

Demo

COLLABORATORS

	<i>TITLE :</i> Demo		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 7, 2022	

REVISION HISTORY

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Chapter 1

Demo

1.1 The Demo.Guide - Main Menu

```

                                     -= Dreyer presents -=
      T H E  D E M O . G U I D E  #  7  (rev. 2)

Misc. Information                               List sorted by:

      Some WORDS from the EDITORS
                                     DEMO

      CHART and STATISTICS
                                     GROUP

      Other INFORMATION
                                     RATING

Search Engine                               Demo.Guide Online
SEARCH!

                                     Find us on the Internet

Release no.:      7 (rev. 2)  No. of demos: 335      Support the editors!
Release date:    /   -'9      Overall rating: 2.73  Message: New E-mail!

```

1.2 Misc. information

The reviews and the demos

General information on topics

- All about the reviews

Demos added in this issue

- The new demos added

Demos in future issues

- Demos to come

The Demo.Guide Crew

Editors

- All you want to know about the editor...

Contact us

- We love response!

The Demo.Guide Online

- Find us on the Internet

How to help

Contribute!

- If you want to help read this!

Technical information

Requirements and installation

- What is required, how and where

Test machines

- What machines was used for testing

Info about the this guide

- Strange/scary numbers

Misc.

History

- What has happened through times (with the guide :-))

Greetings

- Thanks to these people

Credits

- Detailed credits for this guide

FAQ

- Frequently asked questions and answers

New Demo CD

- A new exciting Demo CD to be released some day

Index

- Alphabetically sorted link list

Legal stuff

- It wasn't my fault, it was yours!

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1.3 Index - alphabetacally sorted

A

Added, demos

Addresses & E-mails

C

Chart and Statistics

Co-editor DareDevil

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Contribute!

Credits

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T

Test machines
W

Words from the editors

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1.4 Info about this guide

Size: 0.89 MB
Lines: More than 20000 (max width 75)
Nodes: 362
Demos reviewed: 335 (338 reviews)
Temperature: 17\textdegree{C}.
Production time: Too long (at least 6 month)
Screenshots: 77 (79 pictures all in all)

1.5 Chart & Statistics

C H A R T

Once again the chart has expanded, this time from 10 to 20 groups. Also, the name is no longer Top 10 (or Top 20 for that matter), it's just called the chart.

Nerve Axis made it to the top thanks to their new masterpiece
Relic

,
which has caused all other groups, except for those entering the chart, to drop some places.

Strange calculation errors had infiltrated issue # 6's Chart. For example was Impulse not present, but Budbrain was, even though their score was not much above 3. I hope, of course, that this new chart is correct.

Also the average rating was a bit wrong, because it showed up to be one more demo review than expected. Strange... Should be right now!

Let's take a look at the previous datas:

```
Issue 1: 61 demos - Average Rating: 2.54
Issue 2: 122 demos - Average Rating: 2.48
Issue 3: 153 demos - Average Rating: 2.52
Issue 4: 213 demos - Average Rating: 2.69
Issue 5: 249 demos - Average Rating: 2.61
Issue 6: 290 demos - Average Rating: 2.71
Current: 335 demos - Average Rating: 2.73
```

Minimum two of a group's demos must have been reviewed in this guide to allow the group to enter the chart.

This is an unfair chart: A group that has been around for a long time has made a lot of demos, both good and bad (everyone has to start somewhere), which means that they may score a low rank because their old demos (which are typically the worst, technically at least) tends to drag down the overall score.

Explanation to the chart:

- 1) Placing in the previous issue, "N" means New Entry
- 2) The arrows indicate wether a group has gained (>) or dropped (<) on the chart. "-" means same place as in the previous issue
- 3) The current rank
- 4) The group's name
- 5) Number of demos that has been reviewed (and therefore is considered when calculating the chart)
- 6) The best demo reviewed
- 7) The worst demo reviewed
- 8) The average score of the group, measured from the demo ratings
- 9) Comments about cooperation between the groups

1 2 3 4 5 6 7 8 9

N >	1.	Nerve Axis	2	5.0	4.5	4.75	
1 <	2.	Essence	3	4.5	4.0	4.333	
2 <	3.	Bomb	2	4.5	4.0	4.25	
N >		Impulse	2	4.5	4.0	4.25	
4 <	5.	Mellow Chips	5	4.5	2.5	4.1	Two under the MC/TRSi Label
4 <	6.	Andromeda	2	5.0	3.0	4.0	
4 <		Black Lotus, The	9	5.0	2.5	4.0	
4 <		Juliet & Case	2	4.0	4.0	4.0	
5 <	9.	Virtual Dreams	7	4.5	3.0	3.786	
N >	10.	Embassy	2	4.0	3.5	3.75	
N >		Haujobb	4	4.5	2.5	3.75	One with Scoopex
N >		Mankind	2	4.5	3.0	3.75	
6 <		Powerline	2	4.0	3.5	3.75	
3 <	14.	Artwork	5	4.5	3.0	3.7	
N >	15.	Limited Edition	6	4.0	3.0	3.667	
N >	16.	Arsenic	2	4.0	3.0	3.5	
N >		CNCD	3	4.5	3.0	3.5	Two with Parallax
N >		Complex	2	3.5	3.5	3.5	
N >		Sanity	5	4.5	2.5	3.5	
N >	20.	Spaceballs	5	4.0	2.5	3.4	

On the edge to enter the chart:

Abyss	4	4.0	2.5	3.375
Balance	4	4.0	2.5	3.375
Rebels	3	4.0	2.5	3.333

The following is a statistic of all groups who's demos has been reviewed in this guide, minimum two must be reviewed to enter this statistic. It's alphabetically sorted. "The" is not used for sorting.

Group Name: No. Best Worst Average: In cooperation with:

Abyss	4	4.0	2.5	3.375	
Alcatraz	2	3.5	3.0	3.25	One with TRSi & TRSi Records
Ambrosia	2	3.5	2.0	2.75	
Anadune	4	3.5	2.5	3.0	One with Floppy
Andromeda	2	5.0	3.0	4.0	
Apathy	2	2.0	1.0	1.5	
Appendix	2	3.0	3.0	3.0	
Arsenic	2	4.0	3.0	3.5	
Artwork	5	4.5	3.0	3.7	
Axis	2	3.0	3.0	3.0	
Balance	4	4.0	2.5	3.375	
Banal Projects	4	1.5	1.0	1.125	
Black Lotus, The	9	5.0	2.5	4.0	
Bomb	2	4.5	4.0	4.25	
Budbrain Prod.	2	3.5	3.0	3.25	
C-lous	7	4.0	2.0	2.857	
CNCD	3	4.5	3.0	3.5	Two with Parallax
Candle	2	1.0	1.0	1.0	
Capsule	5	4.0	2.0	3.2	
Cirion	2	2.5	2.0	2.25	
Complex	2	3.5	3.5	3.5	

ContraZ	2	1.5	1.5	1.5	
Da Jormas	2	3.0	2.5	2.75	
Depth	7	3.0	1.0	2.214	One with Efreet
Dinx Projects	2	2.5	2.0	2.25	Both with Skid Row
Drifters	4	2.0	1.0	1.625	
Dual Crew Shining	3	3.5	2.0	2.5	
Embassy	2	4.0	3.5	3.75	
Ephidrena	3	2.0	1.5	1.833	
Essence	3	4.5	4.0	4.333	
Experience, The	2	3.0	2.5	2.75	
Floppy	6	4.0	2.5	3.25	One with Anadune
Freezers	3	3.0	2.0	2.5	
Gods	2	3.0	2.5	2.75	
Haujobb	4	4.5	2.5	3.75	One with Scoopex
Impact DK	2	3.5	2.5	3.0	
Impulse	2	4.5	4.0	4.25	
Instinct	2	2.5	1.5	2.0	
Juliet & Case	2	4.0	4.0	4.0	
Limited Edition	6	4.0	3.0	3.667	
Logic Probe	3	3.5	1.5	2.5	
Loonies	2	2.5	1.5	1.75	One with Livitas
Mad Elks	2	3.0	1.0	2.0	
Mankind	2	4.5	3.0	3.75	
Mellow Chips	5	4.5	2.5	4.1	Two under the MC/TRSi Label
Melon.	2	3.0	2.0	2.5	
Movement	2	1.0	1.0	1.0	
Mystic	4	4.0	1.5	2.75	
Nah-Kolor	2	3.5	3.0	3.25	
Nerve Axis	2	5.0	4.5	4.75	
Nukleus	2	2.5	1.0	1.75	
Parallax	2	3.5	3.0	3.25	One with CNCD
Passion	2	3.0	1.0	2.0	
Polka Brothers	3	3.0	1.0	2.333	
Powerline	2	4.0	3.5	3.75	
Przyjaciele S. B	7	2.0	1.0	1.286	
Rebels	3	4.0	2.5	3.333	
Sanity	5	4.5	2.5	3.5	
Scoopex	4	4.5	1.5	2.75	One with Haujobb
Sector 7	2	3.0	3.0	3.0	
Skid Row	2	2.5	2.0	2.25	Both with Dinx Projects
Spaceballs	5	4.0	2.5	3.4	
Stellar	4	3.5	2.0	2.875	
Subspace	4	3.5	2.0	2.875	One with Newage
Sunshine Prod.	2	2.5	2.0	2.25	
Syndrome	5	3.5	1.0	2.5	One w. Drifters/one w. Solaris
TRSi/TRSi Records	2	3.5	2.5	3.0	
Talent	3	2.0	1.5	1.667	
Team Hoi	2	2.0	1.5	1.75	
Three Little Elks	5	4.0	1.0	2.3	
Tulou	5	3.5	2.0	2.9	
Union	2	3.5	3.0	3.25	
Venture	2	2.5	2.0	2.25	
Venus Art	4	3.5	3.0	3.125	One with Mawi
Virtual Dreams	7	4.5	3.0	3.786	
Zenon	3	3.0	1.5	2.167	

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1.6 Frequently Asked Questions

Frequently Asked Questions

Q: What is the purpose of this guide?

A: To guide you through the jungle of demos, to make it easier to choose the demos you like, to prevent you from downloading bad demos. It's kind of an encyclopedia.

Q: Who edits this guide?

A: We do. I (Dreyer) is the main-editor, DareDevil is co-editor, Shayera handles the Online version. NoName programmed the Guide Generator that is used to automatically sort and set up the reviews (NoName, there's a bug in it!).

Q: Why did you do it?

A: It's a hobby. I like watching demos, but dislike when the demo is obviously made as ugly as possible. To prevent others from watching those ugly, boring demos I created this guide. Also, it's a good way for me to exercise my English abilities.

Q: Is the size of the demos the crunched or uncrunched size?

A: Normally it's the uncrunched. It's the way I receive the demos I measure from.

Q: Are you influenced by any groups or persons who bribe you to get a better rating for their demo?

A: Yes, of course, we have to finance The Guide in some way :) Even though I'm a member of .sPOOn. I do not give any better rating than the demo deserves, that goes for all other groups aswell, and for all of the editors.

Q: How often is The Guide released? Where can I find it?

A: It's released 3-4 times a year, often at a mayor party. It's available at The Demo.Guide homepage (<http://generation.www.de>) and at Aminet (Aminet:demo/mag/demoguide.lha).

Q: How do I become an editor?

A: Contact me (Dreyer) as soon as possible, or write to The Demo.Guide E-mail.

Dreyer

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1.7 Help - how to handle this guide

The Main Menu

Words from the Editor

- An introduction to the current issue of this guide.

Chart and Statistics

- A group and demo chart that shows which demos has the highest ratings, and which groups that have made the best production based on the ratings.

Other Information

- Leads to a sub-directory where you can choose from several different topics: Addresses, credits, history, greetings, technical stuff, requirements and installation, etc.

List sorted by...

- There are three buttons located to the right called "List sorted by -Name -Group -Rating". Click one of them and you'll get a list that is sorted according to the chosen priority.

Search

- Click this button to search the entire guide for a word, name, etc. When pressed a requester pops up. Write your search string in it and press enter to start the search. It may take some time. Be sure that the program LSAGS is in your path (for example in C: or in the Demo.Guide directory). LSAGS is not case sensitive.

Demo.Guide Online

- A little page with information on the online-version of this guide.

The Navigation buttons

Those are the buttons located at the top of the window (and since you're in the help menu you have already found it I guess).

Contents - Brings you to the Main Menu

Index - Shows an alphabetically sorted list of links (no review links though).

Help - Guess what! You'll enter this help text!

Retrace - Click that once to get to the previous page

Browse - There are two buttons called "Browse <" and "Browse >". Don't use any of these buttons. They'll lead you to the next page in in this guide, but since the structure is based on links rather than alphabetically sorted pages it is impossible to navigate using the Browse buttons.

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1.8 Requirements / Installation

Installation:

The Demo.Guide

Copy the Demo.Guide file to a directory (preferably its own directory)

The Demo.Guide pictures

Copy the DemoGuidePics directory to the Demo.Guide's directory (so that it becomes a sub-directory).

Make sure that there's a path to Multiview (or the viewer you use). If you do not use Multiview change the Demo.Guide's default tool to the current viewer by editing the icon information (click the icon once and choose "information" from the Workbench menu). As the screenshots are set up to using Multiview you are strongly advised to have this viewer in the Utilities-drawer of your boot partition (Sys:), if you do not have it there you won't be able to see the screenshots.

The search engine

Copy the file LSAGS to C: or The Demo.Guide directory.

Requirements:

The Demo.Guide

- AmigaGuide-viewer or similar (preferably a new version)

The Demo.Guide pictures

- GIF-datatype and JPG-datatype or -viewer

- The pictures must be in a sub-directory of The Demo.Guide directory called DemoGuidePics

(e.g. Work:Scene/Demo.Guide/DemoGuidePics/)

If they are not in that directory you won't be able to see the screenshots.

1.9 The Demo.Guide Online

The Demo.Guide is also to find on the Internet at:

<http://generation.www.de/DemoHtml/main.htm>

This site is hosted by Generation who has been so kind to make some room for us to use for The Demo.Guide. A special thanks must go to RockDaZone for his work on this project!

Shayera maintains the site and takes care of that everything works.

He and I (Dreyer) is currently working on a solution to make the picture

links work, and on longer terms to integrate the screenshots on the relevant pages.

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1.10 Credits - who did what?

Ideas, editing, statistics, menu arrangement, design, various demo ↔
 reviews,
 testing, moral support, public relations, research, management

Dreyer

-

Various demo reviews, additional testing, additional research,
 moral support

DareDevil

-

Online version maintainance

Shayera

-

Internet support

Generation

-

Special GuideTool Programming

NoName

1.11 Demos added in this issue

A list of all the demos that have been added in this issue sorted alphabetically by demo ("The" isn't used for sorting):

(Name / Group):

Aphrodisiae / Haujobb
 Automatic / Nature
 Bangkok / Embassy

Boggledop / Sanity
Code 187 / Sunshine Productions
dELTA / Embassy
Desert Dream / Kefrens
Everything Dies PPC / Venus Art
Extension / Pygmy Projects
Extra Life / Abyss
Flea / Appendix
Ghost in the Machine PPC / Venus Art
Idea / Depth
Inside / Polka Brothers
Jesus was a Demomaker / Ramses
Love / Virtual Dreams of Fairlight
Lurking Shadows / Suburban Shape
Megademo IV 2 / Artwork
Naked Ace / Cirion
Napalm / Floppy
Nebula / Dual Crew Shining
Ninja / Melon.
No Sex! / Zenon
Nostalgica / Nukleus
Panta Rhei / Talent
Phase One / Capsule
Prurient / Rebels
Pusherman / Tulou
Quite Unusual / Razor 1911
Reflexity / Sector 7
Relic / Nerve Axis
Rise / Mellow Chips of TRSi
Scraps of Beings / Mankind
Shakka Lakka / Digital
Showtime / Talent
Synergy / Sector 7
T. L. A. / The Experience
Talentaden / Talent
Terminal / The Experience
Tetsuo / Depth
Unauthorized Lands / Nah-Kolor
Visible World / Mawi & Venus Art
Water Whisper / Chryseis of Hoodlum
Your Astral Pilot / Johan Alpmar & Co

There have been quite a lot of well-known party since the last issue, not least the big Assembly, where Nerve Axis just did it again and won for the second time in a row, this time with a movie rather than a demo some might say? Also a couple of old demos has been reviewed, but it seems as if it's the new ones that are worth going for, despite the fact that they are the ones demanding the most powerful hardware. Less than a '030 and no fast-RAM is not recommended at all! Many of them actually prefers '060 and at least 4 MB of extra RAM. But you probably know that already...

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1.12 Some words from the editor

Finally it's here! The thing you've all been waiting for. At last ←
we

are able to present to you this piece of knowledge gathered from all over the almighty IT called The Scene. Yes, it's back: The Demo.Guide! ... And after these very overwhelming intro lines, let's get to the excuses. You've might noticed that it has been a while since this guide was released, but it can all be explained, and it will be. The most important reason is that both of my harddrives decided to crash within a couple of weeks. Not just one, no, they both had to go...!? :(Fortunately I was able to rescue most of my demo collection and The Guide sources, but still the world is cruel. Anyway, I now have a new harddrive (4.8 GB) and everything should work normal again (finally). That also means that I've been watching and reviewing demos quite a lot lately. If you should know any harddrive repair shops please contact me now! The other reason for the delay is that I've been on vacation in Thailand for three weeks, which I can really recommend. Nice place, but there's not a single Amiga computer overthere I guess!...

And now for some exciting pieces of information! First of all The Demo.Guide now has its own

E-mail

. That means that when you write to us

editors write to

The Demo.Guide E-mail

. Use it!

Another thing that has improved The Guide (we think anyway) is that the

Main Menu

has been changed quite a lot, looks a bit more interesting than the previous one. Many words and topics have been made bold to make The Guide easier to read. Also, a little index has been made for faster access to some links. And finally I've added LouiSe's AmigaGuide search engine! Thanks a lot to LouiSe for that one! It's quite easy to use: Press Search! in the

Main Menu

, a requester pops up. Write your

search string in the requester and press "enter". Now LSAGS (the searcher) generates a list that is shown in a new window with all occurrences of the word you've typed. Quite easy! Just be sure to have LSAGS in your path (normally in C: or in the Demo.Guide directory). Notice that it may take some time to generate the list as The Guide has grown quite a lot since the beginning!

A third thing is that we are planning to make the The Guide .HTML instead of .guide-format. This gives us more freedom to create the pages as we want to instead of being limited by the .guide-format. We think that most people now have a browser, if not they should get one! Also, we'll smack to flies with one stroke this way, as the Online-version will be the same as the download-version, that means that no conversion has to be done. But before we do this we'd like to hear you're opinion about the idea. Send us a mail to tell us what you think. And as always new ideas are welcome too.

A reader asked about more statistic in The Guide, which I can't deny is a

good idea, but unfortunately it'll take up way to much time to generate such by hand. However, if someone used an hour or two to make a tool that could generate statistics from a couple of HTML-files or a guide-file this problem would be solved. We, Dreyer and DareDevil, are no code wizards, therefore we ask any coder out there to make this tool. Contact us for more specific information. Thanks!

Well, back to the demo stuff. If you have had a look at the newly reviewed demos in this issue you'll find quite a lot of oldies, which is due to the crashes that has prevented me from getting any new demos while I didn't have anywhere to store them. But that doesn't mean that this new issue is only old demos. My brave co-writer DareDevil has been busy typing and typing, and many new demos has come through his computer. Also, he has had a chat with the Scene Time editor Kaosmaster who (on his crying knees :) asked us to do some reviews for Scene Time. And we agreed, of course. Who can reject such an offer? That mean that in the future you just might be able to see some of our reviews in that mag, and if that isn't enough Generation now and then brings a review or two (like it or not Modem!).

Another very interesting happening is the release of the first PPC-demos created by Venus Art,

Everything dies PPC
and
Ghost in the Machine

PPC

.These are the first PPC-demos ever, and even though their quality isn't outstanding it gives a superficial indication of the possibilities of such powerful processors as the PPC's.

Finally: We did it! There are now more than 300 demos in this guide! This is kind of a jubilee issue! Once again I'd like to thank the readers and to the other guys who helped me. You know who you are!

And by the way: DareDevil has changed his E-mail address, find it elsewhere in this guide! However, I invite you to use The Demo.Guide's own E-mail address for anything concerning The Guide!

Note that this is not the "real" 7th issue. This is second revision which means that a number of small bugs have been removed.

Now I just want to wish you a good weekend, happy reading and a friendly new year!

On behalf of TDG,

Dreyer

And remember: Spread the word... And the Guide!

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1.13 Info on the editors

A little info on the editor:

Dreyer

Name: Dreyer (!)
Handle: Dreyer (!!)
Age: 20
Birthday: 13th February, 1978
Hobbies: Scene, music, drawing, my aquarium (!)

Groups: .sPOOn., Blasphemy (PeeCee), SUBSCURe
Ex-groups: .sPOOn. (very briefly), now I'm member again
Task: Musician, main-editor of The Demo.Guide
Famous productions: The Demo.Guide
Biggest succes: No. 3 in the music compo at The Summer Party '96
(12 competed...)

[Click here to see me \(don't really look like me, but it is!\)](#)

Biography:

Born in Copenhagen in 1978, moved to Århus three years later, the place where I still live. I went to public school for ten years, joined the highschool 1994 (I guess) and graduated three years later. For a couple of month afterwards I was unemployed (lots of time for the Scene!), but I was low on cash, so I got a job in a printing house (I was the one doing the dirty work...). Returning from a vacation II found out that I was fired which was a good thing (TM) as my boss was a mean bastard who didn't really gave a shit about the employees, only thinking about money. Now I'm doing my national service as conchie (I hate the military), I'm working at the Danish Film Institute in Århus. Most of the time I speak with costumers who want to rent movies. I guess you can't imagine how strange requests we sometimes get there! It's an okay job though. About two month ago I got my own apartment, I can really recommend that!
Also, I'm writing for Denmark's biggest, best (and only) Amiga Magazine (both Scene stuff and other articles).

Scene story:

In 1988 or '89 I bought an A500 with some programs, games and a joystick (and of course a TV-modulator), and a couple of years later I made my first ugly tunes, I remember I used Sonix for a short period of time, but as so many others I ended up with Noisetrapper, then Startrekker (amazing - eight channels!), and finally ProTracker which I use now.

In 1995 (more or less) I joined Blasphemy, some guys I met at highschool was about to make a group, they needed a musician. Unfortunately a PeeCee group, but... I joined .sPOOn. sometimes afterwards (as double-member), but they died shortly after. In late 1997 .sPOOn. was reborn and I'm a member there once again. Also I'm a member of SUBSCURe who concentrates on making 3D-animations.

In 1996 I bought an A1230 with some extra RAM and a HD, which was the ideal computer for the Scene which had gone AGA a long time ago.

The Demo.Guide:

Early 1997 (as far as I remember) The Demo.Guide was born. I started reviewing the demos found on my HD, then trying to get hold of as many other demos as possible. NoName/Sector 7^Haujobb was at the same time about to make a

demo CD

, and as he liked The Guide he wanted to include it on the CD. I travelled to Germany to visit him (back then he was a complete stranger) and there I got a lot of demos! I haven't made my way through them yet, far from I'm afraid. But I'm working on it...

