action

COLLABORATORS

	TITLE : action		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

action

1.1 Action

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            Action
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            Bloodbath
            - at Red Falls

            Havoc
            - Tank shoot-em up

            Rebel Assault
            - Space Shoot'em up

            Shockwave Assault
            - Shoot'em up

            Super Wing Commander
            - Shoot'em up

            System Shock
            - ???

            Tubular Worlds
            - 2D shoot'em up

            Wing Commander III/IV
            - Shoot'em up

            X-Wing
            - Shoot'em up (Star Wars)
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1.2 Bloodbath

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BloodBath
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shoot-em-up with a lot of video animations in game,
they run very smooth even with 68030.

1.3 Havoc

 Havoc: Playable on a stock 040 with reduced GFX and screen size. On
 an accelerated machine you can bump up the size and some of the
 detail, but max resolution and max detail slows it to a crawl even
 with a 40 Mhx Warp Engine. Maybe an '060 would handle it though...

Tested on: A4000 with Macro-System's WARP ENGINE '040 running at 40 Mhz
Cybervision-64 (4-meg)
Toshiba 6.7 speed SCSI-II CD-ROM
Amiga OS 3.1

1.4 Rebel Assault

On 68030 you have to adjust the graphics-quality.
With 040 it runs with highest resolution.

1.5 Shockwave Assault

On 68030/25MHz it's unplayable!
On 040 with some gfx-adjustments.

1.6 Super Wing Commander

Super Wing Commander should work but: with Shapeshifter 3.3 it works
but only if I change my CD-ROM from "DIRECT DMA" to "DIRECT POLLING"
(Fastlane Z3 - look at the Shapeshifter-docs for an explanation).
For that reason the movie-sequences are *very* slow.

With Shapeshifter 3.6 the CD-ROM works as normal but the game crashes...

Tested with:
- Amiga 4000 Rev 3.1
- CyberStorm 060/50MHz MK1
- Fastlane Z3
- CyberVision 64/4MB
- 48MB FastRAM
- 2MB ChipRAM
- Kickstart 3.0
- Workbench 3.1
- Toshiba 4x CD-ROM XM-5401TA

1.7 System Shock

Sorry, this game only runs on PPC-machines!!!

1.8 Tubular Worlds

It's really a playable game for the Mac. But Amiga-games are
better...

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1.9 Wing Commander III/IV

Sorry, Wing Commander III and IV only run on PPC-machines !!!

1.10 X-Wing

Needs 040.
You have to turn off very much gfx-details.
It really NEEDS a PPC...