demo? It's short

Comment: This "demo" consists of: 1) Heavy metal, 2) Funny looking singing heavy metal "musicians" and 3) A lot of text and names shown in a hurry. In the beginning a voice growls some words which are written on the screen. Then you see the animated, cartoonish heavy rockers performing - very funny. There's a lot of growling in the heavy metal (noise made with voice), and most of the music are samples put together in a module. near the end a lot of text is shown in flashes, and in the end there's a greeting list. The demo restarts shortly afterwards.

Conclusion: Watch this for the animation combined with the sound. Cool!

## 1.120 secondworld

Name: Second world  
Group: Syndrom

Release: Saturne Party '96

Size: 3.64 MB

Code: GuilLe  
Graphic: Nytrik & Tenshu  
Music: MAF

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Rating: \*\*\*---

- + Some nice 3D-objects, very good music
- Some routines are slow or don't run smoothly.

Comment: It starts out with two rotating plasmas running at every second line of the screen in a low resolution, so that one rotator has a line, then the next rotator has a line, etc., while the credits are shown. Looks nice. Then there's some 3D-pyramids with a picture on the sides. This routine is quite fast, but not very smooth when the objects are seen from certain angles. Later in the demo there's some normal (slow) 3D-objects (gouraud I guess) and some nice transparent 3D-objects (env-mapped), Especially one of the last 3D-routines is great: A transparent star-like object rotates in front of an animation showing some rotating cones/spears. The resolution is (again) low, though. The graphics are quite nice, the music is a very good piece of techno.

Conclusion: Single routines make this demo worth watching, not to forget the music.

## 1.121 siabf

Name: Sex in a bubblegum factory  
Group: Movement

Release: Saturne Party 4 (1996), No. 6 of 11.

Size: 4.35 MB

Code: Jumbo Burger  
Graphic: Antony  
Music: Reflex

Rating: \*-----

- + The music is OK
- Is this a demo?

Comment: This "demo" contains very little effects, lots of porno and tasteless colors. Most of the time you see dancing naked women. All sequences have been digitized in a bad quality, and are either shown in black/white or in tasteless colors. The only bright point is the music, which is a mixture of disco and funk, but that's far from enough to save this demo from a minimum of one \*...

Conclusion: Some would laugh, some would cry. Has not really anything to do with a demo...

## 1.122 shaft7

Name: Shaft 7  
Group: Bomb

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Release: The Party 6 (1996), No. 1 of 15!

Size: 5.64 MB

Code: Ben

Graphic/objects: Axel

Graphic: Titan, Made

Music: Yolk, Legend

Rating: \*\*\*\*\*-

+ Nice routines (3D scenes, 3D objects, bumpmap...), excellent graphic  
- A little monotonous with all the 3D

Comment: 3D. Lots of 3D. 3D objects, 3D-scenes and bumpmap is the main contents of this very nice demo. The graphic is very nice (especially the intro picture by Made, which was placed 2nd in the graphic compo at same party (and I tell you that the graphic compo at that party was marvelous)! The routine rolls: In front of a 3D starfield a lot of small vector pieces is formed into a phong human! You're flying around in a fast 3D scene, very nice (but I guess you'll need at least a fast '030 to make it run smoothly). Again we meet the 3D human flying through the universe. It flies away and the greetings are presented on a big "wheel" with signs on it (we're still in the same 3D-scene)! Then let's have some 3D objects, there are different kinds (including a piece of chocolate lying on its tinfoil wrapping!), and after that credits shown in a very nice bumpmap routine, with a lightsource in different colors. Smooth too. Before reaching the end, there's another 3D-scene, this time with two mirrors in front of each other, so that the scene is shown lots of times when looking in the mirror. Some of the best 3D-scenes ever are in this demo! The dreamy music with the deep bass and the fast drums fits the demo pretty good (I don't like that kind of music, though) and is timed to the routines. At last there's the letter 'B', it's rotating and it's light sourced (the 'B' is the Bomb logo). Competed with Makaveli by Essence which was no. 2, but Shaft 7 got about twice as many points. That wasn't completely fair in my opinion, but that's the way it is...

Inside information: Shaft no. 7 was a picture drawn by H. R. Giger in 1966 (the man behind the monsters in the Alien(s)-movies). He wanted to express some weird dreams he had had.