Dreyer

DareDevil

Name: Gaetano Campagna
Handle: DareDevil
Age: 26
Birthday: 13th May, 1972 (luckily it was a Saturday!)

Group: Amiga Group Italy
Task: Co-editor of The Demo.Guide
Famous productions: The Demo.Guide (from issue 5)

Biography:

Born in Bari, Italy, in 1972, I never moved from here. I went to public school for thirteen year, and I take a diploma as Industrial Technician in Computer Science. This mean that I should be a programmer :). I worked as technician at a cash registers retailer, but I no longer has this job. I might start working in a computershop.

[Click here to see the Devil himself!](#)

Scene story:

In 1986 I had my first computer, a Commodore 64, on which I started to collecting some strange and wonderful programs completely useless, full of colour effects on border, with a scrolltext full of crap, bouncing sprites and in most cases cool musics ripped from various games and made by peoples like Rob Hubbard, Martin Galway, Maniacs of Noise, Chris Huelsback, Ben Daglish, Fred and Matt Gray and so on.

Some of you do remember "Hubbard the barbar", "Thrust concert" or "Can't be"? Ah, good old times! In 1991 I sold my C64 (and all my demo-collection, :~~~(sigh!) to buy an A500 on which... I started to collect the same useless programs, but with fantastic musics and incredible effects (it was 1991 and I came from C64!!!) on which I amuse myself in ripping musics. I'm speaking of things like Vision Megademo, The Bass Megademo 2, Quadlite Demo and many others, most of than I've scratched from my disks when a friend gave me "WOOOW" and especially "Cube-o-matic" by Spreadpoint. That was a revelation for me about what is a REAL demo!

In 1994 I bought my A1200 and harddisk (20MB!) and I started a new collection with AGA demos. Later my
equipment
has been upgraded
drastically.

Gaetano "DareDevil" Campagna

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1.14 Greetings

Greetings and thanks goes to (in no particular order):

- * Cytron/Depth - helped me with some error correction in the first issue!
- * SubScure - Gave me a demo (Tak!)
- * Flemming - For uploading to Aminet (Aminet:demo/mag/demoguide.lha and Aminet:demo/mag/demoguidepicsx.lha where x is a number)
- * Andrea Bovo/Amiga Group Italy (Terni) - For suggestions and continued support, and for a demo!
- * BUsebo/Venus Art - For positive respons and information!
- * NoName/Sector 7^Haujobb - For (very) positive response! Thanks for the generator!
- * Rolex/Massive^Apathy - For some information
- * Dire/Eremation - Your guide is nice (too :)), I've peeked a little in it! (for everyone else have a look at Dire's "The Scene Guide")
- * Various diskmag's staffs - For interesting background information on demos!
- * All Haujobb'ers and Sector 7-members who like the guide :-)
- * RockDaZone/Artwork - For positive letters! Thanks for bringing The Guide online and for reviews!
- * Owl/Haujobb - You are probably the fastest demo collector I've ever met!
- * Majkel/Venture - For lots of info and in general positive response!
- * Kure4Kancer/RNO - For missing party results!
- * Bluey - Good luck with your project!
- * Shayera/.sPOOn. - TDG Online master! Thanks!
- * Magic/Nah-Kolor - For respons!
- * DareDevil - Welcome to the team!
- * Bartman/Abyss - For respons and correction!
- * Gandy and his friend/Nerve Axis - Met me at The Party 7 (!)
- * Riis/Ambrosia - Ditto
- * IjS - For a lot of stuff
- * Lars Jensen - I'd like to see your classic demo collection!
- * Wizard - For some info
- * Those I met at Symposium '98
- * Michael Pedersen - for harddisk and backup support when my own ones died
- * Tango/Nerve Axis - For positive response
- * Roger E. Nedel - For the little useful utility "Badlinks"
- * Louise - For the search engine
- * Ralph Seichter - For AGIX. the Index generator
- * KaosMaster/Darkage - For very positive response
- * Stingray/Darkside - For positive response, information and fixes
- * Martin Jeppesen - For positive response
- * Karl Gray - For positive response
- * Sami Vanhatalo - For information
- * Gonçalo F.M. - For response
- * Thomas Richter - For "AGuideCheck"
- * Zito - thanks for your postcard, but sorry: I'm no swapper!
- * Scout/C-lous - For positive respons and information
- * To those I forgot - if any (sorry :()
- * All the creative Amigans out there - You made this guide possible!
Thanks! Contact
me

soon!

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1.15 How to help us

You can contribute in many ways: Sending demos, reviews of demos ←
and a copy
of the demo, error reports, your opinion about the guide, the comments
and/or the ratings, etc. Feel free to spread this guide as much as you
like! If you have any suggestions for changes please
contact us!
We could use some helping hands, eyes and ears (we're a couple of ←
years
behind schedule...), so please send some test reviews of some demos, and
you might be the next top editor :)!
Also, if you have information that we haven't (often marked with a ?) about
release place and year and placing, who made it, etc., then tell us!
"Inside information" is very welcome too (good gossip everone likes!)

How to send us demos: 1) By
snail-mail

2) By

E-mail:

Attach the file(s) to an E-mail. The
max. filesize must not exceed more than 710 KB!
Use LHA, LZX or ZIP.

3) Tell

us

where on The Net I can find the demo,
still the filesize must be under 710 KB!

4) Visit

us

! Bring your complete demo collection
right to my door!

Now some guidelines for you who want to start reviewing demos:

- 1) You have to have seen the demo yourself! I want your opinion from you, and others' opinion from themselves! Not the other way around :-)!
 - 2) Don't judge a demo by the name of the demo or by the group who made it! An unknown group can also be able to make a great production!
 - 3) Don't judge the demo on one or two categories only, there's a lot to think about: The code, graphic, music, design, timing, length, variation etc. Consider the entertainment value.
 - 4) Is the machine that is running the demo a wild animal or is it just an "ordinary" Amiga? Of course the routines look fastest on the fast machines, please consider this when rating (especially concerning the code).
 - 5) Don't be blinded by the good effects, graphic or music. Rate the demo as an overall of the demo. Are you entertained?
 - 6) Be neutral.
-

Note: Do NOT edit this guide yourself! Contact
me
to become editor.

Addresses & E-mail

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1.16 General information on topics

The editor that reviews a demo is the one that rates it. If other ←
editors
disagree with the rating (s)he can either discuss it with the first editor,
or (s)he can put up a veto-box with his/hers opinion in it.
The main-editor is the supreme judge and therefore able to change any
rating as he pleases :-)

All reviews that has no signature as the last line is written by

main-editor Dreyer
, while all reviews that have a signature is written by
that person, of course. Typically that is
co-editor DareDevil
.

We don't want to hurt or offend anyone, so don't take it personally if we
say that your demo sucks - that's just the way it is :-). We guess that
most of the demo makers out there agree that they can actually get better.
It has nothing to do with the crew behind the demo.
Also, we don't dislike Polish people - only their crazy demos...

Now for the explanation of the topics in the reviews:

Name: The name of the demo!

Group: The name(s) of the group(s) that created the demo!

Year: The year the demo was released

Event: At which event or happening was the demo released

Placing: If the demo took part in a compo, which placing did it get

Size: The demo's size (approximately) measured in megabytes.

Requirements: What you need to run the demo!

Recommended: What equipment is recommended to make the demo run well.

Note: Special remarks that doesn't fit the three above mentioned
categories.

Code: The coder(s) who have coded the demo!

Graphic: The graphician(s) who've drawn the graphic for the demo!

Music: The musician(s) who've composed the music for the demo! (etc.)...

Objects: The 3D-modellers creating the 3D-objects and 3D-scenes

Design: The people who've designed the demo (usually this is the coder(s))

and the graphician(s), and unfortunately they often think that they are the best at the job, and therefore suppress other suggestions than their own...).

A few other categories can be found, they are rarely used and are (also) self-explaining.

Rating: The demos rating!

The ratings go like this:

*----- A lousy production! Avoid!

**----- Might contain some positive things, but sucks pretty much anyway!

***---- An average production, contains both good and bad. Normally worth watching once, in some cases even worth saving.

****-- A good demo, normally everything in the demo works together.

*****- A very good demo! Everything is cool!

***** An exceptional demo. This rating will probably never be used!

* = One point

+ = Half a point

- = Just there to make it easier to count the points

Be aware that a demo that scores a low rating actually can be good! An example is Depth's

Vi Elsker Darkhawk

! The code and design

suck, but still it's great!

+: Good things about the demo!

-: Bad things about the demo!

Comment: Comments and description of the demo.

Conclusion: Conclusion... If you don't want to read the rest to find out if a demo is worth watching read this!

Inside information: Rumors, facts and the like about the demo and/or the crew behind it.

Note: Thing you should be aware of

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1.17 Machines used for testing

Following machinery is used for testing the demos:

Dreyer:

A1230/40MHz/40MHz '882 fpu, 10 MB RAM, HD, Philips 8833-II monitor

DareDevil:

A1200/Blizzard603e+/040/25MHz/PPC603p/200MHz, 34 MB RAM, HD

Guest editors:

Other equipment...

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1.18 Demos in future issues

There are so many...

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1.19 Contact us

The Demo.Guide now has its own e-mail address:

demoguide@hotmail.com

All mails concerning The Demo.Guide (including fan mail :) should be send to that address! Please indicate if it's to all editors or to a certain editor. Personal mails should be mailed to one of the e-mails below, or addresses, but we do prefer e-mails (and nice postcards)!

Main editor

Note: New address (again):

Dreyer
Langenæs allé 56 3. m.
8000 Århus C
Denmark

E-mail:

dr_dreyer@hotmail.com - (Remember the "_" (under score)!

or

dreyer@blasphemy.dk

Co-editor

DareDevil
Gaetano Campagna
Largo Mons. Curi, 15
70121 Bari - Italy

New E-Mail:
ddevil@freemail.it

Go to our biographies

Return to MAIN MENU

1.20 History of The Demo.Guide

Issue # 1 - Created in a period of a couple of month, released May 01 on "Aminet:demo/mags/", where you can find all new issues of TDG.
No. of demos: 61, overall demo rating: 2.54

Issue # 2 - Bugs removed, errors found and corrected.
61 demos added! The overall quality of the reviewed demos dropped a bit (-0.06 points)!
No. of demos: 122, overall demo rating: 2.48

Issue # 3 - Bugs removed (and added :)), screenshots added!
31 demos added! The overall quality of the reviewed demos gained a little (+0.04 points)!
No. of demos: 153, overall demo rating: 2.52

Issue # 4 - Bugs removed, non of them were fatal, though! New design to the Group Name-menu, redesign of other menus rejected. More screenshots added.
60 demos added! The overall quality of the reviewed demos gained 0.17!
No. of demos: 213, overall demo rating: 2.69

Issue # 5 - Released at The Party 7, including reviews from DareDevil and RockDaZone/Artwork.
36 demos added! The overall quality of the reviewed demos dropped a bit (-0.08).
No. of demos: 249, overall demo rating: 2.61

Issue # 6 - Released at Mekka/Symposium '98! Some unfortunate bugs were found. Hopefully that won't happen again!
41 demos added! The overall quality of the reviewed demos gained 0.10!
No. of demos: 290, overall demo rating: 2.71

Issue # 7 - The menus have been redesigned. The Help- and Index buttons have been made operational. Strange calculation errors removed, numbers corrected. TDG now has its own e-mail address. Shayera/.sPOOn. has taken over maintaining the Online-version (his first task was issue # 6, though)
45 demos added! The overall quality of the reviewed demos gained a bit (+0.02)!
No. of demos: 335, overall demo rating: 2.73

Return to MAIN MENU

1.21 Legal stuff / Disclaimer

This guide can be freely distributed as long as nothing in it has been altered (it's illegal to alter anything in it). You are not allowed to earn any kind of profit distributing this guide! ↵

The full The Demo.Guide or parts of it may not be published without permission from Dreyer.

Use this guide at your own risk!
The authors cannot be held responsible for any damage or loss caused directly or indirectly by this product.

Especially eye and ear damages are not covered :-)

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Return to MAIN MENU

1.22 New Demo CD!

New Demo CD

A new demo CD is going to be released, someday!
But it's not just an ordinary demo CD, have a look on the feature list:

- * Lots of NEW productions, not just old crap
- * Handsorted, only the best productions are included
- * Both demos and intros included
- * User-friendly interface, easy to use
- * Easy launch of demos, no need to worry about settings, ready to run
- * Doesn't work on PeeCees and Macs
- * The Demo.Guide is build into the interface!
- * As usual: Made for Sceners by Sceners
- * Links between productions
- * Made as compatible as possible, intended to work with SCSI-, ATAPI- and Overdrive-Controllers, etc., and both "standard" and multi-sync-monitors!

Return to MAIN MENU

1.23 The Demo.Guide - List sorted by DEMO NAME

The Demo.Guide by Dreyer

Return to MAIN MENU

List sorted by GROUP NAME

List sorted by RATING

New reviews are marked with an ">".

Note: "The" is not used for sorting
(for example 'The Gate' is under 'G').

```
#
***---
      242
      by Virtual Dreams of Fairlight
*+----
      2D
      by Remedy
*-----
      3 Seconds of Delight
      by Movement
*+----
      9
      by Spoon
****--
      9 Fingers
      by Spaceballs
A
**+----
      ASCII Junkie
      by Juice
***---
      Aerial
      by Mankind
***---
      Alien (The Demo)
      by Scoopex
*-----
      Alien Dream
      by Passion
***---
      Alpha Omega
      by Pure Metal Coders
*+----
      Anger is a Gift
      by Kiki Productions
> ****--
      Aphrodisiaie
      by Haujobb
**-----
      Ard
      by Ambrosia
****--
```

Art by Coincidence
by Spaceballs
****+-

Arte
by Sanity
*-----

Ass-Strife
by After Eights
**-----

Assault
by Capsule
**+----

Atlantica
by Nukleus
****+--

Atmosphere
by Frame 18
****--

Atome
by Skarla
**-----

Aurora (Compo version)
by Stellar
> ****--

Automatic
by Nature
B

> ****+--

Bangkok
by Embassy
**-----

Bebetotefofu?
by Depth & Efreet
***----

Big Time Sensuality
by Axis
*+-----

Bill's Confession
by Three little Elks
**-----

Birthday
by Capsule
*-----

Bliskie Spotkania III Stopnia z Disko Polo
by Art C
> **+----

Boggledop
by Sanity
*-----

Bold
by Banal Projects
**+----

Bosnisk Metall
by Gigatron
**+----

Brain-State-in-a-Box
by Cryptoburners

***---
Braincell
by Union

****--
Breathmaker
by Virtual Dreams of Fairlight

**-----
Broken Promises (v. 1.0)
by Zenon

****--
Burning Chrome
by Haujobb

C
****--
C42
by Juliet & Case

****--
CCCP
by Juliet & Case

*****-
Captured Dreams
by The Black Lotus

***---
Chronic
by Passion

***+--
Clichés
by Artificial people

****+-
Closer
by CNCD

> **-----
Code 187
by Sunshine Productions

**+---
Collage Demo
by Anadune

**-----
Come Find Yourself
by Smellon Design.

**+---
Cosmic Glide
by C-lous

****--
Crazy, Sexy, Cool
by Essence

**+---
Cream
by Absolute!

**+---
Cronos
by Retire & Supreme

**+---
Cryogenia
by Logic Probe

****+-
Cyberlogik

by Alcatraz & TRSI & TRSI Records

D
****--
Darkside
by The Black Lotus
***---
Death Greedy
by Arsenic
***---
Deep
by CNCN & Parallax
*+----
Deep
by Destruction
***---
Deep - The Psilocybin Mix
by CNCN & Parallax
> ****--
dELTA
by Embassy
*-----
Demo Stop
by Loonies & Livitas
***+--
Depthcharge
by Corrosion
> ****--
Desert Dream
by Kefrens
****--
Deus ex Machina
by Limited Edition
****+-
Dim
by Mellow Chips
**+---
Dirt
by Mystic
****+-
Divine
by Mellow Chips
*+----
Do You Believe in what you see?
by Infect!
*+----
Domination
by Contraz
****+-
Dose
by Mellow Chips of TRSi
***---
Dream With Me
by Scania
**-----
Dreamscape
by Triumph
***+--

Dreamscape Disorder
by Logic Probe
**+---

Drug Vanille Syndrome
by Darkage
**+---

Drugstore
by Abyss
*+----

Duel
by Genocide
**-----

Dyspepsia
by Analogy

E
****--

Electroboy Inside
by Smoke
*+----

Elements
by Logic Probe
***----

Embraced
by Floppy
***+--

Embryo
by Balance
***+--

Endolymfa
by Balance
**+---

Energy - Fraction II
by Gods
***+--

Enforcing the Law
by Powerline
***----

Episode
by Nah-Kolor
**-----

Espen Bredesen
by Dual Crew Shining
**-----

Eurochart 32 Intro
by Depth
> ***+--

Everything Dies PPC
by Venus Art
*-----

Everywhere
by Candle
**-----

Exile
by Desire
****+-

Exit Planet Dust (compo. version)
by Artwork

```
***---
    Exorcism
    by Oxyron
> ***---
    Extension
    by Pygmy Projects
> ****--
    Extra Life
    by Abyss
****--
    Extreme
    by Balance
F
***+--
    Fairytale
    by Floppy
****--
    Faktory
    by Virtual Dreams of Fairlight
****--
    Fear Factory
    by Arsenic
*+-----
    Final Condom
    by Delon Dizayn
*-----
    First Contact
    by Warp 9
**+----
    Fish
    by Sardonyx
***----
    Flavour
    by Limited Edition
> ***---
    Flea
    by Appendix
*+-----
    Flora
    by Death Row
***----
    Foundation
    by Anadune
***----
    Fraction
    by Gods
*-----
    Friendship-Tro
    by Honoo
***----
    Full Moon
    by Virtual Dreams of Fairlight
G
**+----
    Galerie
    by Stellar
***+--
```

Galerie Re-mix
by Stellar
****--

Gate, The
by Artwork
**-----

Get Tough
by Apathy (UK)
***----

Ghost in the Machine
by Venus Art
> ***----

Ghost in the Machine PPC
by Venus Art
****+-

Glow
by The Black Lotus
****+-

Goa
by The Black Lotus
**+----

Goatraince
by Loonies
****+-

Golden Rate Killer
by Intense
***----

Gom Jabbar
by Matrix
***----

Greenday
by Artwork
**+----

Groovy
by Lemon.
*+-----

Gröna Geleklumpar fra Planeten Xylop
by Ward & Moonleanders
**-----

Guarana
by Dual Crew Shining
*-----

Gudule
by Drifters & Syndrome
***----

Gyrate
by Wrath Design
H

****--

Habakuk
by Dreamline Entertainment
*+-----

Happy Christmas
by Three little Elks
***----

Hardcore
by Syndrome

```
**+----
    Harmony
    by Haujobb

***+---
    Hate 2
    by Fanatic

***+---
    Hazchemix
    by Amnesty

**-----
    Heartlight
    by Solaris & Syndrome

*-----
    Herten av Halland Avled
    by Keso

***-----
    High Anxiety
    by Abyss

*+-----
    Hmmm
    by Doughnut Fetish

*+-----
    Hoi Saga Part III, The
    by Team Hoi

*-----
    Huddersfield
    by Tony Hartley

**-----
    Hyper
    by Freezers

I
> ***-----
    Idea
    by Depth

***-----
    Idoru
    by Depth

**+----
    If there was no Gravity
    by Da Jormas

*+-----
    Ilex
    by Mystic

***-----
    Ilyad
    by Alcatraz

**+----
    In a World of Ascii
    by Impact DK

**+----
    In the Kitchen
    by Anarchy

> *-----
    Inside
    by Polka Brothers

**+----
    Instinct
```

by C-lous
**-----
Intel Inside
by Esthetica
**-----
Into the Void
by Subspace
J
****--
Jam Jam
by Incal Posse
> ****--
Jesus was a Demomaker
by Ramses
K
*-----
Karaoke
by Depth
***-----
Ketogane
by Puzzle
**-----
Kiitos?
by Extend
***-----
Kilkenny
by IRIS
***-----
Kinematic
by Alien Projects & The Interceptors
*+-----
Koiru
by Zenon
***-----
Kolor
by C-lous
***+---
Kolor Remix
by C-lous
*-----
Koloseum
by Przyjaciele Stefana B
*-----
Kreijsi
by Candle
*-----
Kurva Anyad
by Crimson Jihad
L
***-----
Lech
by Freezers
**+-----
Lethal Dose 2
by Faculty
**-----
Life with a G-string

by C-lous
**-----
Limes Inferior
by Dinx Projects & Skid Row
*+-----
Liquidize
by Fnuque
*+-----
Little Cubi
by Drifters
***-----
Lops Kakki
by Da Jormas
> ***+---
Love
by Virtual Dreams of Fairlight
> **-----
Lurking Shadows
by Suburban Shape
M
**-----
Magical Box
by Grasshopper Design
****+---
Makaveli
by Essence
**+-----
Masque
by C-lous
****---
Massive Killing Capacity
by Ram Jam
***+---
Megademo
by Budbrain Productions
**+-----
Megademo \$B
by Gunnars Farvebio
***-----
Megademo 2
by Budbrain Productions
****---
Megademo IV
by Artwork
> ***-----
Megademo IV 2
by Artwork
*+-----
Mellow Yellow
by Factor
**-----
Mental Hangover
by Scoopex
***-----
Mind Riot
by Andromeda
****---

Mindabuse
by Limited Edition
***+--

Mindflow
by Stellar
***+--

Mindprobe
by The Black Lotus
****--

Mindtraveller
by Limited Edition
**-----

Mindwarp
by Team Hoi
*+-----

Mint - The next Generation
by The Blue Locomotive
**+-----

Misery
by The Black Lotus
**-----

Mnemonic
by Ephidrena
**+-----

Mobile - Destination Unknown
by Spaceballs
**+-----

Models Inc.
by Cydonia
**+-----

Moments
by Old Bulls
***-----

Moonwalker
by Tulou
***+--

Mortality
by Tulou
****--

Motion - Origin 2
by Bomb
*-----

Much ADO about Nothing
by Duplo
*-----

Mumin
by Three little Elks
****+-

Muscles
by Impulse
****+-

My Kingdom
by Haujobb & Scoopex
***-----

Mystic - The Demo
by Mystic (SF Division)
***-----

Mystique
by Appendix

N
> **-----

Naked Ace
by Cirion

> ****--

Napalm
by Floppy

> ***+--

Nebula
by Dual Crew Shining

*-----

Necrofthonia
by Apocalypse Team

*+-----

Nexus
by Stone

*****-

Nexus 7
by Andromeda

> **-----

Ninja
by Melon.

*-----

Nivel
by Banal Projects

> ***----

No Sex!
by Zenon

***----

No!
by Polka Brothers

> *-----

Nostalgica
by Nukleus

**-----

Not Again
by S.C.A.L.A.

