

ALG_JUNE

COLLABORATORS

	<i>TITLE :</i> ALG_JUNE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	ALG_JUNE	1
1.1	MAIN	1
1.2	TOC	1
1.3	ENTERTORIAL	2
1.4	FUTURE	4
1.5	SHAREWARE	5
1.6	SOFTWARE	8
1.7	CD32	11
1.8	GEMS	14
1.9	READERS	15
1.10	GENERAL	15
1.11	DUPDIR	16
1.12	ENTERTAINMENT TRIVIA	17

Chapter 1

ALG_JUNE

1.1 MAIN

Dark Unicorn Productions(tm) Present

A Shane R. Monroe Publication

A M I G A L I N K G A M E S #2

Enter The Magazine

View The Logo!

(c) 1995 By Dark Unicorn Productions(tm) and Shane R. Monroe
All Rights Reserved. Please spread but do not alter.

1.2 TOC

AMIGA LINK GAMES TABLE OF CONTENTS

ENTERTORIAL

- ENTERTAINMENT EDITORIAL BY THE ALG EDITOR

ENTERTAINMENT TRIVIA

- TEST YOUR KNOWLEDGE AND WIN FREE STUFF!

FUTURE ENTERTAINMENT

- COMING SOON TO AN AMIGA NEAR YOU

READER REACTIONS

- READER'S KUDOS, COMPLIMENTS AND COMPLAINTS

GENERAL INFORMATION

- SUBSCRIPTIONS AND OTHER GOOD STUFF

BUY BEFORE YOU TRY

- COMMERCIAL SOFTWARE REVIEWS AND SUCH

THE FREEBIE REALM

- FREELY DISTRIBUTABLE AND SHAREWARE INFORMATION

GAMER GEMS

- TRICKS, TIPS, AND SOLVES FOR YOUR FAVORITE GAMES

CD32 SPINDOCTOR

- THE LATEST AND GREATEST FROM THE CD-ROM REALM

DUP DIRECTORY

- HOW TO LOCATE YOUR GRACIOUS HOSTS

1.3 ENTERTORIAL

THE ENTERTAINMENT EDITORIAL PAGE

I am very pleased at the response I have been receiving about the ESCOM/U.S. Distributor text that I generated based on the meeting I attended with them in Philadelphia, PA USA on July 14th. (See enclosed text file LATEST_ESCOM.TXT or if the file is missing from the archive, check AMINET; the next Amiga Report will ALSO have a reprinting of it). The Amiga community still cares. Sigh. I am very happy about that. I get almost 30 messages a day at present regarding the text file. All are happy that I provided and incredibly displeased with the handling of the Amiga in the U.S.

I can't blame them. I forward the best of the messages I get to Ed Goff's EMail box (which I bet is brimming full since someone released the EMail address). Suffice to say (read the text file and you will understand) that the American market is going to remain a quiet niche market while the European market will boom like crazy. At least that will keep the U.K. developers going and therefore we will always have some software to play with. But enough of all this. It is time for the REAL entertorial commentary.

The Eighties are over, folks. Dark Unicorn Productions(tm) games are starting to require something greater than a vanilla A500; and we are not the only ones. It is time to ask yourself how much you love your Amiga. I know a lot of you are afraid to upgrade in these weird uncertain days, but please stop and take a look at a few things.

First, the vanilla A500 (512K RAM, no hard drive, AmigaDOS 1.3, Old Chip Set) is over a decade old. That is 8088 technology for those loser PC owners. How many of today's PC games will run on a 640K 4Mhz 8088 computer? If you get over one hand counting them I will be surprised. Yet some Amiga