Maybe it's un-intended that the demo's name is almost the same, but I doubt it...

(Thanks to Slash/Anarchy for the information - in 1992 he redrew the Shaft no. 7 picture on Amiga)

Conclusion: Great 3D scenes! One of the best productions in 1996!

## 1.123 soclose

Name: So Close

Group: Przyjaciele Stefana B.

Release: Rush Hours '97

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Size: 4.93 MB

Code: Zorka 19

Graphic: Rodnej, Lazoor, Skafander

Music: Asazel

Additional work: Mroova

Rating: \*+----

+ Different bumpmap routine, one nice picture

- Almost everything else

Comment: It starts with some ugly pictures, the demo's name and the credits. After that the effects start (if you could call them that...): A Completely black 3D-object with a primitive lamp or something twisting around it. The only reason why you can see the 3D-object is because of a bad background picture. Generally there are a lot of ugly pictures spread through the demo. On one of these pictures there's a quite boring twirl routine which doesn't even move. The next twirl routine does move, and it is even a nice picture that is used, but it's slow and constantly switches from the twirl routine to a screen with some text, then back again. Precalculated... The last routine is different and pretty nice. And quite unexplainable, but if you imagine looking at some cells through a microscope you'll have a pretty good idea. It's some kind of animated bumpmap. The music is techno, OK.

Conclusion:

## 1.124 software

Name: Software

Group: Monar

Release: The Party 6 (1996), did not compete in any compo

Size: 0.24 MB

Code: Dakaro-Majako

Graphic: WB 3.0 and program-screenshots

Music: Revisq

Rating: \*-----

+ Atmospheric music

- Monotone, ugly, boring, not a demo

Comment: This is one of the weirdest productions I've ever seen. It's can hardly be called a demo, as the only thing that happens is that a lot of low-res WB-screens (converted from hi-res which gives a strange messed-up look) is shown while an atmospheric quiet tune is played. Besides the WB-screens also screens from different programs are shown. It's very boring to look at, and you can't quit it, so you have to either reset or wait for it to end. If you choose the first solution you will not be able to read the credits - but who cares (and if you really wanna know who made this

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crap I've already taken care of that, but by some reason I don't think that it's the real names. Read inside information below).

Conclusion: Crap.

Inside information: The "demo" Szarik by Przyjaciele Stefana B and Monar is also a slideshow, but instead of WB-screenshots there's pictures of a dog. I guess the code is the same. Furthermore the music is the same, but the name of the composer aren't!? Help me solving the mystery!

## 1.125 soprano

Name: Soprano

Group: Accept

Release: The Party 6 (1996), No. 5 of 15

Size: 0.87 MB

Code: ?

Graphic: ?

Music: ?

Rating: \*\*\*---

+ Some nice routines, good funky music

- Slow 3D (and boring: It's a torus...), some primitive routines

Comment: This demo makes me think of some of the good old demos, with its simple but beautiful pixel routines and the simple and nice plasma. But it also contains some of "modern" routines like phong (including env-mapped) and... Hmm, that's about it. Well, the phong (which is a torus) is slow anyway... But probably very nice on a very fast machine...

One of the pixel effects is a lightsourced pixel cube that rotates, and at the same time some fractal-like drawings are drawn. You can see that the cube is slowed down when the fractals is drawn, but it looks nice anyway.

In the end there's a 3D picture and the music changes from a nice piece of funk to a mixture of techno and rock. No endscroll text, no credits...? Is there an error in my copy?

Conclusion: Simple, but have a look.

## 1.126 spring

Name: Spring

Group: Przyjaciele Stefana B (Dutch division)

Release: Gravity '96

Size: 2.15 MB

Requirements: Fast-RAM

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Code: Zorka 19  
Graphic: Lazoor, Wejder, Fame  
Music: Praiwerevisq

Rating: \*+----

+ Funny  
- Simple routines, lots of not too nice pictures

Comment: Looks as if the Dutch division of PSB is just as mad as the Polish. This demo contains some simple routines with pictures in between, only one routine is actually worth mentioning: Two donuts flying through each other. Not that it hasn't been seen before, but it's nice compared to the rest of the show. But, anyway, that's not what it is all about: It's the funny side of the demo that makes it worth having a look at. My favourite is: Realtime precalculated...  
The music is techno with hiphop drums, it's okay.