*+-----

Nothing
by Redline

**+----

November Light
by Sunshine Productions

*+-----

Nude 2
by Honoo

O
***----

Odorless
by EMS Design

***+--

Origin
by Complex

P
****--

Panacea - Darkside Second Episode
by The Black Lotus

> **-----
Panta Rhei
by Talent

***-----
Papadeo
by Floppy

**+-----
Papadeo 2
by Floppy

**-----
Paradiso
by Drifters

****--
Paranoid
by Rebels

**+-----
Pardone
by Tulou

****--
Passengers
by Three little Elks

> ****--
Phase One
by Capsule

***+--
Phunky
by Craze

***-----
Picturebook
by Axis

*+-----
Pieces
by Ephidrena

***+--
Plane Zero
by Vector

***-----
Planet M.
by Melon.

*+-----
Plong
by Contraz

**+-----
Point of Sale
by Commodore

*-----
Polmos
by Przyjaciele Stefana B

**-----
Polygon Heaven
by Przyjaciele Stefana B

*-----
Poszly Konie po Betonie
by Przyjaciele Stefana B

**-----

Power
by SkyTech
***----

Prey, The
by Polka Brothers
> **+----

Prurient
by Rebels
****+-

Psychedelic
by Virtual Dreams of Fairlight
*****-

Pulse
by Nerve Axis
**-----

Puppets
by Ephidrena
**-----

Pure Motion
by LSD
> ***+---

Pusherman
by Tulou
***----

Pyt
by Subacid

Q
**+----

Q
by Newage & Subspace
***----

Que?
by The Black Lotus
**+----

Quicktro
by Capsule
> **+----

Quite Unusual
by Razor 1911

R
****--

Rabies
by Rage
****--

Rampage
by The Electronic Knights
*-----

Rantka
by Przyjaciele Stefana B (Polish division)
***----

ReAppearance (rev. 2.0)
by Core Productions
*+-----

ReRun!
by Cydonia
***+---

Real

by Complex
**-----
Real FD
by Focus Design
***+---
Real Surreal
by Impact DK
*+-----
Real Swedish Roadmovie
by Banal Projects
*+-----
Red Sector Megademo
by Red Sector Inc.
> ***-----
Reflexity
by Sector 7
**-----
Refuse
by Drifters
> ****+--
Relic
by Nerve Axis
****--
Remix
by Limited Edition
****--
Repugnance
by Powerline
> ****+--
Rise
by Mellow Chips of TRSi
***-----
Ritual
by Limited Edition
***+---
RiverHorse
by Ambrosia
*-----
Rodeo
by Banal Projects
***-----
Roots
by Sanity
****--
Roots 2
by Sanity
S
> ****+--
Scraps of Beings
by Mankind
***-----
Second World
by Syndrome
**+-----
Session
by Oops!
*+-----

Seven Sins
by Scoopex (Finnish division)
**+---

Severed (fixed version)
by Mellow Chips
*-----

Sex in a Bubblegum Factory
by Movement
****+-

Shaft 7
by Bomb
> **+---

Shakka Lakka
by Digital
****--

Showbase Shape
by C-lous
**+---

Showstopper
by Cirion
> *+-----

Showtime
by Talent
****--

Smart
by Elven 11
**+---

Smurph
by Spaceballs
*+-----

So Close
by Przyjaciele Stefana B
*-----

Software
by Monar
***---

Soprano
by Accept
*+-----

Spring
by Przyjaciele Stefana B (Dutch division)
****--

State of the Art
by Spaceballs
**+---

Strange Days
by Venture
****+-

Subzero
by Syndrome
****+-

Sumea - Factory 2
by Virtual Dreams of Fairlight
***---

Sunrise, The
by Anadune
**-----

SuperPimpero
by Spedes
*+-----

Swappers for Everyone
by Instinct
***----

Sweet
by Silicon
***+---

Switchback
by Rebels
****---

Symbolia
by Access
**+----

Syndrome
by Balance
> ***----

Synergy
by Sector 7
*-----

Szarik
by Mad Elks
T

> **+----

T. L. A.
by The Experience
> *+-----

Talentiaden
by Talent
***+---

Tear Down The Wall
by Union
***----

Technological Death
by Mad Elks
***+---

Television
by Bizzare Arts
**-----

Tenebra
by Biosynthetic Design
> ***----

Terminal
by The Experience
> ***----

Tetsuo
by Depth
****+--

Thug Life
by Essence
*****-

Tint
by The Black Lotus
**-----

Tintology Vogue
by Venture

***+--
Toltec 9
by Subspace

****--
Traffic
by Mystic (Finland)

***+--
Trailway (Assault 2)
by Capsule

**+---
Trayanda
by Dinx Projects & Skid Row

***+--
Tribe, The
by Three little Elks

**+---
Turbotronic
by Instinct

**+---
Twin Peaks
by TRSi

U
> ***+--
Unauthorized Lands
by Nah-Kolor

V
****--
Vertigo
by Abyss

*+----
Vi Elsker Darkhawk
by Depth

> ***---
Visible World
by Mawi & Venus Art

***+--
Vision
by Oxygene

****--
Voyage in Storm
by Impulse

W
**-----
Waste of Space
by Tulou

> ***---
Water Whisper
by Chryseis of Hoodlum

**+---
Wit Premium
by Freezers

***+--
World of Commodore
by Sanity

X
*-----
X-Files

```

                by TBL2
*-----
                XXX Video
                by Apathy
***+--
                Xenophobia
                by Subspace
Y
***+--
                Y'on
                by Anadune & Floppy
> *+-----
                Your Astral Pilot
                by Johan Alpmar & Co
> **+----
                Yul Brynner was a SkinHead
                by Universal Soldiers
Z
***+--
                Zif
                by Parallax

```

335 demos - Average rating: 2.73

```

Back to MAIN MENU
List sorted by GROUP NAME
List sorted by RATING

```

1.24 The Demo.Guide - List sorted by GROUP NAME

The Demo.Guide by Dreyer

```

Back to MAIN MENU
List sorted by DEMO NAME
List sorted by RATING
Note: "The" is not used for sorting
(for example 'The Black Lotus' is under 'B').

```

New reviews are marked with an ">".

```

A
Absolute! ..... **+----
    Cream
    Abyss ..... **+----
    Drugstore
> . ****--
    Extra Life
    High Anxiety
    . ****--

```

```
Vertigo
  Accept ..... ***---
Soprano
  Access ..... ****---
Symbolia
  After Eights ..... *-----
Ass-Strife
  Alcatraz ..... ***---
Ilyad
  Alcatraz & TRSI & TRSI Records ... ***+--
Cyberlogik
  Alien Projects & The Interceptors ***---
Kinematic
  Ambrosia ..... **-----
Ard
. ***+--

RiverHorse
  Amnesty ..... ***+--
Hazchemix
  Anadune ..... **+---
Collage Demo
. ***---

Foundation
. ***---

The Sunrise
  Anadune & Floppy ..... ***+--
Y'on
  Analogy ..... **-----
Dyspepsia
  Anarchy ..... **+---
In the Kitchen
  Andromeda ..... ***---
Mind Riot
. *****-

Nexus 7
  Apathy ..... *-----
XXX Video
. **-----

Get Tough
  Apocalypse Team ..... *-----
Necrofthonia
> Appendix ..... ***---
Flea
. ***---

Mystique
  Arsenic ..... ***---
Death Greedy
. ****---

Fear Factory
  Art C ..... *-----
Bliskie Spotkania III Stopnia z Disko Polo
  Artificial people ..... ***+--
Clichés
  Artwork ..... ****+--
Exit Planet Dust (compo. version)
. ***---

Greenday
```

```

Megademo IV . *****
> . *****
Megademo IV 2 . *****

The Gate
  Axis ..... ***----
Big Time Sensuality . ***----

Picturebook
B
Balance ..... **+-

Embryo . **+-

Endolymfa . *****

Extreme . **+-

Syndrome
  Banal Projects ..... *-----
Bold . *-----

Nivel . +-

Real Swedish Roadmovie . *-----

Rodeo
  Biosynthetic Design ..... **-----
Tenebra
  Bizzare Arts ..... **+-
Television
  Black Lotus, The ..... *****-
Captured Dreams . *****-

Darkside . *****+

Glow . *****+

Goa . **+-

Mindprobe . **+-

Misery . *****-

Panacea - Darkside Second Episode . ***----

Que? . *****-

Tint
  Blue Locomotive, The ..... +-
Mint - The next Generation
  Bomb ..... *****-
Motion - Origin 2 . *****+

Shaft 7
  Budbrain Productions ..... **+-
Megademo

```

```

Megademo 2 . ***----
C
C-lous ..... **+----
Cosmic Glide . **+----
Instinct . ***----
Kolor . ***+--
Kolor Remix . **-----
Life with a G-string . **+----
Masque . ****--
Showbase Shape . ****+
  CNCD ..... ****+
Closer
  CNCD & Parallax ..... ***----
Deep . ***----
Deep - The Psilocybin Mix
  Candle ..... *-----
Everywhere . *-----
Kreijsi
  Capsule ..... **-----
Assault . **-----
Birthday
> . ****--
Phase One . **+----
Quicktro . ***+--
Trailway (Assault 2)
> Chryseis of Hoodlum ..... ***----
Water Whisper
> Cirion ..... **-----
Naked Ace . **+----
Showstopper
  Commodore ..... **+----
Point of Sale
  Complex ..... ***+--
Origin . ***+--
Real
  Contraz ..... *+----
Domination . *+----
Plong
  Core Productions ..... ***----
ReAppearance (rev. 2.0)
  Corrosion ..... ***+--
Depthcharge

```

```

    Craze ..... **+-
Phunky
    Crimson Jihad ..... *-----
Kurva Anyad
    Cryptoburners ..... **+-
Brain-State-in-a-Box
    Cydonia ..... **+-
Models Inc.
                                . *+-----

ReRun!
D
Da Jormas ..... **+-
    If there was no Gravity
                                . ***-----

Lops Kakki
    Darkage ..... **+-
Drug Vanille Syndrome
    Death Row ..... *+-----
Flora
    Delon Dizayn ..... *+-----
Final Condom
    Depth ..... **-----
Eurochart 32 Intro
>                                . ***-----
Idea
                                . ***-----

Idoru
                                . *-----

Karaoke
>                                . ***-----
Tetsuo
                                . *+-----

Vi Elsker Darkhawk
    Depth & Efreet ..... **-----
Bebetotefofu?
    Desire ..... **-----
Exile
    Destruction ..... *+-----
Deep
> Digital ..... **+-
Shakka Lakka
    Dinx Projects & Skid Row ..... **-----
Limes Inferior
                                . **+-

Trayanda
    Doughnut Fetish ..... *+-----
Hmmm
    Dreamline Entertainment ..... ***-----
Habakuk
    Drifters ..... *+-----
Little Cubi
                                . **-----

Paradiso
                                . **-----

Refuse
    Drifters & Syndrome ..... *-----
Gudule

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    Dual Crew Shining ..... **-----
    Espen Bredesen
    . **-----

    Guarana
    > . ****+--
    Nebula
    Duplo ..... *-----
    Much ADO about Nothing
    E
Efreet & Depth ..... **-----
    Bebetotefofu?
    Electronic Knights, The ..... ****--
    Rampage
    Elven 11 ..... ****--
    Smart
    > Embassy ..... ****+--
    Bangkok
    > . ****--
    dELTA
    EMS Design ..... ***----
    Odorless
    Ephidrena ..... **-----
    Mnemonic
    . *+-----

    Pieces
    . **-----

    Puppets
    Essence ..... ****--
    Crazy, Sexy, Cool
    . ****+--

    Makaveli
    . ****+--

    Thug Life
    > Experience, The ..... **+----
    T. L. A.
    > . ***----
    Terminal
    Extend ..... **-----
    Kiitos?
    F
Factor ..... *+-----
    Mellow Yellow
    Faculty ..... **+----
    Lethal Dose 2
    Fanatic ..... ****+--
    Hate 2
    Floppy ..... ***----
    Embraced
    . ****+--

    Fairytale
    > . ****--
    Napalm
    . ***----

    Papadeo
    . **+----

    Papadeo 2
    Floppy & Anadune ..... ****+--

```

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Y'on
  Fnuque ..... *+----
Liquidize
  Focus Design ..... **-----
Real FD
  Frame 18 ..... ***+--
Atmosphere
  Freezers ..... **-----
Hyper
                                     . ***-----

Lech
                                     . ***+----

Wit Premium
G
Genocide ..... *+----
  Duel
  Gigatron ..... **+----
  Bosnisk Metall
  Gods ..... **+----
  Energy - Fraction II
                                     . ***-----

Fraction
  Grasshopper Design ..... **-----
Magical Box
  Gunnars Farvebio ..... **+----
Megademo $B
H
> Haujobb ..... ****--
  Aphrodisiaa
                                     . ****--

  Burning Chrome
                                     . **+----

  Harmony
  Haujobb & Scoopex ..... ****+
  My Kingdom
  Honoo ..... *-----
  Friendship-Tro
                                     . *+----

  Nude 2
I
IRIS ..... ***-----
  Kilkenny
  Impact DK ..... **+----
  In a World of Ascii
                                     . ***+--

  Real Surreal
  Impulse ..... ****+
  Muscles
                                     . ****--

  Voyage in Storm
  Incal Posse ..... ****--
  Jam Jam
  Infect! ..... *+----
  Do You Believe in what you see?
  Instinct ..... *+----
  Swappers for Everyone
                                     . **+----

```

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Turbotronic
  Intense ..... **+-
Golden Rate Killer
  Interceptors, The & Alien Projects ***-
Kinematic
J
> Johan Alpmar & Co ..... *+----
  Your Astral Pilot
  Juice ..... **+-
ASCII Junkie
  Juliet & Case ..... ****-
C42
. ****-

CCCP
K
> Kefrens ..... ****-
  Desert Dream
  Keso ..... *-----
Herten av Halland Avled
  Kiki Productions ..... *+----
Anger is a Gift
L
LSD ..... **-----
  Pure Motion
  Lemon. .... **+-
Groovy
  Limited Edition ..... ****-
Deus ex Machina
. ****-

Flavour
. ****-

Mindabuse
. ****-

Mindtraveller
. ****-

Remix
. ****-

Ritual
  Livitas & Loonies ..... *-----
Demo Stop
  Logic Probe ..... **+-
Cryogenia
. ****-

Dreamscape Disorder
. *+----

Elements
  Loonies ..... **+-
Goatraince
  Loonies & Livitas ..... *-----
Demo Stop
M
Mad Elks ..... *-----
  Szarik
. ****-

Technological Death
  Mankind ..... ****-
Aerial

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>
> Scrap of Beings . *****-
> Matrix ..... ***----
> Gom Jabbar
> Mawi & Venus Art ..... ***----
> Visible World
> Mellow Chips ..... *****-
> Dim
> Divine
> Severed (fixed version)
> Mellow Chips of TRSi ..... *****-
> Dose
> Rise
> Melon. .... **----
> Ninja
> Planet M.
> Monar ..... *-----
> Software
> Moonlanders & Ward ..... *+----
> Gröna Geleklumpar fra Planeten Xylop
> Movement ..... *-----
> 3 Seconds of Delight
> Sex in a Bubblegum Factory
> Mystic ..... **+----
> Dirt
> Ilex
> Traffic
> Mystic - The Demo
> N
Nah-Kolor ..... ***----
> Episode
> Unauthorized Lands
> Nature ..... *****-
> Automatic
> Nerve Axis ..... *****-
> Pulse
> Relic
> Newage & Subspace ..... **+----
> Q
> Nukleus ..... **+----
> Atlantica
> Nostalgica
> O
Old Bulls ..... **+----
> Moments
> Oops! ..... **+----

```

```

Session
  Oxygene ..... ****+--
Vision
  Oxyron ..... ***----
Exorcism
P
Parallax & CNCN ..... ***----
  Deep
  Parallax ..... ****+--
  Zif
  Passion ..... *-----
  Alien Dream
                                . ***----

  Chronic
> Polka Brothers ..... *-----
  Inside
                                . ***----

  No!
                                . ***----

  The Prey
  Powerline ..... ****+--
  Enforcing the Law
                                . ****+--

  Repugnance
  Przyjaciele Stefana B ..... *-----
  Koloseum
                                . *-----

  Polmos
                                . *-----

  Poszly Konie po Betonie
                                . *+-----

  Spring
                                . **-----

  Polygon Heaven
                                . *-----

  Rantka
                                . *+-----

  So Close
  Pure Metal Coders ..... ***----
  Alpha Omega
  Puzzle ..... ***----
  Ketogane
> Pygmy Projects ..... ***----
  Extension
R
Rage ..... ****+--
  Rabies
  Ram Jam ..... ****+--
  Massive Killing Capacity
> Ramses ..... ****+--
  Jesus was a Demomaker
> Razor 1911 ..... **+----
  Quite Unusual
  Rebels ..... ****+--
  Paranoid
>
                                . **+----
  Prurient

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```

. ****+--
Switchback
  Red Sector Inc. .... *+----
Red Sector Megademo
  Redline ..... *+----
Nothing
  Remedy ..... *+----
2D
  Retire & Supreme ..... **+---
Cronos
S
S.C.A.L.A. .... **-----
  Not Again
  Sanity ..... ****+-
  Arte
>
  Boggledop
. ****+--
  Roots
. ****+--
  Roots 2
. ****+--
World of Commodore
  Sardonyx ..... **+---
Fish
  Scania ..... ***----
Dream With Me
  Scoopex ..... ***----
Alien (The Demo)
. **-----
Mental Hangover
. *+----
Seven Sins
  Scoopex & Haujobb ..... ****+-
My Kingdom
> Sector 7 ..... ***----
Reflexity
>
  Synergy
  Silicon ..... ***----
Sweet
  Skarla ..... ****+--
Atome
  Skid Row & Dinx Projects ..... **-----
Limes Inferior
. **+----
Trayanda
  SkyTech ..... **-----
Power
  Smellon Design. .... **-----
Come Find Yourself
  Smoke ..... ****+--
Electroboy Inside
  Solaris & Syndrome ..... **-----
Heartlight
  Spaceballs ..... ****+--
9 Fingers
```

```

. ****--
Art by Coincidence
. **+---
Mobile - Destination Unknown
. **+---
Smurph
. ****--
State of the Art
  Spedes ..... **-----
SuperPimpero
  Spoon ..... *+-----
9
  Stellar ..... **-----
Aurora (Compo version)
. **+---
Galerie
. ****+--
Galerie Re-mix
. ****+--
Mindflow
  Stone ..... *+-----
Nexus
  Subacid ..... ***-----
Pyt
  Subspace ..... **-----
Into the Void
. ****+--
Toltec 9
. ****+--
Xenophobia
  Subspace & Newage ..... **+----
Q
> Suburban Shape ..... **-----
  Lurking Shadows
> Sunshine Productions ..... **-----
  Code 187
. **+----
November Light
  Supreme & Retire ..... **+----
Cronos
  Syndrome ..... ***-----
Hardcore
. ***-----
Second World
. ****+--
Subzero
  Syndrome & Drifters ..... *-----
Gudule
  Syndrome & Solaris ..... **-----
Heartlight
T
TBL2 ..... *-----
X-Files
  TRSi ..... **+----
Twin Peaks
  TRSI & TRSI Records & Alcatraz ... ****+--
Cyberlogik

```

```

> Talent ..... **-----
  Pantarhei
> . *+-----
  Showtime
> . *+-----
  Talentiaden
  Team Hoi ..... **-----
  Mindwarp
. *+-----
  The Hoi Saga Part III
  Three little Elks ..... *+-----
  Bill's Confession
. *+-----
  Happy Christmas
. *-----
  Mumin
. ****--
  Passengers
. ****+--
  The Tribe
  Tony Hartley ..... *-----
  Huddersfield
  Triumph ..... **-----
  Dreamscape
  Tulou ..... ***----
  Moonwalker
. ****+--
  Mortality
. **+----
  Pardone
> . ****+--
  Pusherman
. **-----
  Waste of Space
  U
Union ..... ***----
  Braincell
. ****+--
  Tear Down The Wall
> Universal Soldiers ..... **+----
  Yul Brynner was a SkinHead
  V
Vector ..... ****+--
  Plane Zero
  Venture ..... **+----
  Strange Days
. **-----
  Tintology Vogue
> Venus Art ..... ****+--
  Everything Dies PPC
. ***----
  Ghost in the Machine
> . ***----
  Ghost in the Machine PPC
> Venus Art & Mawi ..... ***----
  Visible World
  Virtual Dreams of Fairlight ..... ***----

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242
. *****
Breathaker
. *****
Faktery
. ***----
Full Moon
>
. ****+--
Love
. *****+
Psychedelic
. *****+

Sumea - Factory 2
W
Ward & Moonleanders ..... *+----
Gröna Geleklumpar fra Planeten Xylop
Warp 9 ..... *-----
First Contact
Wrath Design ..... ***----
Gyrate
Z
Zenon ..... **-----
Broken Promises (v. 1.0)
. *+----

Koira
>
. ***----
No Sex!
Æ
Æsthetica ..... **-----
Intel Inside
335 demos - Average rating: 2.73

Back to MAIN MENU
List sorted by DEMO NAME
List sorted by RATING

```

1.25 The Demo.Guide - List sorted by RATING

The Demo.Guide by Dreyer

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Back to MAIN MENU
List sorted by DEMO NAME
List sorted by GROUP NAME

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New reviews are marked with an ">".