companies are STILL making games for these ten year old machines. Who pays the price for the general population's failure to upgrade? The people who are keeping the Amiga alive BY upgrading. Is it fair that the Amiga version of DUNE II had to be trimmed down to fit in an A500 with one meg of RAM when I spent hundreds of dollars improving my A500 and A2000 with hard drives and memory? Of course not. But WESTWOOD had no choice but to release a crippled scaled down version because my A500/14mhz/40MBHD/2MB RAM was in the minority. The Amiga market isn't cut throat and heavy handed by forcing people to upgrade to play the latest games like their PC counterparts. Maybe they need to be. It is only recently that Maxis and Ocean are taking steps to get the Amiga market going. SIM CITY 2000 (alright, this one was even a bit slow on my A4000/040 but at least it got ported - it wouldn't have if there was no AGA 040 based machines out there) and the forthcoming TFX flight sim (oh boy I can't wait) are prime examples of what happens when the companies ignore the cries of A500 owners who spent \$200 on a computer and haven't lifted a finger or a dollar to expand it in a decade. TEAM 17 is joining into the foray with their newest games like ALIEN BREED 3D and SPERIS LEGACY requiring AGA or a 1 Megabyte Chip RAM equipped Amiga. What do you expect, people? If you are so unhappy with your unexpanded A500 why don't you go and buy a PC and see what pain and suffering REALLY is when you have to upgrade BI-MONTHLY to play the latest games. Going through the computer magazines, I noted that it would cost you about \$250 to add a small hard drive and some RAM to your A500. That is the cost of a good sound board for a PC. Think about it. Second, take a moment and think about the big developers. Think about the programmers and programming houses that make PC, 3D0, and Jaguar games (you mean there are actually houses MAKING Jag games? No way!). Put yourself in THEIR shoes. TIME WARNER takes a game like PRIMAL RAGE with all the cool graphics, speed, options, etc. and considers porting it over to the Amiga. Well, if they want to hit the broadest (non-upgrading) audience, it has to be vanilla A500 compatible. This means 32 colors at 7mhz with 1 meg of memory running off of floppy. Those of you who have seen PRIMAL RAGE at the arcade should know that this would totally suck. So, there goes about 4 million potential sales. Now, they decide to go with the vanilla A1200 platform. This is a little better: 256 colors, 14mhz running off of floppy. With some pain and suffering, A1200 owners could live with this so they release it with hard drive install capabilities but geared to be run at 14mhz with 2 MB of RAM. In order to do this, they cut out a bunch of stuff that the Sega GENESIS 4 megabyte cartridge might have as well as the goodies that the 8 meg of RAM, half gigabyte hard drive that the average PC user has. Who gets the raw end of the deal? Amiga users. Sure, the CD32 version will have most of the cool intro/outro/cutro scenes, but that is only a 5 digit market there so far. You want to know who will be whining first about this game? Not the A1200 owner you just got robbed out of all those goodies. Not the CD32 owner who has to listen to his PC CD-ROM buddy tell him how cool HIS version of PRIMAL RAGE is. Nope, the vanilla A500 user will be the first one to bitch about not being able to play PRIMAL RAGE off an 836K floppy-based ten year old system.

Finally, consider the company that DOES cater to the vanilla A500 user and ports their games over from other platforms. It takes them so much longer to convert the 256 color graphics to 64 or 32 colors. They have to decide what to remove first to make it fit in RAM. They have to arrange the data so that it loads off of a SINGLE floppy disk (think about this when you get pissed off that a game only utilizes DF0:) cleanly. So a great game like UFO: ENEMY UNKNOWN which is a cool game (even for a PC) on every other platform turns into crap when it is ported to a vanilla A500. Who is the first person to complain that the game sucks? That the game is a let down compared to other platforms? The non-upgrading vanilla A500 owner.

People are maturing, though, as well as the Amiga systems. Now vanilla A1200's are becoming standard and we just can't fight the AGA machine takeover any more. I loved my A2000 and as expanded as it was, I still hadn't upgraded to AGA. I fought AGA tooth and nail and finally broke down and got a CD32 (coolest console ever) and expanded it to that vanilla A1200 standard. I am not at ALL unhappy that I did. Now I can look forward to the cool new titles and hardware that is yet to come. So far, Dark Unicorn Productions(tm) games do not require AGA, just a decent ECS machine. In the future, this is VERY likely to change. Remember, if we were like the PC realm, every game that came out would require an AGA machine running at 40mhz+. Thank your lucky stars that we aren't. Consider showing your Amiga how much you love her and put that hard drive and memory expander on her. Better yet, put an AGA Amiga next to her and give her some company. Then you, too, can help fashion the future of Amiga entertainment.

Shane R. Monroe

1.4 FUTURE

FUTURE ENTERTAINMENT

By Shane R. Monroe

As usual I have been BROWSING through the latest magazines, listening to the latest chatter amongst developers, and keeping my ear to the door to get the latest bit of FUTURE ENTERTAINMENT news. I think you will love some of this stuff.

... All this talk about PRIMAL RAGE (Time Warner Interactive) keeps getting me more excited with anticipation of the August/September release date. This issue, I finally got a chance to get some MORE information about the game. First, ECS owners rejoice since it seems PR for the Amiga will be playable on your machines. AGA people might be groaning, but wait! I saw the screen snapshots guys. RELAX! It looks GREAT! 250 frames of animation per character, awesome backgrounds, and they left the humans in the game! Now you can eat, stomp, and throw your way to a more shapely figure. Heh heh heh. A playable demo is due out next month. WHEE!

... Remember POLE POSITION? The old crappy graphics Atari driving game with that hot sounding girl's voice saying 'Prepare to Qualify'? Well, the name is back, but the game is a WHOLE lot different. This game takes on the managerial system similar to ON THE BALL (made by the same people) and lets you watch the outcome. The graphics in the snapshot are looking unbelievable; I only hope the game is a bit more interesting than ON THE BALL though. TOURING CAR CHALLENGE is another managersim racing game announced. Sheeze, doesn't anyone want to actually DRIVE anymore?

... The first ads for ALIEN BREED 3D are in the mags. They look great. Sigh. I can't wait. Fortunately, I have GLOOM to tide me over.

