

clones

COLLABORATORS

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REVISION HISTORY

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Chapter 1

clones

1.1 main

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----- 3D-Dungeons

Dark Forces
- by Lucas Arts

Descent I/II
- FLY through dungeons

Doom I/II
- by ID-Software

Marathon I/II
- by Bungie

Pathways Into Darkness
- by Bungie

Sensory Overload
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1.2 Dark Forces

Runs with a resolution of 320X200 VERY fast (040)!
Needs 68040 (runs also on 030 but is unplayable!)

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Dark Forces is fast on:
Amiga 3000, Cybervision 64, Cyberstorm 060 50MHz, 64MB FastrAM, 2MB ChipRAM
Amiga OS 3.1, Apple CD300 2xSpeed CD-ROM
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On a Cyberstorm 060/50MHz it is slower than on a Cyberstorm 040/40MHz but
it's not unplayable on the 060!
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1.3 Descent I/II

Sorry, these games only run on PPC-machines!!!

1.4 Doom I/II

MacDoom and MacDoom II run on my system.

But, to my surprise, even with an '060 they are slower than I had hoped. Certainly playable in low-res, though. Absolutely NO FUN on 030.

tested on Amiga 3000, Cybervision 64, Cyberstorm 060 50MHz, 64MB FastrAM, 2MB ChipRAM, Apple CD300 2xSpeed CD-ROM

Also runs on 040/25, 4XCD-ROM in low resolution

1.5 Marathon I/II

Marathon I/II

3D Dungeon textured games, slow of course, but it works.

Amiga 4000, 68030/68882, CyberVision 64, 18Mb RAM, 4x NEC CDROM

Kick 3.0/WB 3.1

Also runs on 040/25, 4XCD-ROM in low resolution

A bit slow - but it works nonetheless on A1200/Blizzard 1230IV/
18MB RAM/OS3.0/4.4XCD-ROM from Pioneer

1.6 Pathways Into Darkness

Runs very fast

Also usable with 68030/25MHz

1.7 Sensory Overload

Sensory Overload: Ugh! This is DOOM done super-cheap! Only 3 floppy disks for the whole game. Not very pretty to look at - the graphics are very plain and all the same. Still, it's playable in tiny resolution on a stock '040, and playable at full-screen on an accelerated 4000. Not much fun 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