5 - 4 (>0)

*****-

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Captured Dreams
by The Black Lotus

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*****-

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Nexus 7
by Andromeda

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*****-
      Pulse
      by Nerve Axis
*****-
      Tint
      by The Black Lotus
4.5 - 18 (>3)
*****+
      Arte
      by Sanity
*****+
      Closer
      by CNCD
*****+
      Dim
      by Mellow Chips
*****+
      Divine
      by Mellow Chips
*****+
      Dose
      by Mellow Chips of TRSi
*****+
      Exit Planet Dust (compo. version)
      by Artwork
*****+
      Glow
      by The Black Lotus
*****+
      Goa
      by The Black Lotus
*****+
      Makaveli
      by Essence
*****+
      Muscles
      by Impulse
*****+
      My Kingdom
      by Haujobb & Scoopex
*****+
      Psychedelic
      by Virtual Dreams of Fairlight
> *****+
      Relic
      by Nerve Axis
> *****+
      Rise
      by Mellow Chips of TRSi
> *****+
      Scraps of Beings
      by Mankind
*****+
      Shaft 7
      by Bomb
*****+
      Sumea - Factory 2
```

by Virtual Dreams of Fairlight

****+-
Thug Life
by Essence

4 - 44 (>8)
****--
9 Fingers
by Spaceballs

> ****--
Aphrodisiae
by Haujobb

****--
Art by Coincidence
by Spaceballs

****--
Atome
by Skarla

> ****--
Automatic
by Nature

****--
Breathtaker
by Virtual Dreams of Fairlight

****--
Burning Chrome
by Haujobb

****--
C42
by Juliet & Case

****--
CCCP
by Juliet & Case

****--
Crazy, Sexy, Cool
by Essence

****--
Darkside
by The Black Lotus

> ****--
dELTA
by Embassy

> ****--
Desert Dream
by Kefrens

****--
Deus ex Machina
by Limited Edition

****--
Electroboy Inside
by Smoke

> ****--
Extra Life
by Abyss

****--
Extreme
by Balance

****--

Faktoxy
by Virtual Dreams of Fairlight
****--

Fear Factory
by Arsenic
****--

Gate, The
by Artwork
****--

Jam Jam
by Incal Posse
> ****--

Jesus was a Demomaker
by Ramses
****--

Massive Killing Capacity
by Ram Jam
****--

Megademo IV
by Artwork
****--

Mindabuse
by Limited Edition
****--

Mindtraveller
by Limited Edition
****--

Motion - Origin 2
by Bomb
> ****--

Napalm
by Floppy
****--

Panacea - Darkside Second Episode
by The Black Lotus
****--

Paranoid
by Rebels
****--

Passengers
by Three little Elks
> ****--

Phase One
by Capsule
****--

Rabies
by Rage
****--

Rampage
by The Electronic Knights
****--

Remix
by Limited Edition
****--

Repugnance
by Powerline
****--

Roots 2
by Sanity
****--

Showbase Shape
by C-lous
****--

Smart
by Elven 11
****--

State of the Art
by Spaceballs
****--

Symbolia
by Access
****--

Traffic
by Mystic (Finland)
****--

Vertigo
by Abyss
****--

Voyage in Storm
by Impulse
3.5 - 42 (>6)
****--

Atmosphere
by Frame 18
> ****--

Bangkok
by Embassy
****--

Clichés
by Artificial people
****--

Cyberlogik
by Alcatraz & TRSI & TRSI Records
****--

Depthcharge
by Corrosion
****--

Dreamscape Disorder
by Logic Probe
****--

Embryo
by Balance
****--

Endolymfa
by Balance
****--

Enforcing the Law
by Powerline
> ****--

Everything Dies PPC
by Venus Art
****--

Fairytales
by Floppy

***+--
Galerie Re-mix
by Stellar

***+--
Golden Rate Killer
by Intense

***+--
Hate 2
by Fanatic

***+--
Hazchemix
by Amnesty

***+--
Kolor Remix
by C-lous

> ***+--
Love
by Virtual Dreams of Fairlight

***+--
Megademo
by Budbrain Productions

***+--
Mindflow
by Stellar

***+--
Mindprobe
by The Black Lotus

***+--
Mortality
by Tulou

> ***+--
Nebula
by Dual Crew Shining

***+--
Origin
by Complex

***+--
Phunky
by Craze

***+--
Plane Zero
by Vector

> ***+--
Pusherman
by Tulou

***+--
Real
by Complex

***+--
Real Surreal
by Impact DK

***+--
RiverHorse
by Ambrosia

***+--
Subzero
by Syndrome

***+--
Switchback
by Rebels

***+--
Tear Down The Wall
by Union

***+--
Television
by Bizzare Arts

***+--
Toltec 9
by Subspace

***+--
Trailway (Assault 2)
by Capsule

***+--
Tribe, The
by Three little Elks

> ***+--
Unauthorized Lands
by Nah-Kolor

***+--
Vision
by Oxygene

***+--
World of Commodore
by Sanity

***+--
Xenophobia
by Subspace

***+--
Y'on
by Anadune & Floppy

***+--
Zif
by Parallax

3 - 66 (>12)
***---
242
by Virtual Dreams of Fairlight

***---
Aerial
by Mankind

***---
Alien (The Demo)
by Scoopex

***---
Alpha Omega
by Pure Metal Coders

***---
Big Time Sensuality
by Axis

***---
Braincell
by Union

***---
Chronic

by Passion
***----

Death Greedy
by Arsenic
***----

Deep
by CNC D & Parallax
***----

Deep - The Psilocybin Mix
by CNC D & Parallax
***----

Dream With Me
by Scania
***----

Embraced
by Floppy
***----

Episode
by Nah-Kolor
***----

Exorcism
by Oxyron
> ***----

Extension
by Pygmy Projects
***----

Flavour
by Limited Edition
> ***----

Flea
by Appendix
***----

Foundation
by Anadune
***----

Fraction
by Gods
***----

Full Moon
by Virtual Dreams of Fairlight
***----

Ghost in the Machine
by Venus Art
> ***----

Ghost in the Machine PPC
by Venus Art
***----

Gom Jabbar
by Matrix
***----

Greenday
by Artwork
***----

Gyrate
by Wrath Design
***----

Habakuk

by Dreamline Entertainment
***---
Hardcore
by Syndrome
***---
High Anxiety
by Abyss
> ***---
Idea
by Depth
***---
Idoru
by Depth
***---
Ilyad
by Alcatraz
***---
Ketogane
by Puzzle
***---
Kilkenny
by IRIS
***---
Kinematic
by Alien Projects & The Interceptors
***---
Kolor
by C-lous
***---
Lech
by Freezers
***---
Lops Kakki
by Da Jormas
***---
Megademo 2
by Budbrain Productions
> ***---
Megademo IV 2
by Artwork
***---
Mind Riot
by Andromeda
***---
Moonwalker
by Tulou
***---
Mystic - The Demo
by Mystic (SF Division)
***---
Mystique
by Appendix
> ***---
No Sex!
by Zenon
***---
No!

by Polka Brothers
***----

Odorless
by EMS Design
***----

Papadeo
by Floppy
***----

Picturebook
by Axis
***----

Planet M.
by Melon.
***----

Prey, The
by Polka Brothers
***----

Pyt
by Subacid
***----

Que?
by The Black Lotus
***----

ReAppearance (rev. 2.0)
by Core Productions
> ***----

Reflexity
by Sector 7
***----

Ritual
by Limited Edition
***----

Roots
by Sanity
***----

Second World
by Syndrome
***----

Soprano
by Accept
***----

Sunrise, The
by Anadune
***----

Sweet
by Silicon
> ***----

Synergy
by Sector 7
***----

Technological Death
by Mad Elks
> ***----

Terminal
by The Experience
> ***----

Tetsuo

by Depth

> ***----

Visible World
by Mawi & Venus Art

> ***----

Water Whisper
by Chryseis of Hoodlum

2.5 - 51 (>6)

**+----

ASCII Junkie
by Juice

**+----

Atlantica
by Nukleus

> **+----

Boggledop
by Sanity

**+----

Bosnisk Metall
by Gigatron

**+----

Brain-State-in-a-Box
by Cryptoburners

**+----

Collage Demo
by Anadune

**+----

Cosmic Glide
by C-lous

**+----

Cream
by Absolute!

**+----

Cronos
by Retire & Supreme

**+----

Cryogenia
by Logic Probe

**+----

Dirt
by Mystic

**+----

Drug Vanille Syndrome
by Darkage

**+----

Drugstore
by Abyss

**+----

Energy - Fraction II
by Gods

**+----

Fish
by Sardonyx

**+----

Galerie
by Stellar

**+----

Goatraince
by Loonies
**+---

Groovy
by Lemon.
**+---

Harmony
by Haujobb
**+---

If there was no Gravity
by Da Jormas
**+---

In a World of Ascii
by Impact DK
**+---

In the Kitchen
by Anarchy
**+---

Instinct
by C-lous
**+---

Lethal Dose 2
by Faculty
**+---

Masque
by C-lous
**+---

Megademo \$B
by Gunnars Farvebio
**+---

Misery
by The Black Lotus
**+---

Mobile - Destination Unknown
by Spaceballs
**+---

Models Inc.
by Cydonia
**+---

Moments
by Old Bulls
**+---

November Light
by Sunshine Productions
**+---

Papadeo 2
by Floppy
**+---

Pardone
by Tulou
**+---

Point of Sale
by Commodore
> **+---

Prurient
by Rebels
**+---

Q
by Newage & Subspace
**+---

Quicktro
by Capsule
> **+---

Quite Unusual
by Razor 1911
**+---

Session
by Oops!
**+---

Severed (fixed version)
by Mellow Chips
> **+---

Shakka Lakka
by Digital
**+---

Showstopper
by Cirion
**+---

Smurph
by Spaceballs
**+---

Strange Days
by Venture
**+---

Syndrome
by Balance
> **+---

T. L. A.
by The Experience
**+---

Trayanda
by Dinx Projects & Skid Row
**+---

Turbotronic
by Instinct
**+---

Twin Peaks
by TRSi
**+---

Wit Premium
by Freezers
> **+---

Yul Brynner was a SkinHead
by Universal Soldiers
2 - 42 (>5)
**-----

Ard
by Ambrosia
**-----

Assault
by Capsule
**-----

Aurora (Compo version)
by Stellar

**-----
Bebetotefofu?
by Depth & Efreet

**-----
Birthday
by Capsule

**-----
Broken Promises (v. 1.0)
by Zenon

> **-----
Code 187
by Sunshine Productions

**-----
Come Find Yourself
by Smellon Design.

**-----
Dreamscape
by Triumph

**-----
Dyspepsia
by Analogy

**-----
Espen Bredesen
by Dual Crew Shining

**-----
Eurochart 32 Intro
by Depth

**-----
Exile
by Desire

**-----
Get Tough
by Apathy (UK)

**-----
Guarana
by Dual Crew Shining

**-----
Heartlight
by Solaris & Syndrome

**-----
Hyper
by Freezers

**-----
Intel Inside
by Æsthetica

**-----
Into the Void
by Subspace

**-----
Kiitos?
by Extend

**-----
Life with a G-string
by C-lous

**-----
Limes Inferior
by Dinx Projects & Skid Row

> **-----
Lurking Shadows
by Suburban Shape

**-----
Magical Box
by Grasshopper Design

**-----
Mental Hangover
by Scoopex

**-----
Mindwarp
by Team Hoi

**-----
Mnemonic
by Ephidrena

> **-----
Naked Ace
by Cirion

> **-----
Ninja
by Melon.

**-----
Not Again
by S.C.A.L.A.

> **-----
Panta Rhei
by Talent

**-----
Paradiso
by Drifters

**-----
Polygon Heaven
by Przyjaciele Stefana B

**-----
Power
by SkyTech

**-----
Puppets
by Ephidrena

**-----
Pure Motion
by LSD

**-----
Real FD
by Focus Design

**-----
Refuse
by Drifters

**-----
SuperPimperio
by Spedes

**-----
Tenebra
by Biosynthetic Design

**-----
Tintology Vogue
by Venture

**-----
Waste of Space
by Tulou
1.5 - 37 (>3)
*+-----
2D
by Remedy
*+-----
9
by Spoon
*+-----
Anger is a Gift
by Kiki Productions
*+-----
Bill's Confession
by Three little Elks
*+-----
Deep
by Destruction
*+-----
Do You Believe in what you see?
by Infect!
*+-----
Domination
by Contraz
*+-----
Duel
by Genocide
*+-----
Elements
by Logic Probe
*+-----
Final Condom
by Delon Dizayn
*+-----
Flora
by Death Row
*+-----
Gröna Geleklumpar fra Planeten Xylop
by Ward & Moonleanders
*+-----
Happy Christmas
by Three little Elks
*+-----
Hmmm
by Doughnut Fetish
*+-----
Hoi Saga Part III, The
by Team Hoi
*+-----
Ilex
by Mystic
*+-----
Koirā
by Zenon
*+-----
Liquidize

by Fnuque
*+-----
Little Cubi
by Drifters
*+-----
Mellow Yellow
by Factor
*+-----
Mint - The next Generation
by The Blue Locomotive
*+-----
Nexus
by Stone
*+-----
Nothing
by Redline
*+-----
Nude 2
by Honoo
*+-----
Pieces
by Ephidrena
*+-----
Plong
by Contraz
*+-----
ReRun!
by Cydonia
*+-----
Real Swedish Roadmovie
by Banal Projects
*+-----
Red Sector Megademo
by Red Sector Inc.
*+-----
Seven Sins
by Scoopex (Finnish division)
> *+-----
Showtime
by Talent
*+-----
So Close
by Przyjaciele Stefana B
*+-----
Spring
by Przyjaciele Stefana B (Dutch division)
*+-----
Swappers for Everyone
by Instinct
> *+-----
Talentiaden
by Talent
*+-----
Vi Elsker Darkhawk
by Depth
> *+-----
Your Astral Pilot

1 - 31 (>2)
*-----
by Johan Alpmar & Co
3 Seconds of Delight
by Movement
*-----
Alien Dream
by Passion
*-----
Ass-Strife
by After Eights
*-----
Bliskie Spotkania III Stopnia z Disko Polo
by Art C
*-----
Bold
by Banal Projects
*-----
Demo Stop
by Loonies & Livitas
*-----
Everywhere
by Candle
*-----
First Contact
by Warp 9
*-----
Friendship-Tro
by Honoo
*-----
Gudule
by Drifters & Syndrome
*-----
Herten av Halland Avled
by Keso
*-----
Huddersfield
by Tony Hartley
> *-----
Inside
by Polka Brothers
*-----
Karaoke
by Depth
*-----
Koloseum
by Przyjaciele Stefana B
*-----
Kreijsi
by Candle
*-----
Kurva Anyad
by Crimson Jihad
*-----
Much ADO about Nothing
by Duplo
*-----