... Millennium seems to be ramping down Amiga development these days. Only a couple of weak titles as of late, although they do have a new game to be bundled with a game pad. Name? MASTER AXE. Like the name.


```
|System Requirements: All 1 Meg Chip RAM Amigas with Hard Drives |
|-----|
|Where Located: Future Aminet Mirror Site |
|-----|
```

At the last minute, the beta release of this game dropped on my head, delaying the issue another day! ;) But, I felt it was worth it 100%.

Welcome to the introduction of a new era. Earlier this year, Dark Unicorn Productions(tm) startled the gaming world with the first live action full motion video game that didn't require hardware. TOMCAT - THE HUNT BEGINS broke a couple of other undocumented records as well. The shareware freely distributable version clocked in at almost three megs compressed and the registered version ate up almost twelve megs of hard drive space after installation. I am pretty sure that holds the largest Shareware game in Amiga history record. If I am wrong, someone please let me know via EMail.

Although it was impressive as a first release, TOMCAT did have a couple of flaws that the gaming community were quick to point out. Author John Graham took these to heart in bringing you the latest in FMV action games: DESERT APACHE. Through the magical programming of DUP(tm) member Seumas McNally, Desert Apache now offers a FULL SCREEN MODE so you can enjoy this exciting action game even more.

For those of you who missed TOMCAT (shame on you - it was a breakthrough, even if it does have a few flaws) it was a game where you took control over an F14 Tomcat, shooting down bogies while flying through real digitized landscapes. Granted, it was 1/4 screen and in black and white, but never before had a company attempted something so large AND in a shareware game. It did lack a little in gameplay; it was a bit repetitive in the enemy shutdown sequence (which was the real meat of the gameplay). Most people liked the concept, but didn't care for the limited gameplay, b&w graphics, and the 1/4 screen viewport.

DESERT APACHE (DA) is the next generation of full motion video software video games for the Amiga. Using DUP's new D)igital V)ideo E)ngine (DVE), you now have the option to play the game in a 'chunky pixel' mode which gives you full screen action. This is quite cool if you stand the proverbial 3-5 feet away from the monitor while you play, or play it on a standard big picture TV. Of course, this requires a decent speed Amiga to get the good frame rate of the 1/4 screen mode, but even a modest AGA machine will find it perfectly acceptable. It is quite exciting to play it in full screen mode, and on my A4000/040 it is just as fast as the 1/4 screen mode. The best part is that the full screen mode takes up no more hard drive space than the other mode. Clever.

The other major complaint was the blatant black and white mode. This is simply a limitation of the hardware and is used to insure that ALL Amiga's can use the game. In DA, John Graham utilizes a very nice sepia tone on the video clips, giving them a much more colorful look to them. While it is not TRUE color, it is a huge step above TOMCAT.

Now for the game play. On TOMCAT, you simply picked similar missions, shot down all the bogies in each area, and then landed on your carrier while meeting some specific time constraints. The bogie targeting system was a bit sluggish and slow and pissed a lot of people off. You will all be happy to

know that DA is considerably different, although at first look you may think that it is just TOMCAT all over again.

The game is a 'Choplifter meets TOMCAT' scenario. You must rescue the POWs behind enemy lines with your weapon equipped chopper. The layout is initially like TOMCAT. There are zones to enter, then specific areas to hit. Each area can have a variety of different action sequences. If you encounter a helicopter on the way in, you will fight the helicopter. If not, you may have to destroy an enemy ground installation before landing to get your men.

The ground attack is much akin to TOMCAT, although the controls for the targeting system are MUCH faster and smoother for DA. You simply move the crosshair to the target and hit the button before you get too close. If you fire and MISS the target, you are greeted with seeing your own men blown away. I did find myself killing my own men one or two games, just to, you know, see if the game would, uh, crash or something. Should you be succesful, you will land and get your men. Cool video sequences, although not as many as TOMCAT to save some space.

The helicopter action sequences are SERIOUSLY cool. You go through a series of 'dragon's lair' style moves to shake the chopper. Although this sounds lame, the sequences are put together fast and stylish, making this the best part of the game for me. Your blood will churn at least a LITTLE bit. If you shake the chopper, you will fly in behind and get YOUR chance to do the killing. Similar to TOMCAT's shoot down sequence, this again is much smoother and realistic as the helicopter goes darting around the heads up display. Shooting him down will take you to the ground attack sequence. Missing him will put you back on the offensive and if you move in the same pattern too often, he will clip your ass no matter HOW fast you are. A nice touch.

Being the leader of Dark Unicorn Productions(tm) I get a lot of the mail intended for John and the other programmers. From a lot of the response I get from TOMCAT, it seems that it was a love/hate game; you either loved it, or hated it (or didn't want to even try it with how big it was). DA will appeal to a broader range of audiences. There is enough action to keep arcade players entertained for a bit, and the TOMCAT disciples who have been begging for an expansion disk will go ballistics over this game. Those of you who have been tempted to get TOMCAT in the past but were unsure should give this game a try.

