ASI

COLLABORATORS			
	TITLE : ASI		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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Contents

Chapter 1

ASI

1.1   ASSASSINS CD2 - Assassins

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                  THE STORY SO FAR
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So who or what are "These Assassins"..... Well forget any threatening
insinuation from the name, we are a real friendly bunch of Amiga users
who have known each other for longer than some of us would care to say.
I think I can say in all honesty that we are all the wrong side of the
big 21...But then again that could be the right side...


        As for the members names. The Assassins are.....

   Bill Woodcock      Bryan King      Artie Carhart      Stu Morton

    (GRAPHICS)        (COMPILER)       (COMPILER)         (CODER)
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Well since the launch of Assassins games CD (Ultimate Games Volume One)
and the good reviews we received from the amiga mags,and the phone calls
asking if we were planning to release another ASI Games CD. we thought
about it and remembered the late nights and nightmares of trying to get
all the games to run putting the first CD Disk together!!!.But since we
are a nice bunch of lads and also suffer from short memories???,We set to
work on Volume Two, we started work on this CD in January 1995 with Bryan
and Artie compiling the Games and testing,bill drawing the Graphics for the
Menus and animation,Stu decided to write a new Menu in Amos rather than use
Interplay due to this program eating up to much memory!!.We discovered this
problem on the CDTV!!.Anyway you will find that our new Menu is very
similar in operation but with the added bonus of a built in text reader for
Documents,which is very handy for people with just a CD32 and joypad!!

We would also like to thank Gary King for drawing the artwork for the
opening title screen, which once again is quite amazing!!!

Also many thanks must go to a very good friend of ours, Brian of Vally PD
for the supply of his latest PD,
                          Thanks Mate

This Volume, features hundreds of new games, updated games, Two drawers
full to the brim with new WorkBench games, plus all our latest Asi Util
disks, latest Asi game Disks,also some games from the first volume for
some strange reason that refused to work! we have now fixed these problems,
We have also included a new section in the Archives,called (Other Games)
this section contains new games in DMS format, which were not suitable for
playing from the CD,due to them either being in Non Dos format,are needing
the Full 2 meg to run,etc,But will load and run without any problems from
the disks once un-archived.As you can see we have tried to cater for just
about everybodys taste from the CD32, CDTV, A4000,A600, A1200, with either
the Zappo Drive,Power drive,A570,etc,etc,etc.

For all the new Amiga users out there,who have never heard of us, then
please Read on if you're curious as to how we came about!!.

                    THE STORY CONTINUES!!

Basically we knew each other way back in the days of the good old C64.
But the group started around 1988 when Bryan and Artie met up,then Bill
and Stu completed the group in 1989.As we all moved over to the amiga,
we started to collect quite a few public domain disks between us.So if
you are quite new to the area of Public Domain,things are a lot different
now. We were all used to paying quite a bit of money for a disk somewhere
in the region of 3-4 pounds only to find that the disk was sometimes not
even a quarter full. Together we thought it would be a good idea to try
and compile these disks for ourselves with a easy to use Menu and so that
is how it all began. With us all being in regular contact with various
Public Domain libraries etc,we sent them copies of these disks,in exchange
for a new game or whatever... Soon we were being asked by these libraries
if we had done any more compilations and from there we just kept on swapping
and compiling. Slowly we noticed that more and more Public Domain libraries
were stocking these disks and they were becoming a bit of a talking point.
This was not something that we intended but was nice to see anyway.

I hope you agree that each and every one of our compilations are good
value for money. I also believe that as these disks are now so popular
that they will also benefit the games programmers.This is likely because,
Public Domain programmers will get there works seen by hopefully a bigger
audience and even Shareware titles will be a lot better distributed and
maybe attract more registrations etc. We have good relations with quite a
few of the better known games programmers and they seem to be happy with
the situation and for us to use their programs.As you can imagine we must
get all these games from somewhere,this is where all of our friends and
contacts come into it,So if it wasn't for their help and that of the
programmers you wouldn't be reading this waffle.So even though you all
get a mention in the greeting section, in our Catalogue Disk I would like
to take this opportunity to thank you all for everything...

If you would like to obtain further ASI disks or would like to know about
the ASI user group then contact Stu for further details at the following
address or call on the usual telephone number.

                    The ASSASSINS
                  32 RIPLEY AVENUE
                    NORTH SHIELDS
                    TYNE AND WEAR

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                          NE29 7SA

                     Tel.0191 2586418
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This CD was put together for the CD32 system,but has been tested on the CDTV system some games naturally wont work on the CDTV these games have been indicated.