```
Mumin
by Three little Elks
*-----

Necrofthonia
by Apocalypse Team
*-----

Nivel
by Banal Projects
> *-----

Nostalgica
by Nukleus
*-----

Polmos
by Przyjaciele Stefana B
*-----

Poszly Konie po Betonie
by Przyjaciele Stefana B
*-----

Rantka
by Przyjaciele Stefana B (Polish division)
*-----

Rodeo
by Banal Projects
*-----

Sex in a Bubblegum Factory
by Movement
*-----

Software
by Monar
*-----

Szarik
by Mad Elks
*-----

X-Files
by TBL2
*-----

XXX Video
by Apathy
```

335 demos - Average rating: 2.73

```
Back to MAIN MENU
List sorted by DEMO NAME
List sorted by GROUP NAME
```

1.26 2D / Remedy

Name: 2D
Group: Remedy

Year: 1993
Event: ?
Placing: ?

Size: 0.47 MB

Code: Grap, Mpire, Rage, Hosot, Ramses
Graphic: Phil'ui, Creeps, Kophien, Desert
Music: M.C. MP, Argon

Rating: *+----

+ Okay design
- Not a "real" demo, only few routines

Comment: A little production which cannot really be called a demo as there is only about one real routine in it, a pixel routine which isn't that nice. Most of the demo is made using purple colors, looks good. The start is good too, a vector man jumps and is frozen, then the title and group name appears. Also in the "demo" is a chip tune part with six small melodies that you can listen to. If you wanna continue the demo you have to press a key, this goes for the rest of the demo as well. All music are chip tunes, and if I'm not wrong it's the same tunes as in the tune part.

Conclusion: Not recommended

1.27 242 / Virtual Dreams of Fairlight

Name: 242
Group: Virtual Dreams of Fairlight

Year: 1993
Event: Assembly
Placing: 2 of 8

Size: 0.91 MB
Requirements: Needs a patch to install on HD

Code: Doctor Scull, Zany, Alien
Graphic: Jaco, Alien
Music: Papa Smurf
Design: Alien
Digitizing: Alien, Jaco, Doctor Scull

Rating: ***----

+ Different, good music, nice design
- A little monotone

Comment: This demo is different, it isn't what you would normally call a demo. Through most of the demo we follow a person walking through a party place. All of it has been digitized from a video recording, then packed. It says in the endscroller that they've made 29 MB fit on one disc!!! On the other hand it isn't exactly broadcast quality video, there are only few colors and it flicks pretty much. But it's fast! Regularly there are some texts and symbols shown in front of the video sequence, they are shown in short flashes. The music is a good piece of techno which reminds me a

little of the theme from the film "Jaws" (directed by Steven Spielberg). It is timed well to the demo. Unfortunately the show lasts a little too long to keep one's interest, despite a nice design and nice changes you are bored watching the "movie" after a while.

Conclusion: Worth watching once! No more, no less!

1.28 9 / Spoon

Name: 9
Group: Spoon

Year: 1995
Event: The Party 5
Placing: 8 of 22

Size: 0.5 MB

Code: Rip, Shayera
Graphic: Axe, Christina de la Queen
Music: Christina de la Queen

Rating: *+----

+ Nice texture-plasma
- Too long and monotome. Music and graphic are below average.

Comment: A boring demo with effects that have been seen better, including a zoomer in a small window (a little buggy) and a pretty nice morph. The "Calvin & Hobbes"-plasma is very nice, though. Both Music and graphics are below average. The routines last too long, some of them even way too long!

Conclusion: Watch it only to see the plasma routine

Inside Information: The Calvin & Hobbes-plasma routine can be used for 24 true color.

1.29 9 Fingers / Spaceballs

Name: 9 Fingers
Group: Spaceballs

Year: 1993
Event: The Party 3
Placing: 4 of 28

Size: 1.64 MB
Requirements: OCS or better, 0.5 MB chip-RAM, ditto fast-RAM, Needs a HD-fix to install on HD

Code: Lone Starr, Major Asshole, President Screw

Graphic: TMB-designs

Music: Travolta, Vinnie

By: Paul Endresen, Sverre Rekvin, Tore Blystad, Rune Svensen, Rune Winsewik

Rating: ****--

+ Different, pretty nice routines, good music

- In many ways it's just an enhanced (?) copy of
State of the Art

(but on the other hand that's a good one), no quit

Comment: Another one of Spaceballs' "music videos". Reminds me a lot of

State of the Art
, but still it's different.

The demo consists of a lot of digitized and manipulated small video sequences showing dancing people, kanji (Chinese letters) and a few "real" routines. All of it is shown in a hurry, the picture is constantly changing into new effects. Unlike

State of the Art
the dancers aren't

just shown in silhouettes, no, you can actually see the person (still using only few colors, though). One of the few "real" routines is a big cube with a small video sequence running on its sides, nice!

The techno/house music is good and fits the demo well.

Conclusion: Highly recommended!

Note: Is considered to be the follower of

State of the Art
without

officially being it.

Inside Information:

Lonestarr's last demo :(

(Source: Wizard (in The Scene Guide 3/3-'97))

1.30 Aerial / Mankind

Name: Aerial

Group: Mankind

Year: 1995

Event: GASP

Placing: 4 of 10

Size: 0.73 MB

Requirements: AGA, 2 MB chip-RAM

Code: Backlash, Redshift, Tex

Graphic: Krabob, Firehawk

Music: Krabob

Rating: ***---

- + Pretty nice design, some good routines
- Bad music, low resolution

Comment: Right from the start you'll notice the nice design. Transparent vector texts are flying around on a white background, but instead of showing the white background there's a nice raytraced Mankind-logo, which are shown when all the texts has disappeared. From here a nice change leads us to the title which is presented in front of a plasma routine. Unfortunately the resolution is so low that you can hardly read the it, and the plasma also suffers from the resolution. Another lowres routine is on: The Doom routine. Still the resolution is too low, but the nice textures and the routine's speed make a bit up for it. A nice little detail is the man that is walking around in it (I think it's a scan). This routines changes to a so called "lady blur", that is the Doom routine gets purple and pink, and gets blurred a little... Looks pretty nice, but is on a bit to long. I really noticed how totally weird the music is when the next routine came on: Some kind of plasma which flows over the screen in different patterns, constantly changing. They call it "bio-plasma"... The routine is about as strange as the music, and the music is technically lousy performed. So is the routine with its low resolution and quite buggy (but interesting) look. After some text a texture mapped spinning ball is shown behind a drawing of a man, after that the man and ball disappears and the screen is taken over by a small, slow texture mapped violin. Getting nearer to the end two transparent plasmas is shown above (or under?) each other, looks good. And finally there's some kind of zooming flame routine, doesn't look too good.

Conclusion: Could be a lot worse and a lot better...

1.31 Alien (The Demo) / Scoopex

Name: Alien (The Demo)
Group: Scoopex

Year: 1995
Event: Abduction
Placing: 2 of 4

Size: 0.54 MB
Requirements: AGA, 2 MB chip-RAM
Recommended: Accelerator-board

Code: Antibyte, Stelios/CNCD (startup-code)
Graphic: Made, Absurd
Music: Laxical, Fred

Rating: ***---

- + Pretty nice design, good graphic, some nice routines
- Vector torus

Comment: The demo starts with a blast while the screen is still dark. The

synth music starts and the names of those who've made the demo is shown. A very nice logo is shown afterwards, and after that the title with a simple vector torus flying around in front of it. Shortly after we're flying inside this torus, and even though it's smooth vector objects aren't exactly state of the art, not in 1995 either. The torus dissolves and we're on with the next routine, a little rotating box with textures on its sides. On one side there's even a little effect. Besides from the size of the cube it's quite okay. This routine is taken over by some kind of plasma, a rather strange effect where circles are moved over each other giving a special look. Hard to explain. After a picture a morph routine which morphes a skull is on, but it's not very nice, seen much better. More morph, this time a little gouraud shaded box. The shading looks a little odd, though. The music changes to a silent piece of techno, which slowly evolves to a "normal" piece of techno. Also the effect changes, a kaleidoscope appears, it matches brilliant with the music and looks brilliant (I could look on these things for hours without getting bored!). The last effect is another vector object, it somehow seems to be rather misplaced, as if the coder had a routine too much or so. While the scrolltext is on the music changes to heavy rock. This demo contains music for most people!

Conclusion: Worth having a look at.

The title picture

1.32 Alien Dream / Passion

Name: Alien Dream
Group: Passion

Year: 1994
Event: The Party 4
Placing: 19 of 22

Size: 0.26 MB

Code: Boogeyman
Graphic: Blizzart
Music: Subject

Rating: *-----

+ Nice intro picture
- Made in a hurry

Comment: Coded in just one month. And you can see that. The best effect, I guess, is a pixel tunnel, which is pretty nice, but nothing special. A very low resolution is used for most routines. The intro picture is nicely drawn (comic style), the music is typical demo music, average. And by the way: It's a dentro...

Conclusion: Needs some serious work to be done - not worth watching.

1.33 Ard / Ambrosia

Name: Ard

Group: Ambrosia

Year: 1996

Event: The Gathering

Placing: Wasn't in the demo compo, was disqualified because of an error on the disk by the organizers...

Size: 2.64 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM

Code: Syntax & Powdi

Graphic: Cain, Cyboman, Access!

Music: Cyboman

Rating: *+-----

+ Okay cube

- Blitterscreen is used during a lot of the routines. Bad graphic.

Comment: Only every second pixel is used in many of the routines, which is rather ugly. Texture-plasma, tunnel-like thing and a cube inside a cube are the main contents in this demo. Last mentioned is actually quite nice (except for the every second pixel display), it's a cube with twirling faces on the sides (some sides, anyway), which is inside another cube with unreadable names on the sides. You are inside this cube. The music is a fair piece of techno, nothing special, but not bad. The graphic is lousy (also because of the display). The cube is the reason for the *+-rating.

Conclusion: Watch the cube - forget the rest.

1.34 Assault / Capsule

Name: Assault

Group: Capsule

Year: ?

Event: ?

Placing: ?

Size: 0.77 MB

Code: Kustom, (Ludde/Encore)

Graphic: -

Music: Evelred

Animation: Ludde/Silicon

Rating: **-----

+ Some fast routines

- Blitterscreen used for showing some effects

Comment: Starts with a pretty fast voxel landscape, after that there's some very blurred gouraud shaded 3D-objects (including the three classics: A torus, a duck and a mask), this routine is okay, but lasts too long. In the background of the credits there are some stone-like spots zooming towards you. The credits themselves are shown with jelly letters that are stretched when changing into another text. Also to mention is a nice texture tunnel, unfortunately a blitterscreen display is used. The demo is timed OK to the music (or the other way around).

Conclusion: Everything in this demo have been seen better before.

1.35 Atlantica / Nukleus

Name: Atlantica
Group: Nukleus

Year: 1996
Event: Just after The Party 6 (a preview was released at The Party 6)
Placing: (Preview) 12 of 15

Size: 0.65 MB
Requirements: AGA, 2 MB chip-RAM

Code: Balder
Graphic: Brawalia
Music: Sleipner

Rating: **+---

+ Original
- Everything could have been made better (the code is not bad, though)

Comment: This demo doesn't win because of the code, music or graphic, but because of the originality. The code is fair, but could probably be better, and both music and the pictures are below the average (actually the demo/techno music is way below average). Well, let's see what it is: In the beginning we are flying through the universe, destination: Earth. The picture is constantly zooming while rotating and it looks pretty cool, the resolution is pretty low, though. When we reach the Earth we're flying to Sweden or Norway, still zooming we meet a cow and zoom into its skin! Cute. After that another original routine is on, something they call a funnel. At first it looks like an ordinary env-mapped tunnel, but then it starts twisting around so that you can see it from the sides. Fancy! The music now changes into a lousy performed flute tune, and the scenery to the sea. A gouraud fish is swimming around while the low-res background tries to keep up with it. This part isn't that great, but pretty original (not that I haven't seen a fish in a demo before, they are actually quite popular, but this one has something the others don't - I don't know what). The music changes back to the demo/techno music and there's a picture of a smiling cow. Talking about demo's pictures, it's a special style, not that nice I think, but like the fish there's something about it... Well, in front of this cow face there's a transparent circular object flying around, and after that another object where you can only see the

reflections from it, not the object itself. It all ends with a scrolltext which uses the same ugly font as the rest of the demo.

Conclusion: Watch it because of its originality!

1.36 Atome / Skarla

Name: Atome
Group: Skarla

Year: 1995
Event: Saturne Party 3
Placing: 1 of 10

Size: 1.22 MB
Requirements: AGA, 1 or 2 MB chip-RAM, 2 MB fast-RAM
Recommended: '030/50MHz

Code: Jamie
Graphic: Norm
Music: Marvin
Objects: Horus

Rating: ****--

+ Fine phongs and other good code, good graphic and music
- Simple vector scenes, no quit

Comment: The show starts with a great picture presenting an ugly guy's face looking at you. Then we move on to the first routine, a quite disappointing one too, especially when Jamie is behind it. It's a vector scene, no texture mapping, no lightsources, just a plain and vector scene that doesn't run too well either and has some minor bugs. In front of it the credits are shown. The next routine on the other hand is good, it's a big phong ball with spikes sticking out of it. It's fast and the resolution is good too. Also this fullscreen routine has some small errors in it, but still it's very good. Afterwards it's time for some Z-buffered objects, mostly square balls which fly through each other as such things do. The next effect is a really great water effect, except for its surface that doesn't look like water, but its movement and waves do. Words slowly rises from the water, then suddenly fall back down into the water causing waves to... er, wave. A picture is shown for a short time, then a new alternative phong object is on, and it doesn't seem to suffer from any small bugs. And now we are with the alternative "re-runs" a new vector scene is on, and the Z-buffer objects too, now just bigger but not so many. Another picture is shown, before a metal mask that reminds me a bit of the old Egyptian gold masks. Some kind of lightsource is used for making the surface look metallic. The resolution is good, the speed too and this effect is actually really cool! So is the next one. A phong chess piece is mirrored in a very big bend phong torus running quite smooth, and it just looks great! This is one of the routines that are really worth watching twice! Down to Earth again: The endscroller is on as the last thing. And you discover that you can't quit the demo, so a reset is necessary...

The music is a nice piece of funk. If it fits the demo is a matter of

taste, but I think it's okay.

Conclusion: Should be in your collection!

Note: The words that are mentioned now and then in the demo is the titles of demos that are released later by the same crew, but not always under the same label.

1.37 Aurora (Compo version)/ Stellar

Name: Aurora (Compo version)

Group: Stellar

Year: 1995

Event: Scenario Party '95

Placing: 1 of 3

Size: 0.56 MB

Code: Juliet, Case (or Nose?)

Graphic: Neuresten

Music: Groo

Design: (Maybe?) Dune, Zuikki, Nose, Daeron

Rating: **----

+ Good music, fast routines

- Few routines, monotone, blitterscreen display

Comment: After the group name and the title has been shown the routines start. Unfortunately they all use blitterscreen, which make especially the phongs, which there are a lot of, look grumsy. Actually there are only two routines in this demo, as mentioned the phong routine and a Descent-routine, which also uses blitterscreen. Furthermore it's "jumpy", that is it can't really decide if it should be where it is or at the line above or below, so it jumps up and down. Both this routine and the phong routine are pretty fast, but it's far from enough to save the demo: Two routines are way too little. In the end it says "a two days production", to bad that they didn't use two month...

A bright spot is the music, a piece of funk. The thing that raises this over the ordinary mods is a brilliant use of a flute, great!

Conclusion: Besides from the blitterscreen display it all seems quite good. It's a bit boring during the long run, but then there's the music...

1.38 Big Time Sensuality / Axis

Name: Big Time Sensuality

Group: Axis

Year: 1994

Event: ?

Placing: ?

Size: ?

Requirements: (For the used HD-fix) AGA, 2 MB chip-RAM, 2 or 2.5 MB fast-RAM, HD...

Code: Anthony

Graphic: Lowlife, T'vaan, Sob

Music: Hollywood, Iso

Ideas: Steroid, Frans v. N.

Rating: ***---

- + High quality pictures, good music, ideas and design
- Few routines, patch fucks up some routines if it runs on better than '020 (but this has nothing to do with the demo or rating)

Comment: It starts with some very nice hi-res pictures, traced, presenting the demo (names, etc.). All of this is wrapped into a nice design, and not only the pictures are hi-res, also the small effects in between are. Afterwards it's time for some TV, the screen is transformed into a TV-screen (even if you haven't got a tuner :)), and after a short while a effect appears on one of the channels, a voxel landscape I guess. Unfortunately this effect is trashed because of a bad (?) HD-fix. But from what I could see this is pretty nice. Next on is a very nice fullscreen plasma effect really showing of AGA's capabilities, great colors! The zoom/rotator routine that is on afterwards are also trashed because of the fix, but again I guess it's nice. After a commercial break (BBS) the intro (that's what they call it, a two disk intro!) is, for a while, changed into a mini-slideshow with three great pictures shown in a row, one by T'vaan, one by Lowlife and one by both. The most impressive part is that they are drawn in hi-res using only 16 colors, still they almost look like photos!!! Last effect is a fullscreen rotator using blitterscreen. Nice and fast.

The music is (as the title suggests) Big Time Sensuality, taken from Björk's CD "Debut" and then mod-ified. Axis liked it so much that they couldn't help using it! And it is a good tune, and then we could discuss wether it's fair to use anothers artist's work in one's own production... The tune that is played while the endscroller scrolls is pretty good too, it's rock/funk.

Conclusion: Recommended mostly because of the graphic

1.39 Bill's Confession / Three little Elks

Name: Bill's Confession

Group: Three little Elks

Year: 1996

Event: Compusphere 6

Placing: 6 of 6 (No. 4 and 5 were PeeCee demos)

Size: 0.15 MB

Requirements: AGA, 2 MB chip-RAM

Code: Tabasco, Explorer
Graphic: Ant
Music: Laz
Ideas: Bill (!?)

Rating: *+----

+ "Exciting" story, nice phong
- Only one effect (but on the other hand: More isn't "necessary")

Comment: The tale of a phong called Bill... The text is shown in front of a nice yellow phong object (2x2). A company called TBL is mentioned a lot. I wonder who that is.....

Conclusion: He he.

1.40 Birthday / Capsule

Name: Birthday
Group: Capsule

Year: 1996
Event: Capsule's birthday!
Placing: -

Size: 0.21 MB

Code: Peskanov
Graphic: Patxi, Estrayk
Music: Estrayk

Rating: **----

+ A very nice routine, catchy tune
- Only one routine (the one mentioned above)

Comment: This little intro (as they call it, but I would say it's at least a dentro) is made to celebrate Capsule's one year birthday. It only contains one routine, but that is on the other hand a very nice one. At first the only thing present is a background texture, shortly after a kube with this texture on zooms away from the background and starts spinning. Then it stops and points one of its sides towards the viewer, while it starts to get closer. And now the texture is a mirror that reflects the cube in infinity (in theory). It starts to turn around, first on only one axis, soom after on all axis still displaying infinity on its sides. Looks terrific! The tune is a very melodic and catchy chip tune, and I'm pretty sure that I've heard it in a PeeCee demo before. It's good anyway... :) The demo ends with a nice scrolltext where Capsule accuses other Spanish groups to be inactive and lazy... Happy birthday!

Conclusion: Watch it. It's short, but the routine is cool, so is the music!

1.41 Bold / Banal Projects

Name: Bold
Group: Banal Projects

Year: 1996
Event: Assembly
Placing: 10 of 11

Size: 0.69 MB

Design: Epik Forrester

Rating: *-----

+ Nothing
- Everything

Comment: Another gag-demo, a miserable one too. As the title suggests it's about The Bold and the Beautiful, the too well-known TV-series. All that happen in this "slideshow" is that the actor's faces are shown (bad scan quality) and the music from the series is played (sampled). How interesting!?

Conclusion: Crap (like the series)!

1.42 Bosnisk Metall / Gigatron

Name: Bosnisk Metall
Group: Gigatron

Year: 1995
Event: Hackerence XI
Placing: 1 of 1 (Tough victory :))

Size: 0.7 MB
Requirements: AGA, 2 MB chip-RAM

Code: Jah
Graphic: Boogeyman
Music: Uncle Ben

Rating: **+---

+ Humorous
- Low resolution

Comment: This a quite funny demo, especially because of a morph routine. It shows a scan of a face (the coder?) which is (de)formed into lots of different faces. The resolution is low in all parts of the demo, except for the funky pictures that are shown now and then. Also to mention are a "flame"/blur routine, a voxel and some rotating colors in two or three layers. The music is well timed to the rest of the demo. It is some kind of heavy metal, fits well into the demo.

Conclusion: For a good laugh watch this demo!

One of the pictures

1.43 Braincell / Union

Name: Braincell

Group: Union

Year: 1995

Event: Intel Outside II

Placing: 2 of 11

Size: 0.5 MB

Code: Hali, Amst

Graphic: Pic

Music: Root

Rating: ***---

+ Generally nice routines

- Lack of design

Comment: Starts with some nice fast texture tunnels, after that there's a "wormhole" spitting up yellow colors that are changed into blue when reaching the edge. Then three gouraud shaded boxes fly about and through each other. Then there's a texturemapped ball, a nice plasma and at last we're inside a torus with moving textures on the sides. The torus effect is great and so are most of the others, but this demo has no design at all. It's just effect after effect, which isn't that great in the long run.

The only graphic are textures (I guess, I don't remember any pictures), and they are good.

The music is an okay piece of techno.

Conclusion: Well, another average production...

1.44 Broken Promises (v. 1.0) / Zenon

Name: Broken Promises (v. 1.0)

Group: Zenon

Year: 1997

Event: Abduction

Placing: 1 of 7

Size: 4.0 MB

Requirements: 2 MB chip-RAM, 8 MB fast-RAM

Recommended: Fast '060

By: Marc, Buzzer

Rating: **----

+ Probably good on '060...
- Needs a fast '060 to run well (!)

Comment: Strange production this one, aimed only at '060 it seems, and the effects are pretty much the same throughout the demo, phongs and landscapes, a single tunnel is also shown, and a face with a "moving" surface, looks that way because of the lightsource (which you can't see). Almost all phong objects are terrible slow on a '030, but on the other hand it's not just phong objects, they're texture mapped and lightballs is often to find around them, blinding the spectators. The lightballs is also found in the 3D landscapes and the last routine, a bumpmap, are illuminated by multiple lightsources. The pictures in the demo are good, the music is a mainstream synth pop mod which is not at all timed to the show.

Conclusion: Might be fun to watch for '060 owners, not for anyone else.

1.45 Burning Chrome / Haujobb

Name: Burning Chrome
Group: Haujobb

Year: 1996
Event: South Sealand
Placing: 3 of 12

Size: 1.1 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM
Recommended: 68030/50Mhz

Code: Fastjack
Graphic: Wave, Cyclone/Illusion
Music: Mortimer/Royal

Rating: ****--

+ Nice effects
- The changes could be better

Comment: A very nice demo, indeed! At first there's a "different" phong which is rather difficult to explain, so I won't try to explain it, but it looks very nice. While the phong is shown the credits consisting of zooming transparent vector letters are shown. Then there are the usual phong torusses, blurred, env-mapped and also some other phongs (blobs), one of them is a quite nice transparent, light sourced one. In between some of the routines there are some flickerscreens with zooming texts and some pictures (that's probably design...). The second best effect in the demo is a silver colored tunnel. At first it looks just like an ordinary tunnel where you're just looking at the center wondering where it's gonna end, but suddenly the "camera" starts moving around so that you can see the tunnel's sides. It's fast and very nice, no slow routines here

(which goes for the rest of the demo as well). The tunnel is taken over by another more colorful tunnel, but suddenly it zooms a little away from the viewer and you see that it is only one side of a cube, which contains three different routines on its sides: The tunnel, a rotating face and another twisting cube also with a picture on its sides! And it's smooth! This is one of the best effects I've ever seen! I wonder if it's all animation or what? Well, the last routine is another box, this time without any fancy things on its sides, but this one is kind of wall wrapped, that is a part of the screen is bend towards (or away) from the viewer while other parts of the screen are far away (or close) to the viewer. A kind of plasma, I guess. It all ends with another flickerscreen.

Conclusion: Sure worth having a look at!

The beautiful title picture by Wave

1.46 C42 / Juliet & Case

Name: C42

Group: Juliet & Case

Year: 1995

Event: Assembly

Placing: 5 of 13

Size: 0.51 MB

Requirements: AGA, doesn't work with '060

Recommended: Fast-RAM

Note: A '030/'040 fixed version was released just after the party.

Code: Juliet, Case

Graphic: Juliet, Case

Music: Groo

Objects Juliet, Case

Design Juliet, Case

Rating: ****--

+ Fast code, nice design, original

- The music is pretty acid-like, but I guess that's a matter of taste (as always), minor complaints

Comment: This demo is different from most other demos I've seen, both concerning design and originality. The code is splendid, fast and bug-free (!), and the way that they've (Juliet and Case) combined two rather simple effects into one, adds a completely new dimension to the demo. Furthermore they haven't tried to make PeeCee-like effects, that is very CPU-hungry routines that are nearly impossible to do on a '030 and below (and above?). The design is also worth mentioning. The demo runs in a square placed in the middle of the screen, the colors are a bit dark creating a good atmosphere, and some of the transistions are nice. Also the demo runs at a great speed, the effects are not shown for long, so you don't get bored watching it, even when some of the routines are shown more than once in different variations. For example the simple tunnel effect that starts the show, or the gouraud routine afterwards presenting the

demo's title, among other things. Then the credits are shown with a breaking-wall effect: At first you see the credits on the screen, suddenly it breaks into several pieces and behind it is a new screen with more credits. This is followed by some kind of voxel routine, but the interesting part about it is the butterflies flying around above it. Very nice! I doubt it's a "real" voxel-routine, but that doesn't really matter as long as the visual is that good. Later in the demo same routine is used, but with two bees that fly through each other, and an animated bird. A flatscape is used instead of voxel when a gearwheel makes it way jumping across the endless flat land. A nice texturemapped flower that unfolds its crown is on for a short while afterwards, and is taken over by a picture that waves in different ways. An unsuccessful part of the demo must be the ball-effect, where some texture-mapped balls are moved around on half of the used square of the screen, while the other half is a sick yellow color, and the same happens later with a plasma routine. It might be design (but I hope not!) or an error?!

Worth mentioning is also a 3D-scene with gearwheels doing what gearwheels do, a trip in a cave where columns rise from the floor to the ceiling and a man hitting the "camera" causing the demo to have a blackout for a while! It all ends with the beautiful flower that folds and unfolds. The music is an acid piece of rock. Sounds as if Groo gets more and more drunk by composing this piece!

Conclusion: A necessity!

1.47 Captured Dreams / Black Lotus, The

Name: Captured Dreams

Group: The Black Lotus