The gendre is DEFINATELY progressing. DA is a huge improvement over TOMCAT, and the new DVE will open some serious doors for the company who is dying to make a '7th Guest' or 'Mansion of Lost Souls' clone. We are going to await response from the public on this new DVE full screen chunky mode and see what people think. If people like it, the DVE may go into other games including a TOMCAT ENHANCED patch and/or inclusion of the engine into future games.

DA will likely be available in playable demo format on the AMINET by the time you read this review.

1.6 SOFTWARE

BUY BEFORE YOU TRY - COMMERCIAL SOFTWARE AND STUFF

GLOOM

(YES!!!!!!!!!! Only room for one this month!)

```

-----
|Title: GLOOM (PAL but NTSC PLAYABLE)           | Rating: 10   |
|-----|
|Quick Description: THE FIRST REAL 3D TEXTURE MAPPED GAME AVAILABLE |
|FOR THE AMIGA. LOADS OF GORE, ACTION, AND ADVENTURE.             |
|-----|
|Publisher: BLACK MAGIC SOFTWARE   |Game Genre: DEATHBRINGER   |
|-----|
|Players: UP TO TWO SIMULTANEOUSLY           | Enhanced Play? |
|-----|-----|
|Hard Drive Installable?           XX YES  __ NO| _X_ Modem Playable |
|-----|-----|
|Copy Protection? __ Disk  __ Type In  __ Other| __ Other Enhanced |
|-----|-----|

```

What in the hell are you doing wasting your time reading this article? Get your ass down to your local Amiga store (or call your favorite mail order house if you are in the States) and get this program right now. Don't worry, I will wait. Go ahead.....

Back? Good! Alright now. I shouldn't need to review this, since you already have a copy in your hand (right?), but I better do it anyway since I already said that I would. I just want you to know that this article is cutting into my GLOOM time. (Pack your bags, time to go on a guilt trip.)

Seriously, this game couldn't have come at a better time for either Black Magic or the Amiga game player. We finally get a piece of the pie.

Note: A special word for our 'good buddies' at ID and APOGEE software "EAT OUR AMIGA USER SHORTS! IT *CAN* BE DONE ON THE AMIGA!"

Now that THAT is out of the way, I can get down to business. In a word, this is the Amiga's version of DOOM.

First, most of you know how much I hate texture mapped games; namely the DOOM series. Then again, I tend to hate anything that gets rampant publicity and hype and isn't worth a crap (take the Pentium and WINDOZE for example). DOOM was really nothing to get all that excited about and took a well priced machine to play properly. Something about it just left me kinda cold.

GLOOM is different.

Before you start calling me a hypocrite, allow me to explain the differences between DOOM and GLOOM. Here is the Unicorn's Top Ten Reasons Gloom Is Better Than Doom:

10. Gloom runs on an Amiga.
9. Gloom can run full screen on a 14mhz 68020 processor.
8. Gloom is less than two megs in size.
7. Gloom allows two players to play on the same machine.
8. Gloom features full sized split screen mode for two players and is just as fast as one player mode.
7. Gloom lets you hear BOTH players sound effects on BOTH

- remote and local machines.
6. Gloom has cool powerups like invisibility, thermogoggles, bouncing bullets, mega weapon charges, and more.
 5. The wall graphics in two player combat mode are intense!
 4. Extra support for the CD32 controller (side stepping, etc).
 3. Gloom only costs \$32 (\$35 for CD version)
 2. The enemies in Gloom not only scream when you shoot them, but their bodies explode in torrid rainfall of body parts.
 1. It has a cool game of Defender you can play on an animated wall that the other player can watch over your shoulder.

The satisfaction of Gloom can only be truly experienced when you are sitting in a dark quiet room, headphones on, the sound jacked up, the game on a 27" TV modem connected to someone across town running through the HELL SERIES two player combat arena while you are invisible creeping up behind your opponent with a seriously charged weapon in hand. A ghost floats in front of you and scares the hell out of you. You open fire in panic and reveal your location as you pump plasma shells into his back. He tries to run around the corner but you simply turn and fire into the wall, your bouncing shots peppering him in the legs as he flees. He falls and you are proclaimed the winner.

Sound good? That is what it is, folks; "you are in the game" experience. I approve of the fact that Black Magic Software decided to show they were intelligent and not follow the DOOM crap about 'virtual reality' game play. Oh, it is GREAT, to be sure, but it is NOT VR. For now, though, it is the next best thing!

The game itself is a mission type deal. You know, traverse the levels looking for this and that. Pretty single minded in goal, but there are a LOT of surprises on the way. Although the game initially appears to be the same vicious bloodbath level after level, each level offers up something different and new; from robots that pop and and kick your ass, to spinning rooms, to video games you can play on the wall. Transporters pop up after awhile, and it seems to get more and more complicated to get the doors open you need to. The level of intensity is perfect and it starts you off slow and brings you around at a nice pace. The challenge level is enough to keep you coming back but not enough to infuriate you into not playing any more. PERFECTLY DONE.