Conclusion: As said just before: Worth having a look at.

## 1.127 subzero

Name: Subzero  
Group: Syndrome

Release: The Party 6 (1996), No. 6 of 15

Size: 4.79 MB  
Requirements: 8 MB fastram (!)

Code: Guille  
Graphic: JCS  
Music: MAF

Rating: \*\*\*+--

+ Some nice routines, excellent music  
- Some slow routines (especially the phong) - needs much CPU power

Comment: Starts with a phong head with 2 faces (I mean "real" faces...), which is very slow (1x1). Then there's a pretty slow rotating tunnel of some kind, and I begin to worry if this production needs a hell of CPU power!? But most of the routines after this run acceptable or even fast! One of the impressive effects is a fullscreen 3D bee that moves a little around (not too much, so I suspect it to be a little pre-calced). The resolution is a little low. Guille might have seen a PeeCee demo with a bee?... Later there's a lot of pretty smooth slow moving plasma of different kinds, a fast tunnel (also plasma) which is nice, but a little buggy, as it doesn't always cover the entire screen. All this is accompanied by a good piece of techno, and in the last parts there's an even better piece! A picture and some textures are "wall wrapped", looks as if the picture is bend into the screen while it moves around. Cool. At last we have another very slow phong, moving around behind a transparent Syndrome logo.

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Conclusion: Recommended! Especially for you techno freaks out there!

## 1.128 sweet

Name: Sweet

Group: Silicon

Release: Beginning of April

Size: 0.61 MB

Code: Scorpion

Graphic: Leon, Maf, Scorpion, Tenshu/Syndrome

Music: Maf

Rating: \*\*\*---

+ Cute, innovative, different

- Short, only few routines

Comment: This demo is different from the masses. Instead of techno music Silicon uses circus music, instead of using low-res they use hi-res blitterscreen (it looks that way, anyway) and instead of trying to be hotshots they have chosen to let the characters in the demo dress in rabbit suits and the like! Everything in the demo are well drawn, the music is good to (if you like that kind of music). The first routine is a man jumping in front of a rotating background with a lot of text on it. The rotation is not too smooth, but it looks nice anyway (the hi-res helps a lot as you're almost unable to see that it is blitterscreen - or maybe it's just my shitty monitor?). After that there's a fast tunnel routine with a texture that looks like a clown or something. Nice too. And then the bumpmap: A colorful spiral is illuminated from a lightsource outside the edge of the picture. Also nice (this demo is nice!). The next routine is also a kind of bumpmap, but without bumps!?!... I think it's a picture which is split into several small squares, each square catches the light independently from the other squares so that two squares besides each other almost does the same, but not completely because of the different directions the light comes from (you probably didn't understand anything of the past few lines, I understand that, but watch it - it looks great!). Another tunnel is on, this time a mirrored one changing its speed constantly. The last routine is a band twisting and winding all over the screen and in is a scrolltext. It's difficult to read, it's quite slow, but nice anyway. Only \*\*\* to this demo? Yes, it should have been longer.

Conclusion: Watch it! Despite of its short duration (or maybe because of) it's good and very original.

## 1.129 szarik

Name: Szarik

Groups: Przyjaciele Stefana B. (Polish division) & Monar

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Release: Rush Hours '97

Size: 1.65 MB

Code: Mroova/PSB, (it also says that Zorka 19 has made some routines which aren't there...)

Graphic: Asazel/TBL2 (it says in the readme-file, but on the pictures it says "MV!"! Could be Mroova?

Music: Klinton/Monar

Rating: \*-----

+ Nice scan-quality, atmospheric music (unfortunately the wrong atmosphere)  
- This is not a demo but a slideshow, boring, you can't quit it

Comment: This is not a demo, it's a slideshow. A slideshow with scanned pictures of a dog!!! The picture quality is good, the dog is quite cute, but... PSB says that this is the most psychedelic demo ever made, and in a way it is. It makes me think of Software which is a production much similar to this one. The music is the same as in Software ! The composer is not!? Read Software's Inside information for more info.  
There seems to be no end of the slideshow and you can't quit it (unless you reset or turn of the power...).

Conclusion: Crap. For dog lovers only!