Year: 1997

Event: The Gathering

Placing: 1 of 17

Size: 5.14 MB

Requirements: AGA, '020, 3.2 MB fast-RAM, 1.4 MB chip-RAM

Recommended: A VERY fast '030 (or better if it runs on better)

Code: Dig-it, Equalizer, Offa

Graphic: Danny, Rodney, Louie, Tudor

Music: Fndr, Radix

Rating: *****-

+ Lots of nice routines, Pretty nice design, excellent graphic

- Some processor hungry routines, in the end the design seems to disappear

Comment: TBL does it again! Another great production and another winner demo, and as usual the design and graphic are nice, the music good (however, some say that it's a little monotone - a matter of taste). Somehow it reminds me of their previous superhit that one TG'96

Tint

with the choice of colors and the nice design. Tint's design may be a little better, though. Well, to the demo:

A TBL logo is flashing to something that sounds like a broken sonar. It's getting more and more clear. Then a galaxy is created, and shortly after it explodes in a flash. Looks okay (but not as nice as the one in Andromeda's

Nexus 7

). A nice picture by Rodney is shown.

A nice, but a little slow tunnel routine is up next. The tunnel is bend. In front of it flies a plate with some of the credits written on it. The plate is split up into a lot of small plates which turn, so that you see the backside of them where more credits are shown. This routine runs until there are no more credits. Looks great! After that the title picture is shown. In the middle of this picture is a little circle with some colors in it, and suddenly we zoom into the circle, and keeps zooming and zooming discovering new hidden images! Excellent! But that's not all, it is changed into a 3D-tunnel with a flashing spotlight in the end. Then we zoom backwards and end up in a 3D-scene with a lot of TV-screens showing different pictures. The resolution is low, but it looks okay anyway. Of course (?) the "camera" turns towards one of the screens and the quiet techno changes to a peaceful flute tune, while the scene changes to a close-up picture of a skyscraper. An animated phong dolphin quietly passes the building and is mirrored in the big windows. The resolution is quite low and I guess the dolphin could have moved a little smoother, but it's beautiful (I wonder how they've managed to make the Dolphin fly :-))... Unlike previous TBL productions, which have always contained pixel perfect pictures, many of Captured Dreams' pictures look more like collages. Alternative and atmospheric. One of such pictures is shown, and the music changes back to techno. After the picture an animated, texturemapped dinosaur appears, may be a Tyranosaurus Rex. We slowly move around it and discover that it's a little buggy (there's a few holes in it) and a bit slow. The excellent changes from routine to routine which was in the start of the demo seems to have disappeared. They're not bad, though, just more simple. We fly away from the dinosaur and some kind of colored bumpmap appears, it's a little slow, but on the other hand there are five lightsources. An excellent (pixel perfect) picture by Danny and Louie is shown afterwards. And then we go underwater, down into the ocean. It's a beautiful place, and the flute tune is back. You see the bottom of the ocean with small hills and so on, and all over the place there are reflections from the sun that shines through the ocean's surface. Very nice indeed. Also a picture with some of the statues from Easter Island is shown with the same effect. Later we have a look in the direction of the surface, and that's one of the most realistic water effects I've ever seen! The next routine takes place above the ocean, it's a flatscape with a lightsource in the middle, and it looks OK. And then it's time for one of the most hardcore tunnel routines ever seen! A jelly, texturemapped, fast, 3D-thing with a lightsource in the end (which results in lensflares of course...). The "camera" freely moves around in the tunnel. Suddenly it sees a lightball far away and shortly after the lightball lights up the tunnel. Great! Getting nearer to the end we have a phong scene with different phong objects moving around, sometimes it's a little slow, that is when to much happens on the screen, but else it quite nice. The last effect is a traditional 3D-scene, and it's slow. What happens is that four or five butterflies flies around a temple. I guess you need to have a quite powerful processor to run this smoothly. Finally an OK picture by Rodney is shown, and then the dreams have been released...?

Conclusion: Great!

Note: In

Tint
the song sounds something like "Where is
the key that unlocks all my dreams?", it seems as if they've found the
key! Or maybe this is just a coincidence?

1.48 CCCP / Juliet & Case

Name: CCCP
Group: Juliet & Case

Year: 1994
Event: Assembly
Placing: 5 of 12

Size: 0.53 MB
Requirements: AGA, 2 MB chip-RAM

Code: Juliet, Case
Music: Groo, Defaulter

Rating: ****--

+ Fast, innovative
- A few routines are ugly

Comment: A political demo demonstrating against the communistic government in the former Soviet?! Yes, it looks that way! It all starts with a screen that flickers with red and black colors, like peeking in the memory. In the bottom there's a silhouette of a city, and above it the title and credits are shown, followed by a short poem. Sigh :). A, I guess, Russian song is played to make the atmosphere right. This sequence ends when the screen fades to black, and shortly after the demo's main part has started. And what a part! I don't remember I've seen such a fast demo. The pace is very fast, one effect after another is thrown right in your face constantly, while the quite good techno music play in the background! Tunnels, Russian symbols and slogans, zoom/rotator routines, 3D objects and plasma effects are shown fast after another, sometimes combined with brilliant transitions, are shown repeatedly in different variations. And besides from a few ugly routines it looks great! After a couple of minutes the show ends, and so did the communism!

Reminds me of

State of the Art
by Spaceballs because of its great speed
and fast changes.

Conclusion: Watch this one!

1.49 Chronic / Passion

Name: Chronic
Group: Passion

Year: 1996
Event: South Sealand
Placing: 1 of 12!

Size: 0.73 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM

Code: Boogeyman
Graphic: Prowler
Music: Slide

Rating: ***---

+ Some nice routines
- Needs some design

Comment: Another average production with mostly pretty nice routines, but lack of design. At first the credits are shown with a wallwrap in the background, and it isn't the best wallwrap I've seen but it's acceptable. It's taken over by a quite good bumpmap which tells us the demo's name, it's both fast and in a good resolution. And then the obligatory (?) phong, but unlike lots of other phongs these are pretty interesting: Flying animated mushrooms! Or is it jellyfishes? Well, no matter what they are they look very nice, the resolution is high, while the objects move smooth. Great! After that there are different kinds of tunnels and also another phong object. One tunnel is a plasma thing, which looks okay, then there's a tunnel with mountain peaks coming out of its sides (I've seen this one or one very similar to this one before, but, anyway, It's nice) and finally not just one tunnel, but two transparent on top of each other. This tunnel is pretty great! Near the end of the demo there's we are to fly around in a little spaceship in a nice 3D-scene. The ship flies through some torusses while it's viewed from different angles. The resolution is a little low, but everything (except for the background) moves smoothly around.

The last routine is a green waving 3D-grid, where the lines get brighter when they are in front of each other - the more lines the brighter it gets. Too bad it is in blitterscreen, but except for that it's terrific. There isn't much graphic in the demo, but the passion picture in the start of the show is very nice. The music is a piece of laid back techno/demo music, pretty good and it's timed okay to the rest of the demo.

Conclusion: Worth having a look at.

1.50 Clichés / Artificial People

Name: Clichés
Group: Artificial people

Year: 1996
Event: Assembly
Placing: 9 of 11

Size: 1.78 MB
Requirements: AGA, 2 MB chip-RAM, 3 MB fast-RAM
Recommended: '030

Code: Kalsu
Graphic: Thain/Sensible (raytracing), Kalsu
Music: Falcon, Kalsu
Objects: Iodine
Design: Iodine
Moral support:: Cob

Rating: ***+--

+ Nice routines
- Better transitions would have been nice

Comment: I must say that I'm a little impressed - they say that this is their first demo, but you can't really see that. All routines are nice, the graphics are pretty good while the music is average, but it fits the demo well. I would have liked if the changes from one routine into another had been better instead of just always fading, though. As the title suggests there aren't (m)any new routines in the demo, however I wouldn't called it unoriginal. Instead of traditional env-mapped torusses they use a transparent man, while the cloudy background scrolls around, instead of showing an ordinary voxel landscape they show both voxel above and under water (nice!), instead of using just one lightsource on the bumpmap they use three (this is a little slow) and instead of just showing a tunnel they show a tunnel while the greetings flies (zooms) through it... One of the best routines is a picture consisting of many small pictures (model's faces) which is rotated, zoomed and exposed to different kinds of plasma, this one is great! Finally there's a fire rotation routine, nothing particular about it. The endscroller starts and the synth music with triphop drums changes into a piano/synth piece.

Conclusion: Have a look at this - you won't regret it! Almost a ****'er.

1.51 Closer / CNCD

Name: Closer
Group: CNCD

Year: 1995
Event: The Party 5
Placing: 1 of 22

Size: 4.7 MB
Note: Needs an assign to run (eg.: Assign CNCD: "Demo-dir")

Code: Juliet, Case
Graphic: Destop, Kube
Music: Groo

Rating: *****-

- + Nice routines, pictures and music
- Lacks design, blittersscreen display

Comment: It could have been brilliant, but as it is now it's "only" good. To things do that this demo isn't better than it is: It lacks design, it's one effect after another, there are no fancy changes or the like, which is to bad with an in other ways good demo. The second thing is that it uses blittersscreen display in almost all routines, sure it makes the routines run smoothly, but also it makes them look grumy and unclear. But besides from that it's a well made production. Both the graphic and music is top class (a picture by Kube is incredible and the industrial techno module by Groo is marvelous (if you like that kind of music - I do!)). Well, to the show: At first a logo is shown with a glinsing phong thing with rubber arms flying n front of it. The music is still some atmospheric sounds, but that changes for sure when the next routine is on: A fullscreen glinsing env-mapped phong object. Then there are different kinds of plasma (also some kind of tunnel), a moving bumpmap and the before mentioned great picture. The credits are brilliant (and quite unexplainable), they have to be seen! After that a foggy, texture mapped 3D landscape appears, shortly after it disappears. All of the routines are shown for only a short period of time, which does that the demo is worth watching more than ones, you have to see the routines once again. More plasma is on afterwards, then a lot of phong balls with a pulsating background, then a bumpmapped tunnel (look pretty good despite the blittersscreen display). Another quite unexplainable effect is the next, some kind of rotator routine where a lot of squares a rotated. Watch it! Another phong object scene with pulsating background is shown as the last routine. Again the objects are env-mapped and moves pretty smooth, also when there are many.

Conclusion: Watch it!

1.52 Collage Demo / Anadune

Name: Collage Demo

Group: Anadune

Year: 1995

Event: Eastern Conference

Placing: Wasn't in the demo compo

Size: 0.86 MB

Code: Acryl, Dr. Greg

Graphic: Kazik

Music: Zeebi

Rating: **+---

- + Non of the routines are directly bad... In some ways a bit different
- ... But they aren't good either! The music and graphic are (sometimes below) average

Comment: As usual with Anadune's demos their logo is shown while preparing to take off. The group name and title are shown using pictures, average quality which goes for the rest of the pictures in the demo too (luckily

Kazik has improved much since then!). And then we have a look at a much improved Workbench: A custom WB-screen with two windows running different effects, a pink and blue plasma and a pixel-routine. The routines themselves aren't impressive in any ways, but not bad either (which goes for the rest of the demo's effects), but it's a cute idea. Afterwards the plasma routine that ran in the window is shown as fullscreen plasma, still fast, but the resolution is a bit low. Afterwards the classic vectorballs are dancing across the screen, not exactly state of the art. Another average picture showing a future city with, among other things, a wall in front it is shown, the fine thing about it is that a scrolltext is running on the wall, original! The next couple of effects have been seen better before, both before and since, but I'll mention them anyway: A line-routine that makes a simple cone, a buggy ball with a texturemap scrolling around on its surface (some times the picture disappears), another plasma that zooms from the top of the screen and is squeezed towards the middle, then getting bigger as it's getting closer to the bottom of the screen. Finally (besides from the credits and greetings-parts) a dot-effect is on showing an object that morphs into other objects. The synth/demo-music is, like the pictures, not too good, lacks especially technical qualities.

Conclusion: Not recommended

1.53 Come Find Yourself / Smellon design.

Name: Come Find Yourself
Group: Smellon Design.

Year: 1997
Event: The Gathering
Placing: 17 of 17...

Size: 0.79 MB
Requirements: AGA, 2 MB chip-RAM

Code: Celtic
Graphic: From Bottom, computerized by Celtic
Music: Walt, Orlingo, Celtic

Rating: **----

+ Funny (especially if you have seen the English TV-series Bottom)
- Nothing

Comment: This "demo" mainly consists of one part: The end scene from the TV-series Bottom! It is taken directly from Bottom and then converted to black/white. If you have never seen Bottom I would highly recommend you to do it! It's very funny! And so is this production. For you that have not yet seen it I'll explain what's going on: The two main characters are "dancing" and fighting... That's quite simple, but amusing. The music is probably also ripped from the Bottom, but I don't remember.

Conclusion: Hahahaha!

1.54 Cosmic Glide / C-lous

Name: Cosmic Glide

Group: C-lous

Year: ?

Event: ?

Placing: ?

Size: 1.56 MB

Recommended: '030/50MHz

Code: Origo

Graphic: Frame

Music: Mr. Mygg

Rating: **+---

+ Some nice routines

- Low resolution during many routines, lacks design

Comment: A little unimpressive production, one of those with one routine after another with no real design, and no real ideas. It starts with some funky letters telling us the demo's name, followed by the first routine, a nice gouraud shaded, lava colored torus. It flies around for a while, then it disappears, and for a couple of seconds nothing else happens. Next one is a cube in "disguise", as the first thing you see is just a little square on the middle of the screen with a texture zoom routine running in it, but suddenly it shows up to be a cube with this zoom routine, and rotator for that matter, on all of its sides. Nice. Next up is, besides from a lot of text, two boxes, a normal and a long one that flies through each other. They are texture mapped and one of them a bit buggy. Finally a new gouraud routine is on. Five or six small objects in different colors are zoomed to the screen, later they are zoomed back were they came from. The music is techno, one of those pieces you won't remember the minute after it stopped, but the quality is okay.

Conclusion: You could spend your time better

Inside Information: The routines were supposed to be used in a 40k intro they say...

1.55 Crazy, Sexy, Cool / Essence

Name: Crazy, Sexy, Cool

Group: Essence

Year: 1995

Event: The Party 5

Placing: 5 of 22

Size: 0.88 MB

Code: Touchstone

Graphic: Louie, Insane
Music: Virgill

Rating: ****--

+ Very nice everything (including design)!
- Short demo with too many 3D-objects in the end

Comment: Nice graphic, nice music, nice code! We get to know different kinds of shading when different shaded torusses (how original!) are shown one after another (flat shaded, gouraud shaded...). Pictures are shown between each new routine and they are excellent (some of them have competed in graphics compos)! The music is a funky funk which fits well into the demo.

A cube with different pictures on each side, a transparent cube with a picture on it and phong objects (including the duck...) are also in this demo. And that's that. It's short and the phong part is long.

Too long. Too bad, since it's very well designed, and I would like to see more different routines designed as well as the ones shown.

Conclusion: A must see!

Inside Information: Touchstone started coding this in November 1995. He convinced people that it was almost ready during that time, but the fact was that it wasn't. The day before TP5 he worked until 3:00, and still the pictures, music and design had not yet been included. When he arrived at The Party he immediately started to code. After 30 hours of coding the demo was finished, 10 minutes before deadline! (Source: ROM 6)

1.56 Cream / Absolute!

Name: Cream
Group: Absolute!

Year: 1994
Event: Hammering
Placing: 2 of 3

Size: 0.4 MB
Requirements: AGA, 2 MB chip-RAM

Code: Edge
Graphic: Rack
Music: T-Bozz

Rating: **+---

+ Some good routines, pretty nice graphic
- Some slow routines, no design

Comment: This demo was released at Absolute!'s own party, so it is a shame that it isn't better. Hopefully the Party was! It starts with a lot of text introducing the demo, including the title. This is taken over by a texturemapped 3D object that only rotates on the x-axis, but it is pretty fast. After a while the textures start to rotate. To bad that it doesn't

move on all three axis. Next effect is a zooming rotator, probably the same as on the 3D object, it's fast. The resolution is a bit low. A nice picture of a bodypainted lady is shown between this effect and the credits. When they disappear a different twirl routine is on. The different thing about it is that it's build from small blocks, so that there's a black line between every block. Unfortunately that idea isn't a success. Afterwards a slow cube with a picture on each side is shown. That's probably why the object in the beginning of the demo was only rotating on one axis, the code is simply to slow to handle two axis talking about 3D objects. It ends with a lot of greetings and texts which is rather boring, but fortunately you can quit it here. The music is a straight forward techno pop/pop thing, which could have been better, the quality is about the same as the demo's.

Conclusion: Not worth watching.

1.57 Cronos / Retire & Supreme

Name: Cronos
Group: Retire & Supreme

Year: 1995
Event: Blackbox Symposium
Placing: 4 of 4

Size: 1.35 MB
Requirements: AGA, 2 MB chip-RAM

Code: Todi
Graphic: Chaos, Hijack, Todi, Exon/Riot
Music: Diesel

Rating: **+---

+ Fast routines
- Simple routines

Comment: This dentro looks a bit older than it is. Most of the effects could be made on an A500, but that doesn't necessarily mean that they are ugly, but they are simple. For example the starfield, which is show after a very nice logo, is quite beautiful. Another nice effect that is shown later in the demo is a shaded vectorbox in front of a fast (maybe precalced) tunnel. Of more average effect there are a small pixel ball with sticks sticking out of, a pixel tunnel that changes its shape, a transparent blue ball and a "walking" box. The design is okay, the music is ditto and timed well to the demo (but is faded in the end). It's a piece of synth/techno.

I wonder why they've called it Cronos :)

Conclusion: Not a must, but it is recommended for nostalgic people.

1.58 Cryogenia / Logic Probe

Name: Cryogenia
Group: Logic Probe

Year: 1996
Event: Halloween
Placing: 2 of 8

Size: 2.17 MB
Requirements: AGA, Hard drive, 2 MB chip-RAM, 4 MB fast-RAM (for '040:
a fix is required)
Recommended: '060

Code: Joyce, Werk
Graphic: Virvulent, Diztinct, (maybe) Pulse
Music: (Maybe) Pulse, (or) Werk

Rating: **+---

- + Probably looks nice on a fast machine ('060 or the like)
- (Very) slow and few routines, crashes your system after exit

Comment: This is one of these demos made with a fast machine in mind - all the routines are slow on a '030, but they probably look great on '060. The readme-file confirms that it was actually made for '060, but runs on '020 too. I would say that it merely limps... It can't be hard to create a "fast" demo - you just need the right equipment, that's a '060, PowerPC or Pentium 166> :-). Well, enough about the (lack of) speed. At first a flying, twisting, zooming, blurred and rotating text presents the title and the group's name. The group is written with texture mapped letters, while the other texts are plain white. The demo's title is displayed (a graffiti picture) while a transparent phong glass flies in front of it. More phong, this time with ordinary texturemapping and then the slowest texturemapped 3D-scene I've ever seen. Almost as sad to watch as to see a PeeCee demo running on a '486 or a slow Pentium... The last routines (except for the scroller, which is actually also a routine) are three phong torusses with something that looks like shining fog flying above it. Pretty hard to explain and imagine, but it's pretty nice. The torusses disappear and the "fog" starts to rotate making circles on the screen. Then there's the endscroller. The text is bumpmapped and behind it is a tunnel. And guess what: It's not very smooth... Finally it crashes your system shortly after it exits...

Conclusion: Only for the owners of '060 or better. Maybe a fast '040 would be enough (if it runs on such a thing).

1.59 Cyberlogik / Alcatraz & TRSI & TRSI Records

Name: Cyberlogik
Group: Alcatraz & TRSI & TRSI Records

Year: 1995
Event: The Party 5
Placing: 7 of 22

Size: 2.26 MB

Requirements: AGA, '020 running at min. 28MHz, 2 MB chip-RAM, 4 MB fast-RAM

Code: Poseidon, Quedex

Graphic: Lazur, A-Tom, 2Sign, Bridgeclaw, GS, Viola Bros., Pigment,
Lukas A.

Music: Archangel, Nightshade

Rating: ***+--

+ Runs smooth and fast, great 3D

- Some effects are below average and/or very old, Escom is greeted (!)

Comment: The first thing you'll notice about this demo is probably the speed that the routines are shown with. All effects last for only few seconds (tops) and then changes into a new one. It looks as if it's a mix of new and old routines, some are very simple, some a little more advanced. I like the way that some 3D-animations are used, they look great: The screen is filled with the same little animated 3D-object placed in rows. A short fullscreen animation of an armored knight looks great too (?). What I also like about this demo is that all of the effects run smoothly, the coders haven't tried to make routines that are too demanding for the machine (maybe they are on old Amigas?). The graphics are good (especially a picture by Lazur that is shown both as fullscreen and in a zoom routine). The music is a noisy piece of techno which fits well into the demo, furthermore it's timed to the effects. The endtheme is a quiet piece which is played while a Star Wars scroller tells us who made this possible (except for Amiga). Excellent. Worth noticing is that Escom and Petro is greeted!

Conclusion: Watch it! Great mixture of good and old! Especially for nostalgists and speed freaks!

Inside Information:

- Cyberlogik was a very unexpected release because that Alcatraz had said that they would cut down on divisions from other countries.
- In fact there's a lot of mess with the name Alcatraz, but the main-Alcatraz is the one in Austria.
- The routines (more than 30) was written in only four weeks!
- Some music CD's containing Scene music is called Cyberlogik and is made by Alcatraz Entertainment Software.
- Bridgeclaw wasn't aware that some of his work was in the demo, Alcatraz had not even asked him of his permission! He knew when it was shown at The Party! (Source: ROM 6)

1.60 Darkside / Black Lotus, The

Name: Darkside

Group: The Black Lotus

Year: 1996

Event: Remedy

Placing: 1 of 6

Size: 1.72 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Code: Noy, Rubberduck, Offa

Graphic: Facet, Danny, Tudor

Music: Lizard

Rating: ****--

+ OK 3D-scenes, nice pictures

- Low resolution

Comment: Containing 3D-scenes, textureplasma (both a transparent 2-layer one and one with a lightsource), a water routine and a 3D-tunnel. Especially a transparent 3D-scene with animated thinking statues looks quite nice. The colors in the routines are bright (darkside?) in opposition to the nice, hand drawn pictures. Last to mention is the great music. It's not some traditional techno or demo-music, it's more like film music which is timed to the demo. Great!
A minus in the demo is that the resolution is a little low in most of the routines, and you'll need a pretty fast CPU to make it all go smoothly.

Conclusion: Worth watching.

Inside Information:

- Was delivered two hours after the deadline (but it seems as if it competed anyway).
- A two weeks production (they say!)

Some parts of this demo (especially a picture) have insulted and offended some sceners who say that it's worse than showing Nazi signs and the like! The picture represents a person called Jesus on a cross showing his middle finger...

There's so much violence in the world, I wonder why?...

(Source: Various)

Many were disappointed with this demo after they've seen other TBL productions with better code and happier style (for example

Tint

).

Rubberduck says that time caught up with the team behind the demo, and that he wanted to create a dark demo, instead of the usual happy style.

(Source: ROM 7)

The title picture

[Click here](#)

to go to Panacea - Darkside Second Episode

1.61 Death Greedy / Arsenic

Name: Death Greedy
Group: Arsenic

Year: 1996
Event: The Party 6
Placing: 7 of 15

Size: 4.25 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD
Recommended: Fast CPU

Code: Axis
Graphic: Yazoo
Music: ?

Rating: ***---

- + Some well coded routines
- Both music and graphic are below average, some routines need lots of CPU power

Comment: One of the first things you notice about this demo is the rather primitive graphic and the "dance-pop-from-the-radio"-sound that flows out from speakers (of course with a woman's voice included...). The sequence where the demo is introduced consists of simple logos and ditto backgrounds. But after the start it begins to look better (if you ignore the graphic put in here and there). A bumpmapped 3D-object that is put together from some boxes appear, it's both fast and nice, and the resolution is good. But it gets even better when this object disappears and a glass that is also bumpmapped enters the screen followed by three small bumpmapped and texture mapped objects. These three objects fly around the glass and are mirrored in it. Really good! Also the next effect is nice, a fast voxel routine running in 1x1 resolution. The catch is that it's shown in a matchbox format, and a matchbox isn't big! Well, maybe it is more the size of a small cigar-box on a 14" monitor, but anyway... Talking about boxes: A box is on as the next routine, not an ordinary box, not a magic box, but a texture mapped box where you only get to see one of its sides one at a time. The texture is a picture of a face, and suddenly the face starts to get out of the box, looks as if you take a piece of plastic and press it against your face (by the way don't! It's very dangerous! :)). It's one of the better routines of its kind, very nice! Before the next routine a Dali-like picture is shown, and actually this is not bad at all, unlike the rest of the graphic! Then there's a small 3D-scene starring a phong silver cat that sits in the middle of a room with patterns on the walls. The "camera" is pointed towards the cat all the time, no wild flights here, but that's maybe the best as the routine need a fast processor to run well! But besides from that it's fine. Also the next routine is some kind of minor 3D-scene. It is taken place on the bottom of the sea where three bumpmapped fish swim around above a voxel landscape, and like the previous routine this needs a powerful CPU. The demo ends with a horizontal scrolltext that follows the surface of picture that is below it, cute...

Conclusion: If just the rest was as good as the code is, but it isn't...

1.62 Deep / CNCD & Parallax

Name: Deep

Group: CNCD & Parallax

Year: 1995

Event: The Gathering

Placing: 1 of 12

Size: 1.56 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM

Recommended: '030/50MHz

Code: Debug, Simply, Bandog, Legend

Graphic: Destop, Kingpin

Music: Yolk, Legend

Rating: ***---

+ Some nice routines, good graphic

- Generally low resolution