Modem play is a little bit of a bitch. You have to make your modem ready before you load GLOOM (i.e. load Terminus, NComm, or something to get the modem 'terminal ready') and then set the baud rate in GLOOM to match your modem. If you only have two megs of RAM or a CD32, you may not get the modem play to work. You may also hook up a null modem cable between two machine and select null modem and the link will be complete. Once linked, one player controls all the functions of the game such as mission or combat, quitting the game, etc. Both players may still individually select screen resolution, size, floors, ceiling, etc. for their machine. You can plainly see your partner/opponent and in cooperative mode, you can't hurt each other. During the link, you may both type on the chat line at the top of the screen. This is limited to alpha/numeric characters, but it is adequate to get the 'you go left and I go right' message type thing. Chat is something you will take for granted.

In combat, you try to drill the hell out of your opponent. There are all sorts of powerups, weapon powerups, etc. to be found and you can set how many lives the players start with.

Two players can play locally on one machine with the cool horizontal split screen mode that allows both players MASSIVE play field to kill in. It is fine for playing a two player mission, but really not much fun for Combat Mode, although you can play like that. Two player modem play is definately the highlight to this title.

The game really runs in three modes. Lores quarter screen, hires quarter screen, and lores full screen. There are a couple of intermediate modes, but you will be playing in one of the above. Hires quarter in you have a less than a good 030, lores full screen otherwise. You can select the violence model too, either 'messy' or 'meaty'. Although the manual doesn't tell you the difference, it seems that messy leaves the body parts on the ground after death (trudging through carcasses is cool), while meaty looks like it produces a bit more parts during the kill, but they don't stay. Probably for those with 020's and no fast ram.

In all honesty, with a CD32 and no fast ram, I found no mode that was too slow to bear including the decked out full screen, floors and ceiling in messy mode. It is truly a masterpiece.

Well, I will get this over with now. Suffice to say that if you didn't stop reading this article yet to get your copy of GLOOM, go now and do it. If you are in the States, Better Concepts, Inc. carries it for \$32 floppy version or \$35 CD32 version. Call 800 25 AMIGA to get the goods. Overseas, you should be able to get it from a local distributor.

Finally a personal plea. Please don't pirate this game. Buy it; just this ONCE! I want these guys to stick around for a bit. I bought it as soon as it hit the shelves here, you guys should too. It is worth every penny. There is no copy protection so the two pirate groups to release it already should feel pretty stupid putting a 'cracktro' on it.

1.7 CD32

CD32 SPINDOCTOR

THE REVIEWS

PINBALL ILLUSIONS - SPEEDBALL II - KINGPINâ

```

-----
|Title: PINBALL ILLUSIONS (PAL ONLY)                | Rating: 9 |
|-----|
|Quick Description: THE LATEST AND GREATEST PINBALL GAME TO HIT THE |
|AMIGA. THREE NEW TABLES AND LOADS OF NEW FEATURES HERE! |
|-----|
|Publisher: 21ST CENTURY                               |Game Genre: SIMULATION |
|-----|
|Players: UP TO EIGHT PLAYERS                          | Enhanced for CD32: |
|-----|
|Fast RAM Compatible?          XX YES  ___ NO| ___ CD Music Tracks |
|-----|
|Fast RAM/Floppy Drive Enhanced? ___ YES  XX NO| ___ Rendered/Intro |
|-----|

```

Once again Digial Illusions thrills us with the latest installment in the pinball series. This time they have really outdone themselves.

Those of you familiar with the other pinball games of their design PINBALL FANTASIES and PINBALL DREAMS will understand the basic concept. Its pinball, folks. The PINBALL series had one major difference from regular pinball the table was always displayed about 1/3 at a time or so, constantly scrolling the screen to follow the ball. Naturally this is an aquired taste and a lot of people didn't like it very much. (Gives my wife a headache.) The certain lack of features, namely multiball play was also a hang up of most die hard game players.

You will all be tickled to know that PINBALL ILLUSIONS fixes almost every conceivable complaint users had about the prior two games. Not only is there multiball play, but now you get a near full screen hires display to play on (if you want it) or you can opt for the other scrolling mode if you are used to it. The screen always scrolls with the ball nearest to your flippers (good deal, eh?).

First things first. This game is AGA. It is not a crappy conversion from an ECS floppy version (in fact, I don't believe that an ECS version is even planned. Good. Get AGA people.)

The music is identical (as is everything) to the floppy version but that doesn't mean that it is a bad thing! In fact the music is absolutely fantastic on every single table (uh, make that ALL THREE tables). It changes to match the mood of the game. Absolutely stunning. You can even manually change the music on the BABE WATCH table by entering the jukebox on the screen. NEAT!