## 1.130 technologicaldeath

Name: Technological Death

Group: Mad Elks

Release: Mountain Congress '93

Size: 0.41 MB

Requirements: You'll need a patch to install on it HD

Code: Dak, Valdi

Graphic: Fly, Fli, Kopara

Music: XTD/Union

Rating: \*\*\*----

+ Nice design, fast routines  
- No quit, the end is a bit monotone

Comment: The first thing I noticed when watching the demo is the high speed at which the routines are shown. Only few last for more than six or seven seconds. The second thing was the little vector digital watch which is present from start to end, it's a countdown to the demo's end. Sometimes it makes its way across the screen, but most of the time it's placed in a corner. The first "real" effects are different kinds of tunnels consisting of blurred lines. Nice. The demo's and group's name are shown with big vector letters flying around and morphing. There's a lot of vector and line routines in the demo, just to mention some: Rotating line grid,

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vector flatscape with a light sourced box "walking" around on it, vector morph, a vector man kicking a box, a box which changes between checked sides and wireframe, and more. Furthermore there are some pixel effects (jumping balls), a shade bob routine writing some exciting text ("Amiga rules"), and a few not too impressive pictures. Everything is put together in a pretty good design and with very nice changes. The music is a kind of "break-beat" techno, a quick little tune which fits the demo well, and furthermore it's perfectly timed. And that could be the reason why the end of the demo is a bit too long, it has to fit with the countdown.

Conclusion: Recommended. Especially for demo creators because of the design.

## 1.131 thuglife

Name: Thug Life

Group: Essence

Release: Symposium-Mekka '97, No. 3 of 14

Size: 3.47 MB

Requirements (tested version): '020, 1 MB chip-RAM, 4 MB fast-RAM. Doesn't work on '040 and above, but there's a version for such processors too.

Code: Jamie

Graphic: Norm, Horus, Momo

Music: Marvin

Rating: \*\*\*\*\*-

+ Good and fast routines, pretty nice graphic  
- Lack of design

Comment: Some people say that this demo should have won the compo it competed in, but as you can see it "only" got the 3th place. But one thing is for sure: It's a nice production, especially the routines are fast. And this is even on the '030-version (which also works on '020), it must be extremely smooth on faster processors!

The fist routine is a texturemapped police car (thug means bandit, which explains it). It's rather simple and square, but fast and nice. After that a very special kind of bumpmap is shown. It looks like some kind of gasoline colored tin foil with letters printed in it. Great! There are three "ordinary" 3D-scenes in the demo, which look like each other pretty much. They are fast, a bit boring to look at and two of them contain lethal machinery (tanks and killer robots like ED-209 from the film Robocop). In between the scenes are different routines: A very fast phong object in good resolution, and a plasma tunnel which looks a little buggy because that half of it is mixed colors, the other half just one color. The tunnel also starts to twirl which looks very nice. After that the great bumpmap is back, but this time they've wrapped it around 3D-object (a blob) and it looks very realistic in a way! A picture is shown (called "Denis" drawn by Norm, and was no. 2 at the same party). Another, but different, 3D-scene is on: Small hovering "islands", some of them are connected with ladders and on some of them are houses, trees or swimming

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pools. The routine is a little buggy, but that's nothing to talk about, so I won't. Another fast phong is shown afterwards, and then an original greet-part: Yet another 3D-scene, this time with cartoonish planets with sign on them saying a group's name. Or else it's written on the rings surrounding some of the planets... It's both fast and beautiful, the planets seem to be a little square, though, but actually I think it helps them getting the right cartoonish look. And believe or not, but the next routine is (you guessed it!) a 3D-scene! It's a room with gray walls and a gear wheel in the middle with Essence written all over it. A nice detail is a text in the upper left corner saying: "PC SUXX" (hehe, they've got a point there!). After a picture a pretty weird end-text is scrolled across the screen, coming from the top moving towards the bottom. The music is a mixture of techno, demo-music and hiphop, fits the demo OK.

Conclusion: Very nice, have a look!

## 1.132 tint

Name: Tint

Group: The Black Lotus

Release: The Gathering 1996, No. 1!

Size: 5.13 MB

Code: Offa, Equalizer

Graphic: Danny, Louie, Rodney, Facet

Music: Azazel

Objects: Tudor

Rating: \*\*\*\*\*-

+ Almost everything!