Comment: The show starts with a kaleidoscope effect (a lot of colorful patterns) with cycling colors, these are always nice. A texture plasma is on as the next where the texture is some ladie's face, how original. By some reason only very few colors are used, and combined with the low resolution, which is a characteristic for many of the later effects. On the other hand it's fast, but that doesn't save it. Suddenly it is zoomed away from the screen, and you discover that it was just one side of a cube that now turns and zooms back towards the screen with a new effect, a twirling colorful tunnel. Later it stops twirling, the tunnel is still running, though, and a strange shaded box enters the screen through the wall. Except for the low resolution it looks good. A picture is shown next, a nice one too, and in front of it flies a little transparent symmetric object that causes the picture to be a bit displaced. After this routine that was different from most of the other routines as it was in a good resolution, the techno/jungle changes to a similar piece, and the effect changes to another tunnel, but this one with mountains coming out of its sides. Unfortunately it's ruined pretty much, especially because of the resolution, but also its colors and speed aren't my favorites. Next routine is a bit unexplainable, but anyway I'll try to do my best: First of all it's bumpmapped, second a zooming box that is slowly zooming towards the viewer and is exposed to this bumpmap effect (without being bumpmapped itself) causes an area around the box to be painted with the box's color, this paint gets bumpmapped. Hmm, I guess you have to see it to get the idea. And better bring the fast processor for the purpose, it's a pretty slow routine, but on the other hand the resolution is quite good. 3D objects have been seen many times before, and the one that is on next is no exception. This one is gouraud shaded or something similar and morphes into different objects. Still it's not exactly state of the art. After a picture a low-res doom routine is on, pretty fast, very colorful and it's lightly blurred too. The demo ends with this routine without having reached a higher goal, but also without being a total failure. All in all it's actually okay.

Conclusion: Recommended

Note: Destruction has also released a demo called Deep! Confusing!

[Click here](#)
to go to the remixed version of this demo

[Click here](#)
to go to Deep by Destruction

1.63 Deep - The Psilocybin Mix / CNCD & Parallax

Name: Deep - The Psilocybin Mix

Group: CNCD & Parallax

Year: Scenario

Event: 1995

Placing: 2 of 3

Size: 2.77 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM

Recommended: '030/50MHz

Code: Debug, Simply, Bandog

Graphic: Destop, Kube

Music: Yolk, Legend

Rating: ***---

+ Some nice routines, some good pictures

- Generally low resolution

Comment: As the title suggests this is a remix of the demo

Deep
, and I

must recommend you to read that review if you want to know the details for the routines in this demo. Except for the very talented Kube the team behind this production is the same, most of the routines are too, but there are some new ones that surely are worth mentioning. The first routine for example wasn't in the original demo, but anyway it's nice. It's a waving 3D field with cycling colors slowly spinning around. The next couple of routines are from the original demo (tunnel with mountains sticking out of its sides, a variation of the kaleidoscope routine, texture plasma, a colorful Doom routine and a picture with a big transparent, blue blob in front of it). Something that is not in the original is the part of models that are spread randomly throughout the demo, some times put together to bizarre "creatures", if you could say that about models. Also the pretty, fast env-mapped phong routine, and a rather slow, but beautiful party twister is newcomers. One of the last routines is one of the old, a twisting, colorful tunnel. The music is a pretty noisy piece of techno, doesn't sound too nice, but fits the show okay.

Conclusion: In some ways an improvement of the original, in some ways not

[Click here](#)
to go to the original version of Deep

1.64 Deep / Destruction

Name: Deep
Group: Destruction

Year: ?
Event: ?
Placing: ?

Size: 0.19 MB

Code: Pacman
Graphic: Pacman, Magius
Music: Pacman

Rating: *+----

+ Nice twister
- Few routines, monotone

Comment: There are about two effects in this demo: A strange, rather unexplainable one (something about two layers of graphic moving around) and a nice twister (a bar is twisted). And that's it. The music is okay, but nothing special, the graphic (intro text) is a bit ugly (some would say different...).

The twister-routine is the reason for the "+".

Conclusion: Even though it's short your time is spend better watching another demo.

Note: CNCD & Parallax have also released a demo called Deep! Confusing!

[Click here](#)
to go to CNCD & Parallax's version of Deep

1.65 Demo Stop / Loonies & Livitas

Name: Demo Stop
Group: Loonies & Livitas

Year: 1997
Event: ?
Placing: ?

Size: 0.21 MB

Code: ?

Graphic: ?

Music: ?

Rating: *-----

+ Nothing

- Danish text, no quit

Comment: This is one of the strangest productions I've seen. After a short introduction telling us which groups are responsible a picture of two heads is shown. They look like rockers. The only thing that happens is that these two ugly, primitive guys are talking nonsense. Their speech is written on the screen of course, and it is in Danish only. The weird thing is that it's just as un-understandable to me as if it was Polish or another very foreign language (and if you should have missed it I'm Danish)...

An extremely noisy hardcore module is played while they're talking, and there doesn't seem to be any end. They just keep on talking and talking... And you can't quit it!

Conclusion: For Scandinavians who need company... No, it's crap!

1.66 Deus ex Machina / Limited Edition

Name: Deus ex Machina

Group: Limited Edition

Year: 1997

Event: The Gathering

Placing: 3 of 17

Size: 2.26 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM

Code: PG

Graphic: Skize, Skutt, MRK

Music: Radix, Jazz

Design: Skize

Objects: Skize

Rating: ****--

+ Fast routines, pretty nice design, some original ideas, nice pictures

- The resolution is generally not good (but acceptable)

Comment: Yet another of LED's fast phong filled demos. This time the environment is the future: All backgrounds look technical, there's a scene with ED-209 (the evil robot from Robocop) and the techno music combined with the rest of the demo make a very futurist atmosphere. Also two good pictures by MRK help it on its way.

The demo's name is shown with shaking letters and is taken over by the colored bumpmapped credits that are shown in a small band across the

screen. A cartoonish drawing of an angry astronaut is shown, which is nice, but I think it doesn't fit too well to the rest of the demo. Then the "real" routines start: A fast voxel landscape. You're flying over it looking down at it obliquely so that you rarely see the horizon. And sometimes the "camera" even makes a 360\textdegree{} rotation. And then to the ←
phong:

It's fast, the resolution is a little low (but acceptable), but in overall nice. Behind the object (which you can't see what is) a technical background moves around. Then it's time for some kind of 3D-scene. The ED-209 robot (or one very similar to it, anyway) is walking lightened by a spotlight from above. It is of course texturemapped and we see it from about all angles as we fly around it. Nice and pretty smooth. After that there's a not completely normal tunnel (looks like a plasma tunnel). First of all it twists and wrenches, and second small phong blobs zoom towards you without being slow! More phong: The technical background is back on, the phong too, this time it morphs (even though it has some problems morphing back to it original state, but I think this is design). The next routine which takes over where the other ends is pretty original. It's a texturemapped box (wow, that sure is original!). The cool thing about it is that suddenly a red laserbeam starts cutting in it, so that the textures is marked with dark burns! And finally we have reached the last routine which is also pretty original. The technical background is still on, a new phong object is on (wow, that sure is original!). But there's also a technical foreground which is made with a lot of holes in it, so that you can still see what's happening behind it (if these holes haven't been there this routine could have been a bommer :-)). And that's not all. The light source is placed in front of the foreground, so you can see the shadows from it on the phong object! Great! And then it's over.

Conclusion: Watch it!

Inside Information:

- Deus ex Machina means a person that suddenly appears in a play and turns everything to the best possible!

1.67 Dim / Mellow Chips

Name: Dim

Group: Mellow Chips

Year: 1996

Event: Assembly

Placing: 2 of 11

Size: 3.5 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM

Recommended: At least '040 if it runs on such thing

Code: Braindead, Jogi

Graphic: Lich, Tequila, Ola

Music: Icebeat

Design: Freak, rest of Mellow Chips

Rating: *****-

- + Magnificent show!
- Needs a powerful CPU

Comment: This one was one of the top candidates to win the Assembly demo compo, in my opinion it's at least as good as the winner

Sumea
, but

then again you can't really compare those two as it is two different styles. The other one won as you can see above, probably because of its originality and its less processor hungry nature. The resolution is now and then a bit low, but the routines are smooth so that you don't really notice that. Anyway, let's get on with the review.

First of all: It's a long demo, but that doesn't mean that it becomes monotone, the Mellow Chips have succeeded in making it interesting from the start to the end. The coders are fund of colorful phong routines, small flying lightballs and blur effects here and there on most of the routines (last mentioned also partly hiding that it needs a rather fast CPU). Also the colorful backgrounds are a mark of this demo and for the Chips in general. The first thing that happens after you start the demo is that a metallic voice counts down to from five, when reaching zero the demo starts for real with a good syntheziser piece of music that through the demo changes from being real music to just some floating sounds. What happens on the screen is that a plane with long tails of bright smoke behind it takes off, the smoke actually causes the background picture to be brighter where the smoke is (must be environmental compatible plane! :-)). It shortly after shows to be a space craft as it flies towards a big brown planet. The crew's name is the next thing that is on, not just with an ordinary still-picture, also with 3D. The letters fly one by one towards you with a tail of blur behind them, when they reach the screen they disappear so that you can see the letter behind them. Nice! The credits are shown in a space scene with stars, lensflares, etc. The next routine is a blurred voxel landscape with lightballs flying around, the blur gives them a long bright tail. The sun that is partly hidden behind a hill sometimes the screen get almost completely white, a nice detail. Up next is a colorful tunnel with where a texture mapped space craft suddenly enters and makes it all a bit more interesting, and lightballs in different colors are flying through the tunnel at the same time. The next routine is especially brilliant, still it's 3D, and it's phong and it's for sure inspired by the movie Terminator 2 - Judgement Day, to be more explicit the scene where the T1000 has disguised himself as the checked floor in the asylum and then transforms into the guard. It's the same thing that happens here, except that we only get see first half of the process (only half of the body gets up before next effect), and that it isn't exactly a complete floor, but a plate that we slowly fly around. It's phong, it's morphing, it's hungry, but so cool! Afterwards a bumpmap morph routine is on. Words are slowly morphed out of a transparent plate, with the obligatory lightballs in the background, and when one word fades out the other word fades in at the same time. It's almost to much with these lightballs and the mess with the colors, but it sure is impressive. The next effect is actually quite ordinary, except for the heavy blur that has been added to it: A box is spinning around and changing its color, and the tale behind is therefore a rainbow of different colors. Also the next routine is a variation of a well-known one, the water routine where everything is seen from above and invisible objects causing the water to wave behind them. The idea is the same, but they've replaced the water with jelly! A new little 3D-scene follows afterwards, an object consisting of a floor, four columns, a reversed pyramid as roof and a big ball in the

middle that looks quite electric inside. Next effect really proves that they have been watching Terminator 2, they've made a fire effect where the bottom of the screen is on fire, the flames are rising high, and through them is the head of a metal terminator (with red eyes of course) zoomed towards you, it doesn't stop until you've looked it deep in the eyes! The demo now changes to being a bit more humoristic, as the next thing that happens is that a little animation is shown, where two men are about to shoot each other in a duel, one of them is quite normal, the other equipped with strange cartoonish stuff. And then there's a commercial brake! A total style change, and I can't really decide if it's good or bad, one thing is for sure: It doesn't fit in here (that's a little bad). The commercial itself is a picture of some junkfood with MC written on the packing, and a commercial voice saying some words... And after this commercial a picture of a dead man is shown! The next part is the greetings part, but as anything else this is different from most other demos. A rotating texture as background, a texture mapped object as middleground and the greetings as foreground. Very nice indeed. The next scene is one of my favorite scenes, a futuristic city, blurred with texture mapped buildings. We're flying around above the city looking down at the successful texture maps, enjoying the view. A traced picture with the demo's name is shown afterwards, and a short endscroller ends the demo.

Conclusion: Highly recommended, especially for people with fast processors!

Inside Information: The main coder Braindead has been accused for writing this demo in AMOS, which he partly denies. Some of the code was actually written in AMOS Pro 2.0, but all the "heavy" tasks were coded in assembler. This is the last demo from Braindead that use AMOS as base-language, the new ones use C and assembler, not because of the criticism, but because of some AMOS bugs.

1.68 Divine / Mellow Chips

Name: Divine

Group: Mellow Chips

Year: 1996

Event: Demolition II

Placing: 1 of 9 (mixed Amiga and PeeCee competition, 6 of the demos were PeeCee demos)

Size: 3.61 MB

Requirements: AGA, 2 MB chip-RAM, 8 MB fast-RAM

Code: Braindead

Graphic: Ola, Jogi

Music: Kalsu

Objects: Tequila

Rating: ****+-

+ Great 3D-scenes, nice graphics

- Needs lots of CPU power to run smoothly.

Comment: 3D-scenes are the main contents of this demo. After a short credit and title sequence (nice graphics, good film like music) the show starts for real: The letters MC are shown in a "room" with round checked walls, which is mirrored in the letters. It runs perfectly smooth, and you don't see that the resolution is a little low (I saw it, though...). In this part, and almost in the rest of the demo, the music is a fine piece of techno. After that there are some env-mapped objects, then there's a tunnel with a lightsource at the end of it, this part needs a powerful CPU! Actually, most of the routines need a powerful CPU to run smoothly, but most of them run acceptable on a 1230-40 or 50. Later there's a very nice picture by Jogi which is "twisted" and stretched, looks a (very) little like when you throw a stone in a pool of water.

Then we're visiting a planet in space shooting fireballs (3D). Another 3D-scene is on, a marble surface morphs into different shapes. Wow! And another, this time a blurred room with some kind of mirror in the middle of the floor. Cool! The coder must be fond of reflections and light, the next 3D-sequence is a "thing" with legs reflecting a sharp light when it is in the right position. A great, but slow routine which is shown a little too long.

The greetings are a water-effect that instead of rings in the water form the group names. And instead of using a watery background a fire like background is used, looks great.

The last effect is maybe the greatest of all: A 3D-object rotates above some water. When it hit the surface of the water, you can see the small waves spreading. And when it dives, the color changes, so that it actually looks as if it's under water!

The end scroller reminds me a little of the one in the film "Seven", strange design. In the background you see some screenshots from the demo.

Conclusion: A must see! An overlooked demo.

Inside Information: Braindead's first demo that doesn't use AMOS as base-language, instead it uses C and assembler.

1.69 Do You Believe in what you see? / Infect!

Name: Do You Believe in what you see?

Group: Infect!

Year: 1994

Event: World of Commodore

Placing: 1 of 1

Size: 1.55 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB RAM for the animation

Note: Executable update available

Code: Smack

Graphic: Spiv

Music: DJ MellowNoise

Animation: Andreas Maschke

Rating: *+----

- + Two nice animations
- Some ugly animations, quite boring

Comment: Infect! who is mostly known because of their fine wild demos is the team behind this production, and just like their wild demos it's made from animations rather than code. Most of the animations looks like drawings drawn by a child, but there are two good ones: A tunnel with a ball in the middle and a flight above a landscape. Both of these animations uses a small palette, would be nice to see them in full color. The demo gets quite boring, generally it isn't pretty, and most of the time either the ugly animations or BBS-adds are shown. A nice feature is that you can make some of the animations run at maximum speed by pressing F10, I think every demo should have a such button! The music is techno (of course), quite strange, but then again it fits the demo.

Conclusion: Not recommended

1.70 Domination / Contraz

Name: Domination
Group: Contraz

Year: 1996
Event: Kindergarten 6
Placing: 1 of 8

Size: 0.75 MB
Requirements: AGA, 6 MB RAM, HD, incompatible with A4000
Recommended: Fast processor

Code: Skjeggspir, Brekke, Zelow, Enex
Graphic: Nirvana, Mr. Figaro, Dran
Music: Fro-D, Pinnochio
Design: Enex, Corrupt

Rating: *+----

- + Nice (but SLOW) routines
- Needs a hell of a CPU to run at an acceptable speed, few routines

Comment: Contains some of the slowest routines I've ever seen! More precise I'm talking about a env-mapped, rotating bumpmap-like thing with a wave starting from the middle and (very) slowly moves towards the edges of the map. Only half the screen is used, on the other half of the screen is Arnie in his "Terminator 2" outfit and a text saying something like: "They must be elite! 1x1 in 8-bit planes". That might be true, but hell it's slow. Another effect is a 3D flat scene with a woman lying on it (like Arnie she's in front of the effect). Last routine is a picture that is "twisted" from the middle and out... The graphics are average, the scans below average. The music is techno... Either the machine used at the KG6 party was a monster (FAST!) or else the other demos where miserable!

Conclusion: If your eyes update just as slow as the routines in this demo

it might look nice...

1.71 Dreamscape Remix v. 1.2 / Triumph

Name: Dreamscape Remix v. 1.2

Group: Triumph

Year: 1996

Event: (The party version) The Gathering

Placing: (The party version) 2 of 11

Size: 4.28 MB

Requirements: '020

Recommended: '030/50MHz they say in the readme-file, that's not true. I'll recommend a '060 and a CV64!

Note: Supports CyberVision64 (fx 32-bit and 16 bit RGB or 8 bit grayscale), runs on ECS too

Code: Nils "Darkman" Corneliusen, Carl "Smeagol" Aaby

Graphic: Ivan Moen, Morten Johnsen, Carl "Smeagol" Aaby

Music: Kim "Quest" Berg

Rating: **----

+ CV64 support

- It's SLOW! Few routines

Comment: A strange demo this one, not because of the routines, but because of the way it's made. When you're going to start it (from CLI/Shell) you are able to give some options, for example you can choose to use CyberVision 64. Nice! But unfortunately I haven't got such a thing, therefore I had to run it using AGA in HAM-mode. The result: SLOW! So I tried to run in grayscale mode which help a lot on the speed, but it isn't the same without colors. And still it's slow.

I think this is just one big animation more or less, I wonder how they've put it together, and not least why!

At first a 3D-logo is slowly zoomed away from the viewer. After some text the first "real" routine starts, it is a raytraced, transparent sign coming from the top of the screen, and the top of a column from the lower part of the screen. The screen changes to a text again (which it does after every routine), and afterwards the next raytraced 3D object is on: A gear wheel. The last raytraced objects are about six small different objects flying around in a circle. Then it's time for the Dreamscape (tm). It's a 3D scene taking place in the desert among a lot of pyramids. It's seen from different angles while where following five futuristic airplanes are shot down by another airplane. I can't help thinking of Kefrens'

Desert Dream

, the Triumph crew neither!

The music is typical demo music, not bad.

Conclusion: For CV64 owners only I guess!

The title

1.72 Dream With Me / Scania

Name: Dream With Me
Group: Scania

Year: 1995
Event: The Party 5
Placing: 12 of 22

Size: 0.84 MB
Requirements: AGA, 2 MB chip-RAM

Animation: Simon Ekstrand
Code: PB
Additional graphics: Simon Ekstrand, Wildcat
Music: Kervin, Lex/Nova

Rating: ***---

+ Nice changes into new scenes, original, well timed music
- Simple animation (but then again it's charming)

Comment: I don't know if I should call this a demo, as it only consists of a presentation, a long animation (2036 frames) and an end scroller. The animation is made using simple lines, most of it looks like something drawn by a child. The real cool thing about this demo is the "morphing" into new scenes. Very original. Another great thing is how the last animation frame changes into an end-picture. The music in the demo is a piece of well timed techno, the end theme is a quiet, old melody.

Conclusion: Watch this one! One of the most original "demos" yet!

1.73 Drugstore / Abyss

Name: Drugstore
Group: Abyss

Year: 1995
Event: Symposium
Placing: Wasn't in the compo

Size: 1.25 MB
Requirements: OCS or better, 1/2 MB chip-RAM, ditto fast-RAM, or just 1 MB of chip-RAM.

Code: Moon
Graphic: Toxic, Jumping Pixel
Music: Neurodancer
Ideas: Toxic
Design: Moon, Toxic

Rating: **+---

+ Okay design

- Non-AGA causes of course few colors, rather simple routines

Comment: This is Abyss' last non-AGA demo (they say), and I think that a fair and wise decision they've made there. Most Amigans out there own an AGA-machine, I guess. The lack of AGA means lack of colors, and as it is able to run on the non-AGA machines, which are rather slow, the routines are mostly pretty simple compared to today's standards. But that doesn't mean that they are ugly, just simple. After a "legal" message the show starts with synth music and a rotating pixel landscape. Landscape maybe isn't the right word, the idea is the same, but the "landscape" is a small picture of an eye. Suddenly a ball drops from the top of the screen and bounces down on the eye causing it to behave like a trampoline. More pixels are coming up, this time they fly in a long string making beautiful patterns. A head interrupts and introduces some vector routines: A cube which is somehow being displaced a little, so that it sometimes looks as if it is about to be torn apart. Furthermore two grids are slowly moving in front and behind it. In the end of the effects a mosaic is shown in the cube. Another face tells us how cool pixel effects are (and how lame vector routines are...) which causes another pixel routine: A text-scroller moving in a waving circle while pushing a picture of a face. Cute idea. The next effect is a very transparent box in front of a picture. The only way you can see the box is that it displaces the pixels a little. It doesn't act like glass at all, and doesn't look as nice, either. The next effect is some kind of color zoomer in a small box. The resolution is low, the display area little and the effect isn't so very nice. After that a lot of credits are on, and afterwards the pixel routine is back making beautiful circular patterns. Another dot landscape is on, much bigger than the first one and the speed is the same. Finally there's the endscroller and in the background the color zoomer routine runs fullscreen, and with the same speed as before! The last part tends to be too long with lots of text and addresses.

The pictures that are shown between some of the routines are quite good, especially considering that it is non-AGA pictures. The first piece of music is an okay techno tune, the second a synth/techno tune, the last one a quiet synth tune with a to loud synth. Non of it is timed to the music, but fits anyway.

Conclusion: For those who haven't bought an AGAmiga yet.

Note: Abyss' last non-AGA demo

Inside Information:

- Wasn't finished for The Party 5 because some members always had some suggestions.
- Developed in 2-3 years time.
- Mainly designed for A500.

Dot scape with bouncing ball

Sinus dots, simple and beautiful

The "flower"-shaped pixel scroller pushes the picture

1.74 Dyspepsia / Analogy

Name: Dyspepsia

Group: Analogy

Year: 1993

Event: Aggresive Party 1

Placing: 3 of 10 (Mixed competition - Atari and PeeCees also present)

Size: 0.9 MB

Requirements: Doesn't work with KS v. 2.04

Code: Synx

Graphic: Stephen (not a member of Analogy)

Music: Slaverider

Rating: **----

+ In a way it's impressive

- It's short, the quality is really low, no quit

Comment: This is a very short demo, or rather movie. It's a short digitized piece of home video talking place in the city (?). The quality is very low, you might even have problems figuring out what's actually going on, and it's black/white. Furthermore you can't quit it.

The music is an okay piece of funk with some synth elements in it.

Conclusion: Not recommended. If you want digitized video I would rather recommend for example

242

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1.75 Elements / Logic Probe

Name: Elements

Group: Logic Probe

Year: 1997

Event: Berzan Party # 19

Placing: 2 of 2

Size: 1.82 MB

Requirements: AGA, '020 or better, 2 MB chip-RAM, 4 MB fast-RAM

Code: Joyce, Werk

Graphic: Pulse, Diztinct, Virvulent

Music: Pulse

Rating: *+----

+ Pretty nice plasma

- Few and slow routines

Comment: Let me start with the end. When the demo is over it says: "This was made in an Extreme hurry"... And it obviously is. There are two routines in it, a slow 3D scene taking place in some kind of dark room with bend columns standing in a circle, and in the middle of this circle are four small lightning balls, and a nice red and yellow plasma routine where you (unfortunately?) can see it's rallying point. Furthermore there are three average pictures and some fair atmospheric synth/techno music.

Conclusion: Too bad that this production was released so early. It could have been nice, but it isn't.

1.76 Embryo / Balance

Name: Embryo

Group: Balance

Year: 1995

Event: Assembly

Placing: 8 of 13

Size: 1.72 MB

Requirements: AGA, '020 or above, detects FPU and fast-RAM, if run on machine with no fast-RAM it runs slower (!), and needs 1.8 MB chip-RAM

Recommended: '030/50MHz, fast-RAM

Code: Confidence

Graphic: Grid

Music: Atheist, Deelite

Rating: ***+--

+ Some nice routines, okay music that is well timed, nice pictures

- Uses a strange ball-display for several routines

Comment: A quite nice little production. It starts with the demo creator's names that are shown using a transparent font, so that you can see a texture through them. Furthermore they slowly move around and the "main"-words are zoomed a bit, cute. The first "real" effect is a fast texture mapped cube with small different pictures on each side (close-ups of a woman's face I guess). One reason why it is so fast is probably the strange mini-ball-display that is used, the box simply looks as if it is made from lots of small balls. I don't really know if it's nice, I don't think so, but different, yes! All effects which are exposed to this display tends to be unclear, blurred with a low level of details and precision. And many of the effects later in the demo uses this display. Still I think it's better than standard blittersscreen display. Well, back to the box. The texture on its sides starts to rotate, zoom and twirl! Pretty cool! Afterwards an okay picture is shown, and a couple of seconds after this picture is used in a ball-display plasma routine, a nice one too. Time for a ride! Next up is a picture zoomer routine, you are simply zooming into a lot of pictures. The routine is fast, but also very unprecise and a bit jumpy everytime a picture is changed, the display is not that ball-display, now it's just pretty unclear... If you want to see a good zoomer (and a great demo) try TBL's