Compliments of AGA, we now get a hot high resolution mode to play in. This will allow you to see 95% or so of the screen while you are playing. The display is crisp and clean and smoothly scrolls the 5% that you don't see when the ball rolls by. This mode was developed for use in the multiball mode, but frankly I like to play the game in the mode all the time. You can manually change it during the game and it automatically goes to hires when you hit the multiball play. You can go back to lowres anytime you want to, even during multiball play. Every little detail is paid to mind. The in game games are well thoughtout and entertaining (almost as good as the Terminator 2 pinball game at the arcade). The ball looks more real. Just a first class job all around. This is worth the hard earned cash, folks. If you ain't got it, go get it.

```

-----
|Title: SPEEDBALL II - BRUTAL DELUXE (PAL)           | Rating: 10 |
|-----|-----|
|Quick Description: FANTASTIC FUTURISTIC FOOTBALL MEETS HOCKEY WITH |
|SUPER FAST ACTION, MULTIPLE SCORING METHODS, AND TONS MORE! |
|-----|-----|
|Publisher: TIME WARNER                               |Game Genre: SPORTS/FIGHTING |
|-----|-----|
|Players: UP TO TWO PLAYERS SIMULTANEOUSLY           | Enhanced for CD32: |
|-----|-----|
|Fast RAM Compatible?                XX YES  __ NO | __ CD Music Tracks |
|-----|-----|
|Fast RAM/Floppy Drive Enhanced?    __ YES  xx NO | _X_ Other Enhanced |
|-----|-----|

```

If you get no other game for your CD32 this decade, get this game.

Okay, so it is a sports game. Most of you who have followed my mags know that I don't like sports and that blood and guts rule. This sporting event just happens to have enough violence to keep me interested, and better yet, plays like a DREAM!

Picture this: an arena about four screens high that smoothly scrolls to follow the ball in play. Players running EVERYWHERE. 'Power up' items appearing at random on the field. A realistic crowd that actually responds cleanly to the game play. Multiple ways to score or even multiply your score. Men getting knocked next to death on the fields and carried away. Easy passing interface. Frantic game play. Perfect sound and smooth AGA graphics. Sound like fun?

This is a futuristic football meets hockey type of game. The goal is to score more points than your opponent in a selected amount of time. There are very few rules. If the opponent has the ball, you kick his ass and take it if you can. You have a goal to protect but there are other ways of scoring in the game. You can light up stars along the arena's walls by throwing the ball at them, multiply your score by throwing the ball into a contraption on the side of the arena, even teleport the ball by tossing it into a teleporter hole. There are instant replays of particularly clever goals. Passing the ball is as easy as pushing the button and holding it down for greater distance. There are no plays, just anarchy. It totally rules.

Knock the other guy down enough and he is out of there. Likewise, you can buy your men equipment to help give them an edge in both offense and defense. You can even trade men. The game interface was very well thought out on this one, allowing you to outfit your men individually or as a group. Well done. Minimal down time between games like this is a must. You always wanna get back in the action. This game HAS the action. Buy a couple of replacement controllers in advance (since this game doesn't utilize the extra buttons, you can use a regular Amiga stick for this one many prefer it for this game) as you will use them hard and long in this fast paced game. Buy a wrap for your thumb too. It will be SORE the next day.

For those of you who bought the original floppy version for your Amiga and are a bit afraid that it would be a waste of cash to buy a CD32 version DON'T BE! This is better in many ways. There are more, better colors and the men are a bit bigger. The background crowd is AMAZING. You can hear individuals in the crowd shouting at you while you play. The atmosphere is great. We killed MANY afternoons playing it here.

There isn't much else to say about this great game. If you are looking for a good sports or violence game, this should suit you fine. If you liked the original, you will LOVE this! An essential CD32 title.

```

-----
|Title: KINGPIN BOWLING (PAL)                | Rating: 10 |
|-----|
|Quick Description: BEST COMPUTER BOWLING GAME FOR ANY CONSOLE OR |
| PLATFORM. INCREDIBLE SOUND AND GRAPHICS. EXCELLENT PLAYABILITY. |
|-----|
|Publisher: TEAM 17                          |Game Genre: SIMULATION|
|-----|
|Players: UP TO EIGHT PLAYERS                | Enhanced for CD32: |
|-----|

```



```
|Fast RAM Compatible?          XX YES  __ NO| _X_ CD Music Tracks |
|-----|
|Fast RAM/Floppy Drive Enhanced? XX YES  __ NO| ___ Rendered/Intro  |
|-----|
|-----|
|-----|
```

Forget any demo version of this game you might have seen. They can't begin to hold a candle to the sales version of this kick ass bowling game.

Strikes and Spares was the only real bowling game on the Amiga until just recently, and in all honesty, SnS reminded me of a crappy old Speccy game. KINGPIN is the best bowling on the Amiga. (I still like the best bowling game ever- TENTH FRAME BOWLING on the C64).