- A few slow routines, the music stops before the end scroller

Comment: No wonder that this demo is in the top of all charts: It's one of the greatest demos (if not THE greatest demo) ever made on ANY platform!!! There are so many great effects that I've lost count! Only a (very) few routines are a bit too slow for my A1230, but what the hell: It runs on '060 too...

It all starts with some bouncing letters on a funky background, the music in this part is a nice piece of funky rock. Then we're flying through a nice tunnel. Then there's a nice voxel with some kind of lightsource. You're flying over the ocean with small hills sticking out of the water. The sky looks very nice too, not just a black screen in the top, but a nicely drawn texture. While this voxel runs, a 3D tunnel flies from the top of the screen and then you're flying in the texturemapped tunnel! On the walls the credits are shown while the tunnel spins around! Suddenly it stops and fades to a transparent lightsourcesd phong-object. Nice! A weird bumpmap with moving lightsource is the next routine. It splits into two, and behind is yet another bumpmap which also parts and so on, until we end up with a background picture and a bumpmap cube with different textures on the sides. It flies away and out of the background comes a texturemapped lightsourcesd zooming rubberball! A matching sound is heard. It bounces around until the background is transformed into a very

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cool tunnel with lightning on the sides!!! Wow! Later there's a env-phong beer can being crushed. It disappears and the middle of the background starts to wave (a little like a water routine). A very nice bumbmapped fish swims in front of the waving background! Lightsourced of course. In between some all these effects some very nice pictures are shown. Then there's an effect where a face is morphed out of a block and back again (phong) while the background is a flat 3D-scape with some colors on it. This routine is slow, but probably runs fine on a '060... Another landscape, this time it's a texturemapped vector with some kind of fog-effect, is shown and flown above. A brilliant picture by Louie is twisted and blurred, but by some reason this effect is dark, too dark. One of my favourites is an oval transparent lightsourced phong that morphs into three small balls, while the background picture is moved around (and of course you can see it through the phong)! After that a row of lenses move in front of the picture and a "TV3" effect is run at the same time (the picture is out of focus except for the logo in the middle)! Gosh! More phong: A hand with the TBL logo on it, and then there's another one of my favourites: Tunnel with lightning on the sides (yes, one's already shown, but this one is different). It looks fantastic! Finally we have the endscroller which is not a normal endscroller, but one with snapshots from the demo and credits for every single routine. Unfortunately the excellent module (with some singing by Jennie Oberg) ends a little too early, so about the last minute or two of this long demo is silent. But as long it's "just" the endscroller it doesn't matter that much.

Conclusion: If you should have missed it I like this demo! Maybe the best demo ever!? Amiga and TBL kick ass!

### 1.133 twinpeaks

Name: Twin Peaks

Group: TRSi

Release: The Party 6 (1996), No. 4 of 15

Size: 2.4 MB

Requirements: Al200, 4 MB fastram. PowerPacker.library (included in the first release). Does not run on A4000!

Code: The Twins

Graphic: Noogman/Artwork

Music: Virgill/TRSi^Essence^Artwork

Rating: \*\*+---

+ Some very nice bumpmap

- This demo is Beta and therefore has a lack of design and isn't very optimized. Read on for details.

Comment and information: This demo could probably have been very nice. But it isn't. Because of a fatal error on a hard drive all source code was deleted, so the demo that was released is only a beta-version. A final version will never be released. Because it is only a beta-version the routines aren't optimized (one of them a little buggy), the rock music

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restarts in the middle of the demo (it is well timed until then) and there's no design. The demo starts with a very nice bumpmap routine, which is shaken in time with the music. The next routine is interactive, you get the chance to steer around in an ugly textured voxel world. The screen isn't very big and the resolution is low. And furthermore you're only aware of that you have to steer for yourself by reading the README-file included with the demo. When shown at TP6 the organisers found out very late that they had to steer the routine themselves causing a gray square in the middle of the screen and nothing else... The README-file also contains information on the routines, the HD error, etc. Well, next on is a texture mapped, bouncing, zooming ball which is replaced by another texture ball, this time transparent. Again the resolution is low (but it doesn't matter that much in this case as the colors are rather blurred). The next routine, on the other hand, is in 1x1 resolution. It's a rayfraction 3D object (transparent of course...), which means that when the light hit it, it is both reflected and goes right through the object. It is very slow, maybe The Twins should have chosen to keep the lowres display. Next up is a different lightsourced phong duck and a cup, then a slow env-mapped 3D object. A nice picture is shown for a long time, and then a voxel cave appears, which is a little buggy (sometimes the top just disappears). It would have been nice if it was a little faster... At last (in my copy) there's some very nice bumpmapped 3D objects, both ordinary and envmapped. And then it ends, which is an error in my version (I guess). According to the README-file there are a few more routines. How this demo ended 4th at TP6 I can't really figure out.

