

**adventure**

**COLLABORATORS**

	<i>TITLE :</i> adventure		
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# Contents

<b>1</b>	<b>adventure</b>	<b>1</b>
1.1	Adventure . . . . .	1
1.2	Alone in the dark 2 . . . . .	2
1.3	Angel Devoid . . . . .	2
1.4	Bad Mojo . . . . .	2
1.5	Day Of The Tentacle . . . . .	3
1.6	The Deadalus Encounter . . . . .	3
1.7	Discworld . . . . .	3
1.8	Dragon's Lair . . . . .	3
1.9	Frankenstein - throug the eyes of the monster . . . . .	3
1.10	Full Throttle . . . . .	4
1.11	Indiana Jones IV . . . . .	4
1.12	Iron Helix . . . . .	4
1.13	Myst . . . . .	4
1.14	Sam & Max . . . . .	5
1.15	Skyborg . . . . .	5
1.16	Spaceship Warlock . . . . .	5
1.17	The Dig . . . . .	5

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# Chapter 1

## adventure

### 1.1 Adventure

Adventure

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Alone in the Dark 2

Angel Devoid

- Comes on 4 CD's

Bad Mojo

- The roach game

Day Of The Tentacle

- Successor to Maniac Mansion

Deadalus Encounter

- Very good gfx (15-bit color mode)

Discworld

Dragon's Lair

- Arcade Adventure

Frankenstein

- Starring Tim Curry

Full Throttle

- by Lucas Arts

Indiana Jones IV

- And the fate of Atlantis

Iron Helix

Myst

- THE adventure of the 90s!!!

Sam & Max

- Based on a comic

Skyborg

Spaceship Warlock

The Dig

- by Steven Spielberg

## 1.2 Alone in the dark 2

Alone in the dark 2 runs *very* smooth and without any problems on:

- Amiga 4000
- 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

## 1.3 Angel Devoid

Angel Devoid: Fantastic! 4 CD's of adventure. Just getting started now, but it runs great! Don't know how it looks on a stock machine - I bought this one after I got the Warp Engine, but I think it will play on stock '040's - maybe even a fast '030... It is full-screen though - no 1/4 screen option like Daedalus Encounter.)

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 Bad Mojo

Bad Mojo is sometimes a bit sluggish but without problems on:

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

## 1.5 Day Of The Tentacle

On 030/25MHz you will have to reduce the visible screensize.  
On 040 you can enjoy the highest resolution.

## 1.6 The Daedalus Encounter

Daedalus Encounter: It runs on any machine, but the faster the better for some of the arcade sequences. Later in the game, you almost need a Warp Engine or a CyberStorm to get past one challenge, since slower machines don't update the display fast enough. Still, in 256 color mode it is playable on a stock '040 (25 mhz). Much beter in 15-bit color mode 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

## 1.7 Discworld

Works without problems and very fast.

Only for Germans: Wer die deutsche Sprachausgabe haben will, sollte sich die entsprechenden Dateien von der PC-Version besorgen.

## 1.8 Dragon's Lair

Dragon's Lair  
Very fast at 320x240 12 fps  
At 640x480 is slow (6 fps)  
tested on A4000/040 36MHz 20MB RAM, Picasso II/CGfx

## 1.9 Frankenstein - throug the eyes of the monster

Not tested, because it does not work with \*my\* CD-ROM.  
Please have a look at Q&A.

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## 1.10 Full Throttle

Full Throttle runs fast enough and without problems on:

- Amiga 4000
- 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

## 1.11 Indiana Jones IV

Good playable with 030/25MHz (turn off smoothing!)  
With 040 you can turn on smoothing (really good gfx)

## 1.12 Iron Helix

Iron Helix: You can play this on a stock 040, maybe even a fast 030. Runs great on the Warp Engine. This one is similar to Skyborg in that the pictures are all still-images. You move forward in steps, and the picture dissolves to the new viewpoint. (Well, in Iron Helix there are a few frames blended to show movement forward; not a bad game)

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

## 1.13 Myst

MYST runs very well on  
A4000/030 25MHz 12MB-fast 2MB-chip =  
CyberVision64, TandemCD controller with CD-ROM  
4x MITSUMI-ATAPI EIDE.

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Also runs on 040/25, 4XCD-ROM and on A4000 040 40MHz and  
Cybervision64 (and a lot of memory, of course).

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Also successfully tested on: A1200/Blizzard 1230IV/18MB RAM/  
OS3.0/4.4XCD-ROM from Pioneer

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## 1.14 Sam & Max

On 030/25MHz too slow.  
With 040 good playable.

## 1.15 Skyborg

Skyborg: Runs just fine on the Warp Engine, the action sequences are almost impossible on a stock '040 though. Not that much fun - but I only paid \$25 for it...

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

## 1.16 Spaceship Warlock

Fast enough on 030/25MHz

## 1.17 The Dig

Some sound problems in the movie-sequences but playable on:

- Amiga 4000
  - 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
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