So where does Kinpin succeed where the others failed? Aesthetics. Pure and simple. Just like baseball, or football, there is very little to improve on in the basic arena of gameplay if you follow the rules. Kingpin follows the rules also, but the little things that it offers really give it the edge.

First thing is TONS of options. Everything you could want to set up in the game is here. Sound, computer aptitude, etc. Anything you want.

Next, the interface. Cheers, Team 17! Finally, an interface that never pisses you off while you use it. In fact, I only had one minor gripe about it and it is minimal. You select your player's position on the lane pressing right and left and the ball throw strength up and down. Moving all the way to the bottom of the 'swing bar' causes your ball's weight to change (in case you decided that 16 pound ball isn't what you wanted). It toggles through all the selected weights each time you tap down at the bottom. I liked it, but maybe having you do down for lower weights and UP for higher weights would've been better. I dunno. Finally you press the button and an arrow bounces back and forth on the lane about a third the way down. This is where you are attempting to throw it. This is the skill part. Now what *I* liked about it, was that the harder you throw the ball, the faster (and harder to stop at the right spot) the arrow bounces. The hook and lane surfaces also come into play. Granted it isn't TENTH FRAME, but it is damn good.

The pin action is very good better than Strikes and Spares. Very realistic. I would have hated to write the algorithm for that one. (Physics was never my strong suit.) Everything is in place there.

The part that really made this game stand out was the cool soundtrack (so to speak huh huh no pun intended dude huh huh). It is VERY atmospheric. The background sounds of other people playing and the occasional cool announcement over the loudspeaker letting people know they left their car lights on or to come to the service desk, or even that a lane is down. Fantastic touch. Again, kudos to Team 17.

Team 17 rarely puts out trash and this game is just one more example of that dedication and commitment to quality Amiga entertainment. Be sure to call Team 17 and tell them that you want them to do TEAM 17 PINBALL for the Amiga (right now it is a no go deal) and help support the Amiga side of development. This is a fine game and certainly belongs in any respectable CD32 collection.

1.8 GEMS

GAMER GEMS

Just two special cheats this month. I know you will find them useful.

MORTAL KOMBAT II - The Diagnostic Menu

Do you want to be able to see all the fatalities? Disable health damage? Kill the computer player (or your chum) in one hit? How about see the BABALITIES? FRIENDSHIPS? Here is what you do!

Go to the OPTIONS screen and type the entire alphabet, one letter at a time over and over again. You may have to go through the alphabet up to SIX times. When you are sucessfull, a NEW option will appear at the bottom. Select that and prepare yourself!

SIM CITY 2000 - Almost unlimited cash

Go to the NEW SCENE menu and click the HARD option. Bring up the newspaper and then leave it. Pause the game. Now click on BUDGET, BOND, and REPLAY BOND. When asked if you want to replay the bond, click on OK. Now type FUNDS five times and then answer yes to the question that pops up. Go to BUDGET, REPAY BOND and click on OK. Click on ISSUE BOND and a strange character will appear in the % column. Click OK and you will be awarded \$50K a year. Every year.

1.9 READERS

READER'S REACTIONS
COMPLIMENTS, KUDOS, AND COMPLAINTS

Here it is, issue #2 and STILL no one has any questions. Must be nice, eh? Oh well, there is always next month, huh?

We appreciate taking the time to read this column and hope that maybe some of your questions, thoughts, or ideas might be covered here too! Don't forget, questions are also welcome, but we can't guarentee a personal reply or even a good answer here, but hopefully a fellow reader can answer in a future issue if we cannot! Thanks again for your support!

1.10 GENERAL

GENERAL INFORMATION ABOUT AMIGA LINKGAMES

AMIGA LINK GAMES was brought forth from the well-received disk magazine the DARK UNICORN DISPATCH. It was decided that it would be better to join forces with AMIGA LINK and pull the games out of that periodical and add them to the DUP's already superior reviews to fashion the best gaming magazine around. In turn, all of DISPATCH's productivity and such) went to AMIGA LINK instead. NOTE: The original AMIGA LINK magazine may be dissolving soon and there is rumor of another version of AMIGA LINK. ALG has no affiliation with

that magazine whatsoever.

As of now, the primary author/editor of this magazine is Shane R. Monroe, founder of DUP and the DISPATCH. As time goes on, there will be more authors to allow a more varied opinion here. Feel free to submit a resume and sample copy to me and I will get back to you on it. I could use some more talent here! :)

The magazine is dedicated completely to the entertainment aspect of the Amiga. No articles about the Emplant or the Cyberstorm or anything like that. Just pure fun.

Thanks for taking the time to read our magazine! :)

Shane R. Monroe

1.11 DUPDIR

THE DARK UNICORN PRODUCTIONS DIRECTORY

As you already know, Dark Unicorn Productions is fully integrated into the Internet. All our programs, newsletters, and miscellaneous files are available at your favorite AmiNet Mirror Site.