Conclusion: Could have been nice...

## 1.134 darkhawk

Name: Vi elsker Darkhawk  
Group: Depth

Release: South Sealand '96

Size: 0.6 MB

Code: Presence  
Graphic: Sanctum, Folcka  
Music: Cytron (hi!)  
Vocals: The Depth team

Rating: \*+----

+ Hmmm... If you're a Dane (or Scandinavian) this is pretty funny.  
- If not it's not...

Comment: The main theme in this demo is Depth's love towards Darkhawk (Darkhawk/Iris). There's only one effect (a "buggy" one!...). If you've seen a karaoke-show you'll have a pretty good picture what this dentro looks like: While the Depth team is singing (in Danish) the text appears on the screen. The music is the only thing that keeps up this production, but it's quite funny when you understand it... The reason why the rating is so low is that I've judge it from an objective point of view, in my

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opinion it should have been at least a \*\*\*\*\*'er.....

In the end scroller Depth announces a lot of "Darkhawk" releases, I'm looking forward to these!

Conclusion: He he he. Darkhawk must be a very nice guy! :-)

## 1.135 vogue

Name: Tintology Vogue

Group: Venture

Release: Gravity '96, no. 4 of 4

Size: 0.76 MB

Code: Pippen, Noster

Graphic: Wierza

Music: Korbatz

Rating: \*\*----

+ They are somehow right concerning the statements in the demo...

- Slow routines, ugly design

Comment: These guys really know how to make a demo. Anyway, they give us 13 "good" pieces of advice about how to make a winner demo. These are shown in between the slow routines (phongs, plasma, bumpmap (the bumpmap is fast, but lowres) and a tunnel with "mountains" coming out of its sides. The demo is a request to other demo groups about making original demos instead of just copying old routines, add some fancy music (with singing women) and so on. The music is by the way one of these techno-pop pieces with a typical pop-vocal...  
Irony on a higher level.

Conclusion: Makes you think?

## 1.136 xenophobia

Name: Xenophobia

Group: Subspace

Release: Icing '97

Size: 5.15 MB

Requirements: 1.87 MB chip-RAM, 3.95 MB fast-RAM

Recommended: Fast '030 and FPU (the demo detects and uses FPU if present)

Note: The tested version is the so called "Xenophobia Final B"

Code: Origo & Spite, Prospect (Scout/C-lous made the C2P-routine)

Graphic: Desoto, Calladin, MRK, Pix

Music: Mr. C, Azazel, Archangel, Blade, Fndr

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Objects and raytracing: Rioter

Rating: \*\*\*\*--

- + Some nice routines and pictures
- Some slow routines, bad change from part one to part two

Comment: A shaking text appears, followed by another, and another. Then a shaking bumpmap is shown. It shakes to the techno-music. It disappears and a rather slow plasma routine is on. Suddenly a transparent torus appears, also a bit slow, but the plasma isn't slowed because of it. After that we are suddenly in a tunnel which changes its shape in the end away from the viewer, looks OK. Another boring change leads us to a lightly blurred phong object, then a rotating bumpmap (good), and finally to a nice picture. The picture is taken over by a plasma routine which looks as if it's sometimes one tunnel, sometimes two. It's fast and nice. And there's a lot of different kind of plasma. Part one of the demo is over and a short flash shows the Shell/WB, the second part is started shortly after. But it doesn't look nice with the flash and should have been avoided. The second part starts with the credits using a low-res water routine, which is OK. I wonder why there are so many musicians involved, the music is of a quite normal length and quality (that is pretty good). Next routine a nice moving bumpmap. Shortly after the same bumpmap rotates. A good picture of Sandra Bullock (pixeled by Pix that is) is shown. After that there's a transparent double tunnel, one zooms away from the viewer, the other towards the viewer. Looks nice and is fast too. The effects in the second part are generally shown for only a few seconds, the voxel landscape which is on next is shown a little longer. The colors are few, it isn't completely smooth, but the resolution good. And furthermore there's a short glance at the sun which results in lensflares... The last routine is a slow voxel-like 3D-blob, doesn't look very nice and is quite slow. And then the show suddenly ends.