We can be contacted on the IRCs as well. Look for our nicknames next time you sign on. We are usually hanging out in the #AMIGA channel or #AmigaCafe, but feel free to try and send us a private /msg anytime.

Finally, DUP is proud to announce the REVISION of our World Wide Web Home Page on the Internet. If you visited the old one, get this new address and check it out. It is INCREDIBLY better! <http://www.mcd.on.ca/longbow/dup/>.

Lastly, you can resort to E*Mail to reach us. The below directory gives our Internet mail addresses, and you can also send Internet mail through most on-line services such as GENie, Bix, and Compuserve.

Member Name	Internet Address	IRC Nickname
Shane R. Monroe	smonroe@awod.com	DarkUni
John Graham	virtual@scsn.net	VirtualZ
Seumas McNally	longbow@mcd.on.ca	Longbow
Kit Felice	k.felice1@genie.geis.com	<n/a>
Troy Toulou	<not yet on Internet>	<n/a>
Sidewinder	sidewind@crl.com	Sidewind
Michael Welch	mwelch@buffnet.net	<n/a>
Sean Emerson	s.emerson@genie.geis.com	<n/a>

1.12 ENTERTAINMENT TRIVIA

ENTERTAINMENT TRIVIA

Welcome to our monthly trivia contest to test your knowledge on Amiga games and entertainment. Seems that last month there was no winner and everyone thought that the questions were WAY to hard. Ok, I can be big about it and make it a bit easier!

There are five questions every month. Some will be screen snapshot identification, sound sample identification, music clips, miscellaneous questions about games past and present, and all sorts of other stuff.

How do you win? Answer all five questions. Send them to:

smonroe@awod.com

-or-

Shane Monroe
110 S. Cranford Rd. #6F
Goose Creek, SC 29445

All entries with all five questions answered directly will be put in a hat and chosen at random. Winners will be notified by E*Mail or Snail mail, depending on what the user provides for a return address.

What can you win? Each month we will have a different prize provided by the nice folks at BETTER CONCEPTS, INC (800) 25 AMIGA. It will be software, CDROM titles, hardware, manuals, etc. It will be good stuff!

RULES: To play, you must NOT be an employee of Better Concepts, Inc, Amiga Link Games Magazine, or Amiga Link Magazine. One entry per person per issue. Questions/Answers must NOT be posted on public access facilities such as Usenet, or other public message forums. If you are caught postingsuch information, you will be barred from any and all future ALG/AL competitions. All screen snapshots and digital sound samples are copyright by their respective companies and that copyright is recognized by ALG. They are being used for non-commercial purposes and any company who doesn't want their products basically advertised for FREE in this column can write to me and I will never include their products in any future issue.

EVERYONE WANTS IT AND ALG IS *GIVING* IT AWAY TO ITS READERS!

TO BE GIVEN AWAY THIS MONTH:

GLOOM CD32

THIS MONTH'S TRIVIA QUESTIONS ... THEME: GRAB BAG #2

1. SCREEN IDENTIFICATION

CLICK HERE to see this month's screen snapshot. Do you recognize this famous game? HINT: The arcade version had a weird controller.

2. SOUND SAMPLE

CLICK HERE to hear this month's sample. What game did this come from? HINT: Oh God! The old classics never die..

3. MUSIC CLIP

CLICK HERE to hear this month's music clip. What game is this tune from? HINT: Polygon Hurricane.

4. NAME THAT MOVE. MORTAL KOMBAT for the Amiga was totally kick ass. MKII was even better! There are several hidden characters in MKII. One of them is a green suited version of Mileena named JADE. How do you get to fight Jade?

5. WHO DID IT? Who plays the marine commander in the full motion video intro for the game TOWER ASSAULT on the the CD32? Hint: He didn't ALWAYS work for this gaming company - he may have graced some pages too.

Good luck everyone and remember to send those entries in NOW! Winners will be announced here next month! Have fun!

ANSWERS TO LAST MONTH'S TRIVIA QUESTIONS:

1. Foursfield's game of BRAT. This game is an excellent challenging and funny 'arcade strategy' kinda game. Highly recommended if you can still find it.

2. The sound clips was a bunch of bad guys getting drilled in the VISION/ACID game ZOMBIE APOCALYPSE II. If you listen close, some of the sound effects there can be heard in Black Magic's new game GLOOM.

3. Only one person got the music right to this game from Ocean. The game of course was THE LOST PATROL. I was amazed!

4. The company's name that made the cool games SUPER HUEY, SLINKY, CAVERNS OF KHAFKA and more was COSMI, of which Paul Norman was the genius behind their games.

5. God did this one ever stir up the mess! No, it is NOT Battle Chess. NO NO NO! Most people were sticking to this like glue. The game, for those of you elderly enough to remember, was ARCHON released by Electronic Arts (when they were cool) and developed by the FREEFALL ASSOCIATION. The female queried in last month's trivia was ANNE WESTFALL.