Conclusion: Worth having a look at.

## 1.137 xfiles

Name: X-Files

Group: TBL2

Release: Rush Hours '97

Size: 0.56 MB

Code: Klusek

Graphic: Juicy Fruit, Rodnej

Music: Asazel

Design: lazoor

Rating: \*-----

- + It's short, nice pictures...
- About everything

Comment: Parental advisory! This "demo" or slideshow contains nude pictures

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of Gillian Anderson (Scully from X-Files) and a single one of Pamela Anderson (the one with the big... hair...). The scan quality is okay. In between the pictures is a flashing screen with some text on it. The music is hardcore, noisy as hardcore is.

Conclusion: Forget it!

## 1.138 xxxvideo

Name: XXX video

Group: Apathy

Release: 1997

Size: 0.3 MB

Code: Hellrazor

Graphic: Sunscream

Music: Trump

Design: Hellrazor, Trump

Rating: \*-----

+ Nothing

- Almost everything, no quit

Comment: This looks like an old A500 demo, a pretty bad one too. Besides from a small bumpmap which only uses every second pixel and every second line all effects are simple and/or ugly. I'll mention them quickly: 3D starfield, slow light sourced vector object, not very smooth wireframe box, simple, jelly vector tunnel with an ugly color, slow morphing vector object. Things that were popular 10-12 years ago, today it's considered primitive and old-fashioned. If they at least had made the routines smooth and used a full palette instead of an ECS palette (few colors). But on the other hand I guess it runs on machines without AGA. But I wouldn't say that is positive since the demo sucks pretty much. When it ends there's a text asking you to wait for the end-text. The end-text, which is a horizontal bumpmapped scroller of the same type as before, is pretty nice compared to the rest of the demo, but...

Conclusion: Avoid!

## 1.139 yon

Name: Y'on

Group: Anadune & Floppy

Release: The Party 6 (1996) it says in the readme-file, but it didn't take part in the demo-compo. Anybody knows something about this?

Size: 2.76 MB

Recommended: Fast '030 or better (if it runs on better?)

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Code: Mr. Acryl, Zig  
Graphic: Lazur, Kazik  
Music: Revisq, Sixtus  
Anim: Green.  
Objects: Hightower, Green., Mr. Acryl  
Design: Mr. Acryl, Kazik

Rating: \*\*\*\*--

+ Good graphic and music, some nice routines and changes  
- Some slow routines

Comment: The show starts with a picture with a text in the bottom telling the first atmospheric lines of a story. A plasma is on while the groups' names are shown. Another picture is on, including a little animation. After that a transparent env-mapped phong object flies across the screen, and when it disappears the background picture suddenly changes into two transparent tunnel, one zooming towards you, the other away from you. It's fast and looks great! It disappears and a low resolution bumpmap, which aren't very fast, is on. A picture by Lazur is on, and shortly after this picture is scrolled around on the screen in 2x2 resolution and with three transparent glass balls flying in front of it. The balls stick together when it's possible (like soap bubbles). The balls and picture stop moving and in front of them a blurred phong object appears. The picture and the balls are slowly flushed away because of the blur. Unfortunately the phong is not too smooth, but besides from that it's okay. Later the credits are shown with a little blurred sign moving around in the background, and the credits themselves in the foreground. And afterwards there's even more phong: A lot of small, slow, texturemapped blobs fly around. You'll need a quite powerful computer to make this go smooth. The same goes for the bumpmapped blob that is on afterwards, and for the last routine, a big texturemapped phong object. The pictures in the demo are nice, and the synth/techno-pieces are quite atmospheric and fit the demo well.

Conclusion: Worth having a look at!

Note: The demo's pictures and music aren't packed or encrypted, so they can be shown or played without help from the demo.

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