Captured Dreams

...

A short black/white video sequence where a guy kicks the screen (!) is on, the greetings are written on the shoe's sole. Original I must say! After a nice picture a fast phong is shown using ball-display which ruins it pretty much (or adds another dimension?!). After that some kind of blur/rotator routine is used on a picture, and finally the letters BLC (I wonder what that stands for :) is shown in this strange display that makes the texture mapping on the letters look unsharp. The endscroller are for very fast readers, in the beginning it runs at a normal speed, but after the credits it accelerates and is over after a few seconds. Nobody ever read those texts anyway? A logo is on at last and you can exit with a click on the mouse. The music is a quite okay synth/techno piece timed well to the demo.

Conclusion: Worth having a look at

1.77 Endolymfa / Balance

Name: Endolymfa

Group: Balance

Year: 1996

Event: The Party

Placing: 3 of 15

Size: 0.83 MB

Requirements: AGA, 2 MB chip-RAM, HD

Code: Confidence

Graphic: Gorg

Music: Smartass

Rating: ***+--

+ OK 3D-scenes, nice design

- Low resolution, needs a lot of CPU power

Comment: Not all of the routines are fast enough to run on a '030-40MHz, but they are acceptable. It starts out with a 3D-scene showing some TV-screens with different animations in them. The colors are blue, green and red and this goes for the rest of the demo as well. After that there's a very cool effect, where a moving blurred box reflects some letter flying in front of it (needs quite a lot of CPU power). The torus-routine (how original!) is by some reason rather slow. A torus that is reflected in another 3D-object is nice, though. In the end there's is another 3D-object (star-shaped), but this time a text is scrolled on the surface. The music is a mixture of heavy rock and techno. Fits the demo.

Conclusion: Could need to be optimized, but anyway, it's worth taking a look at.

The TV-screen sequence

The title with a big torus behind it

A torus is reflected in another object
Star-shaped phong object with scrolltext on it

1.78 Energy - Fraction II / Gods

Name: Energy - Fraction II

Group: Gods

Year: 1997

Event: The Gathering

Placing: 5 of 17

Size: 1.12 MB

Requirements: AGA, 2 MB chip-RAM

Code: Odin, Xbarr

Graphic: Bridgeclaw, Typhoon

Music: Liszt

Design: Odin, XBarr

Rating: **+---

+ Good pictures

- Slow routines

Comment: This demo is the successor to

Fraction

, but unfortunately

the quality is almost the same, maybe this one is a little worse than the first

Fraction

. And as far as I remember it has nothing to

do with

Fraction

(besides the name). Well, to the demo:

An ugly B/W sign with the demo's name is shown. Then the first routine starts: A lot of bright spots are flying around, looks a little like a 3D-starfield, except that the stars are not stars, they're more like small cotton-pieces. This routine is a little slow, and so is the next: A vector scene taking place in a hightech hallway or the like. While we're flying around the credits are shown. It looks like something that would be nice for a dusty A500 (maybe even for a clean one:-)), but not for a A1230! After this failure (!) a nice picture by Typhoon is shown. But unfortunately Gods (who doesn't really live up to their name...) have chosen to have another vector-scene of some kind, this time it's a lot of small things flying around, and a big thing in the middle. After that there's a not too smooth plasma routines followed by a pretty nice twirl effect. After that there's a slow phong object, with a quite limited palette. A picture is shown which disappears in a flash. A very slow texturemapped box with credits on its sides is the result of the flash. And then a possible explanation about the previous vector scenes, because the next routine is a texturemapped 3D-scene talking place in a tower with a winding staircase, and it is very slow! We are moving up the stairs, and when reaching the top there's another flash, and a Gods-picture is shown. The demo is over. The music is a quiet piece of techno,

quite good.

Conclusion: Not essential.

[Click here](#)
to go to the prequel Fraction

1.79 Everywhere / Candle

Name: Everywhere
Group: Candle

Year: 1996
Event: The Party 6
Placing: 14 of 15

Size: 0.84 MB
Requirements: AGA, 2 MB chip-RAM

Code: Aeroba
Graphic: Aeroba, Cloud
Music: Cloud

Rating: *-----

+ I don't have to say anything positive
- Lots of negative things to say - read on...

Comment: This "demo" starts with a piece of sampled music from some kind of McDonald's commercial, while an ugly McDonald's-logo is shown in the background (I won't hide that I don't like McDonald's). A pixeltext flying around shows the text that is sung ("What ever you want..."). Suddenly both picture and sound are cut (yes!) and a very ugly fire routine and a noisy techno module is on. After that there's a slow awful pixel routine, while the guys behind the demo try to be funny. I don't think they are.

Conclusion: Supposed to be a joke. But it doesn't work at all. Avoid this.

1.80 Exit Planet Dust (compo. version)/ Artwork

Name: Exit Planet Dust (compo. version)
Group: Artwork

Year: 1997
Event: The Gathering
Placing: 2 of 17

Size: 4.75 MB

Requirements: AGA, '030, 2 MB chip-RAM, 8 MB fast-RAM
Recommended: 8 MB fast-RAM (?!), '040/40 MHz, no unfragmented memory, clean boot (what have our footwear to do with this :-)?

Code: Azure, Tron, Graham, Scout
Graphic: Fiver2, Skyphos
Music: Skyphos, RockDaZone

Rating: ****+-

+ Very nice effects, great graphic, colorful
- Seems more like a lot of small demos than one big one, as all effects are split up with a black screen between them

Comment: Another great production from the (mainly) German group Artwork! The package includes two executable files, which are executed by a little script. The first one is a plain 3D landscape with rocks lying around and some scanned people standing (well, actually it's the same person copied a lot). You fly around above and sometimes it even turns 360\textdegree{}, so that you

fly upside down. When you fly around the person(s) you can see them from different angles. But a negative thing is that you can clearly see that the person is just a scanned picture that is changed with a new one when you change the viewpoint. There are some frames missing between the existing frames. And it's in grayscale, unlike the rest of the demo which is pretty colorful. But anyway, it looks nice and moves rather smoothly. Suddenly the effect changes to a very fast bumpmap where the credits are shown. And then it changes back to the 3D-scape where some of the stones have started to fly? And then back to the bumpmap which shows more credits. And back again, now about all stones are flying and also the person from before. Hehehe... Seen to many Sci-Fi movies lately? :-)
The second executable file is the main part of the demo. It starts with a very nice 3D planet scene where you fly around in the universe, seeing some light sourced planets and the suns where the light comes from. Of course there are lensflares... The next effect also takes place in space (I guess), we see a texturemapped spaceship from the outside flying right through a brick wall! The background is colorful though, and so they are in most parts of the demo. Almost all the demo's effects are separated by a black screen that is shown for a short very short period of time. The "problem" about this is not the time it takes, it is that you feel that the demo is a lot of small demos instead of one great production. It's just routine after routine after routine etc., very nice routines, but anyway... The next effect is that some small stars fly through two transparent pipes. The stars are used a lot later in the demo together with different kinds of phong objects. But before the first phong there's a 3D tunnel which is a bit slow, but nice! The "camera" rotates in all directions in it. Then there's some kind of a light sourced 3D sign with two of the mentioned stars flying around it (it doesn't seem as if they are the light sources, but I could be wrong). And finally: The phonges. There are many! All kinds of phong (texturemapped, ordinary and bumpmapped... Ups, did I say ALL kinds? There doesn't seem to be any transparent ones)! And all of them are objects that look like stones, beans and blobs. At one point in the demo there even is a jelly phong "grid". It is simply a grid that is placed all over the screen, slowly waving in the artificial wind. Also to mention is a slow, but in spite of everything beautiful 3D-scene, where a person is standing in a big room on a platform in front of a pool filled with water. The resolution is good,

but you'll need the '040/40 that Artwork has recommended to make this go smoothly. More effects of the same kind that has already been described are shown before the demo ends with three light sourced signs shown one after another saying the demo's name (just in case that you missed it in the beginning...). The music in the demo's beginning can be defined as atmospheric sounds, and in the main part it's a piece of well-timed techno which is also atmospheric when it needs to be. Most of the time the visuals and the sound are a good combination, sometimes it might be a little too wild for the silent phong parts. It's a tune that variates quite a lot, so even though the demo is rather long it doesn't get boring, and at the same time the technical side of it is good.

Conclusion: Very nice indeed. You MUST see this one!

Note: Because of problems with the demo's size, which had to be below 5 MB according to the rules at The Gathering, and because of time problems some of the demo's effects are restricted, and the endpart (with music by Virgill) is cut off. A final version is also released.

Inside Information: Azure forgot to credit RockDaZone in the demo, he made the intro-tune together with Skyphos, and is also the one with the tired voice!

1.81 Exorcism / Oxyron

Name: Exorcism

Group: Oxyron

Year: 1995

Event: The Party 5

Placing: 13 of 22

Size: 3.83 MB

Requirements: 2 MB chip-RAM, 3.8 MB fast-RAM, HD

Code: Axis, Graham, TTS

Logo: Gandalf

Music: No-XS

Rating: ***---

+ Generally nice routines

- The music doesn't fit the demo and is suddenly cut off. No design.

Comment: Starts with a nice zooming scroller with a texture on the letters. The title picture isn't that nice and you can see the mouse pointer when the picture is shown... Oxyron should have used a little more time creating this production, as this is not the only small error in the demo: the music, which is an average piece of techno that doesn't fit the demo, is suddenly cut off before the last part of the demo, some (or one anyway) effects aren't centered.

A very nice routine is a zooming fractal that runs smooth, a voxel landscape is nice too, and so are the tunnel with mountains rising from its walls. Of course there's also a torus...

The endpart is a doom-routine by TTS (who also made the winner intro from

The Party 6 called Phongfree which contains a doom routine much like the one in this demo). It's a little slow and the sounds (there's no music in this part) are the same primitive noises as in the original Doom game.

Conclusion: Not bad. The doom routine separates this demo from lots of others. But on the other hand it takes up almost four megs of HD...

Inside Information:

- Was supposed to have a better design, but because of a crash 10 minutes before the deadline at TP5 TTS had to take an old version of the demo. He refused to make a "final"-version because that the routines would become to old.
- The Doom-routine is actually made for a game (called Trapped). (Source: Generation 20)

1.82 Extreme / Balance

Name: Extreme
Group: Balance

Year: 1996
Event: The Summer Party
Placing: 1 of 3

Size: 3.07 MB

Code: Confidence
Graphic: Gorg, Grid
Music: Atheist, Deelite

Rating: ****--

- + Nice routines, design, pictures and music
- Some slow routines

Comment: It starts with a big gray 2D object with a hole in the middle zooms towards you. Through the hole you can see a phong face which is lightened by a moving lightsource. Very nice. The music is very atmospheric too. Then we see a slow phong face that is very close to the screen moving from side to side, and suddenly a line saying "Balance" scrolls over it. It's pretty slow, but nice on a faster machine I guess. The face stops moving and the screen is split into two by a bumpmap in the middle of the screen, reaching from left edge of the screen to the right. Letters slowly, but smoothly, appear on the map. Nice! The screen changes and the credits are shown with zooming, blurred, rotating text, the resolution is pretty low, but it looks fine.

A nice picture by Grid is shown, then the screen becomes black and the other half of the demo starts.

The music changes into some melodic demo music and a glinting purple phong object is shown. Rather tasteless, but it's pretty smooth. Then there's a tunnel with rings of light moving on its sides, and then there is a very special routine that I think hasn't been seen before: A 3D object combined with a moving bumpmap. Actually I think it's a 3D object and a tunnel which is bumpmapped. Looks terrific, but is a bit slow! Finally there's an ugly phong. There seems to be an error in my demo, so

that the last two routines aren't shown - would someone please send me a new copy?

Conclusion: Watch this one!

A 2D object with a phong face in the center
The phong face with a text scrolling across it
The tasteless (?), glinting phong object
The tunnel with rings of light

1.83 Faktory / Virtual Dreams of Fairlight

Name: Faktory

Group: Virtual Dreams of Fairlight

Year: 1995

Event: The Party 5

Placing: 3 of 22

Size: 0.84 MB

Requirements: AGA, 2 MB chip-RAM

Code: Alien

Graphic: ?

Music: ?

Rating: ****--

+ Nice code, graphic and music

- Short

Comment: The first Faktory demo, not as successful as its follower, but still good. Actually the only serious thing against it is its duration, it lasts for only a couple of minutes. The speed is fast and most of the routines too. The quite quiet and rather atmospheric techno music is a very good choice for the demo. Also considering the colorful, funky pictures it just seems to fit somehow.

It begins with some logos, and when the title is shown shortly after small transparent bubbles start to swim up to the top from the bottom of the screen. Nice! Some of the later effects, including the next one, only use a small display area, the rest of the screen is used for pictures presenting mostly woman (of course...). It's some kind of plasma combined with a bumpmap effect, looks like those biology films where bacteria have been recorded through a microscope... Next on is a twirling tunnel, this one isn't shown with a picture next to it, but shortly after it's shown in four small windows instead of just one big one. The next routine is a variation of the "bakteria" routine, and it is followed by a wrapped ball routine: A ball shape is present in the middle of the screen and a texture is wrapped around this ball, and on the same time connected to the screen's edges. It all moves around at great speed. Next one is shown with a picture next to it, it's a env-mapped 3D object presenting a space craft designed a bit like the one's that are used for landing on the Moon, just with a jet engine mounted in each of its feet, and from these you see a bright light. Nice and fast because of the small display area used. The big final is a texture mapped television with a plasma routine in the

background. While the TV is flying around an eye appears on the screen, and it even blinks to you! It's pretty fast too. The show ends with a picture, a scan.

Conclusion: Too bad it's so short, but it's recommended anyway!

Click here
to go to Sumea - Faktory 2

Note: I guess this is my review number 200!

1.84 Fear Factory / Arsenic

Name: Fear Factory

Group: Arsenic

Year: 1997

Event: Symposium-Mekka

Placing: 2 of 14 (only 6 points after the winner
Megademo IV
by Artwork!)

Size: 2.22 MB

Requirements: AGA, 2 MB chip-RAM, HD

Code: Axis

Graphic: Yazoo, Gizmo/Icebird

Music: Shylock

Design: Axis, Yazoo

Rating: ****--

+ Some nice routines

- Both graphic and music are below average, lacks design

Comment: One thing I've noticed about this demo: The code is good, but both the graphic and music cannot keep up with the code. Nor can the design. And that's too bad, because besides from that it's a quite nice demo. At first a picture with the group name is shown, looks as if it could need some hours of work. The screen changes to a little plasma effect centred in the middle of the screen with the word "presents" coming out of it, nice. The title is also shown with a picture, the quality the same as before. Then the effects start for real, beginning with a nice, but slow 3D scene representing a chessboard, of course with a couple of chess pieces on it. The area used for display goes from the top to the bottom of the screen, but is cut off in the sides, so it got a shape mostly like a box of matches. The resolution is good, which unfortunately results in a not very smooth ride over the board, but I guess it looks great on faster processors (if it runs on such). The next effect is cool on "ordinary" Amigas (that is '030): A tunnel, which is actually two tunnels, one looks like an ordinary tunnel seen in lots of other demos, while the other one is inside this tunnel and is more like a grid in different patterns than a tunnel. And it looks great! Furthermore small explosions are getting

closer to you! The next routine, a torus, is quite unoriginal if it wasn't because it being partly transparent. The resolution is good, but it doesn't move smoothly. A picture is shown and the demo music is cut off abruptly, and shortly after it's taken over by a new piece. The next routine is brilliant. It's another 3D scene, but unlike the first one this is fast, and the resolution is still good. The display area is again in matchbox format. We are in a room with some mirrors pointing towards a star-like object which is in the middle of it all, and it is of course mirrored in the mirrors (that's what mirrors are for...)! Nice textures, pretty smooth movement, great routine! The next routine is great too: A lot of grids in a layers, so that the ones away from you is smaller than the ones close to you, are rotated with a little delay from top to bottom so that the one away from you is rotated later than the ones closest to you. Looks great! And more 3D, this time a not too ordinary texturemapped, lightsourced box, firstly there are some sticks with spheres in the ends put right through it, secondly from one or two of the box's sides a bump grows, then disappears and then grows again. Strange, but nice. Then there's even more 3D objects, but that's not the most interesting part about this routine, it's the background which is lightsourced, so that it constantly changes. Again the music is suddenly cut off, and the end scene is on: A 3D TV screen moving from side to side showing the credits, very nice! Then everything is cut off and the demo is over.

Conclusion: Despite the music, graphic and design it's worth watching.

Note: Arsenic will maybe (hopefully) release an improved version.

1.85 Final Condom / Delon Dizayn

Name: Final Condom

Group: Delon Dizayn

Year: 1994

Event: Assembly

Placing: 9 of 12

Size: 0.37 MB

Requirements: AGA, 2 MB chip-RAM

Code: David Blitterfield, Power Supply

Graphic: David Blitterfield, Rawchild, ADT/Absolute

Music: Tea-Bozz

Design: Cycle

Rating: *+----

+ Different

- Simple crazy demo that are not as funny as they want it to be

Comment: A little crazy demo that aren't too funny, however, it's different from the crowd. It starts with two round eyes which look around while there are some atmospheric sounds playing (I'd say that they've watched

Desert Dream

by Kefrens!). After that there are some information which is made so that it looks like a bar code. A vector cube with numbers on its sides counts down to the title that is written with "@"'s. Afterwards an extremely slow vector sign "moves" around on the screen (is updated two times pr. second or so!), strange kind of humour. After a "stars on ball"-routine, there's a pixel box spinning around (I guess it's not pixels, though). And then for a very uninteresting routine: A PeeCee-simulator. Delon mention these PeeCeas a lot of times during the demo. The routine lasts too long I think, how much fun is it looking at a PeeCee Dos and DBase (even if it's able to "communicate"?). After this a vector man is hanged, followed by a picture of Bill Gates. A low-res rotator with a scrolltext in front of it ends the show.

Conclusion: Supposed to be funny, but I think it fails.

Inside Information: Should have been at The Party 1 (they say), but their car broke down, so they never made it to Aars (the party place).

1.86 First Contact / Warp 9

Name: First Contact

Group: Warp 9

Year: ?

Event: ?

Placing: ?

Size: 4.39 MB

Requirements: A lot of chip-RAM (and maybe more, I dunno)

Graphic: Tiger

Music: Ramboy

Animation: Ramboy

Digitizing: Tascenlampe

Camera: Diskette, RBY, TIG

Rating: *-----

+ Nothing

- Everything

Comment: First Contact it is called, probably because that this is their first demo (as they call it), but it also looks as if it's their first contact with a computer. And if they can't do much better than what they have shown here I hope that it is there last! The "demo" is split into two files, and in the copy I got nobody had written a script (which I understand perfectly...), one file contains an "intro" which is some scanned absurd grayscale pictures and hardcore with samples from Monty Python's "The Search For the Holy Grail" (Eki Eki Eki...!). Some texts are written on the pictures welcoming you.

The second file consists of a grayscale video recording of two people (my over-qualified guess is that it is Tiger and Ramboy) doing silly things. The frame rate is about 4-5 pictures per second, and the quality

is lousy. You see three seconds or so of the video, then the same sequence is looped a couple of times, a new sequence is looped and so on. Boring! The music is, as in the first part, hardcore. And it sounds rather terrible (as if the left and right speaker plays two different hardcore modules!). I wonder if they know the difference between a video camera and a computer. However, it looks as if they have had a great time.

Conclusion: Waste of time, energy and space. This is crap!

Note: Has absolutely nothing to do with the Star Trek movie First Contact!

1.87 Fish / Sardonyx

Name: Fish
Group: Sardonyx

Year: 1995
Event: The Party 5
Placing: 22 of 22...

Size: 0.97 MB

Code: Syntax
Graphic: Caladdin, Tobias Jansson, Frame/C-Lous, Pozz/C-Lous
Music: Elusive

Rating: **+---

+ A few nice effects, nice endpart with a dolphin
- Rather slow 3D

Comment: There's a quite nice twister-routine and some pretty simple and slow 3D-routines (especially the phong). The music is an average piece of techno. I don't know why there are so many graphicicians involved in this demo, because there's not any pictures (as far as I remember). The low-res dolphin animation in the endpart must be the reason.

Conclusion: Cute dolphin - forget the rest.

1.88 Flavour / Limited Edition

Name: Flavour
Group: Limited Edition

Year: 1995
Event: Non, just for fun
Placing: Non

Size: ?

Code: PG, Skutt
Graphic: Skutt, Skize

Music: Radix

Rating: ***---

- + Some nice routines
- Misc. things that could be improved

Comment: One of LED's early productions I guess, not bad, but there's nothing impressive about it either. The code, graphic and music are all on a pretty good level, while the design is a failure in some ways, mainly because of the choice of colors.

While some gloomy tunes are heard the intro-pictures are shown combined with some small fast "transition"-effects in between. The first real routine is a rotating ball consisting of lines only. Simple, but nice and fast. Next one is a texture mapped and lightsourced square torus with the groups name on it, and also the next effect is a torus, this time a big texture mapped phong thing that is both pretty smooth and unoriginal. Coming up next is a jelly column that seems to spin around in both directions, nice. The pixel effect afterwards is nice too, it's a lot of pixels that together forms some kind of dot-"plates". And after that a texture plasma zoomer/rotator appears. It's a fast routine, but the resolution isn't good enough to make it look nice, still it is an okay routine. The last effect is the credits that are shown with white letters on a black screen, then blurred away. Finally their's an endscroller. The music is techno, a good tune it is, and timed to the demo most of the time.

Conclusion: A little ***'er, but recommended especially for LED fans

1.89 Flora / Death Row

Name: Flora
Group: Death Row

Year: 1996
Event: South Sealand
Placing: 9 of 12

Size: 0.71 MB
Requirements: AGA, 2 MB chip-RAM

Code: Penguin, Have
Graphic: Tome, Mac, Dr. Zulu
Music: Fuzzy
Design: Fuzzy

Rating: *+----

- + It's not very long, alternative music
- Ugly routines

Comment: If they had not said it themselves I would say (and hope) that this is their first demo production, because it's quite ugly. The routines would maybe be beautiful for an old PeeCee, they suck pretty much. The music, a mixture of jazz and synth, and the graphic are pretty good,

though.

Conclusion: Let's hope they'll make some much better productions in the future. Until then: Avoid!

1.90 Foundation / Anadune

Name: Foundation

Group: Anadune

Year: 1995

Event: The Party 5

Placing: 19 of 22

Size: 1.32 MB

Requirements: AGA, 2 MB RAM

Code: Mr. Acryl, Dr. Greg

Graphic: Kazik, Green., Sharp

Music: Zeebi

Rating: ***---

+ Generally nice routines and pictures, good atmosphere

- The effects are pretty much the same throughout the demo

Comment: As usual with the Anadune demos their logo appears in the beginning. And likewise as in other of their demos it has a special atmosphere, a special feel that cannot really be described, you actually have to watch the demos to understand it. This time they've made a Sci-Fi demo, that are the pictures in the demo and the gloomy synth music are pretty Sci-Fi-like, while the code is... well, pretty good, but not so very futuristic.

After the Anadune logo disappears a pilot's (I guess) face with a helmet starts to say something (introducing the demo and party place), it's a bit difficult to understand as the sample quality isn't exactly the best imaginable, still it helps creating a good atmosphere. Logos and title are shown afterwards using some pretty good pictures. The first coded effect is a cone with moving texture map and moving lightsource, smooth, fast and nice (but I don't really see the connection to Sci-Fi as stated earlier). More texture mapping is up next as three small balls with different texture maps dances across the screen and back again. The scene changes to a big light sourced vector ball with polygons covering its surface. Afterwards a spiral effect appears, looks like a lot of dots that together forms two opposite spirals, nice pixel-effect, but might be a little too simple to be entertaining in the long run. A nice Sci-Fi picture (of course with a woman present) by Kazik is then shown while waiting for the credits part to start. It does after some time and is by the way nice, but is build upon the same routines as the cone in the beginning of the demo. In the left side of the screen is a texture mapped column with moving lightsource, in the right side the credits are shown on small "hi-tech" signs. Nice and atmospheric. A line routine appears afterwards, a lot of lines are moving around one after another and is lightly blurred so that it makes a small tail after it. The next effect is rather nice, another texture mapped ball, but this time with three lightsources, red, green and

blue flying around it causing the ball to constantly change its colors. Before the endscroller a picture is shown, and the demo ends with a click on the left mouse button.

Conclusion: Recommended for Anadune fans!

Inside Information:

This demo is inspired by the Russian/American Sci-Fi-writer and biochemist Isaac Asimov (1920-1992, 72 years old), who wrote, among other books, the Foundation-series for which he received the Hugo award for best all-time-series in 1965. They are a landmark in the history of Sci-Fi-stories. He has written 477 books (!) and several articles and was one of the most productive writers ever.

By the way, the Foundation trilogy is highly recommended, I've read it!

1.91 Fraction / Gods

Name: Fraction

Group: Gods

Year: 1996

Event: Saturne Party 4

Placing: 2 of 11

Size: 3.58 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Code: Odin, X-barr

Graphic: Bridgeclaw

Music: Liszt

Objects: X-barr

Rating: ***---

+ Nice phong routine

- The 3D-scenes are a little slow and simple

Comment: In the beginning the group name is shown in a bumpmap routine which looks okay, but it's a little little. The 3D-scenes which is the most used routine in the demo is a little slow and simple (but not bad). The best effect is a 3D phong stone-like object that is illuminated by red light from one side, blue from the other. Great!
In the last part you fly across an ocean filled with rocks, this part is slow and too long.
Also to mention is a nice picture, and some okay music.

Conclusion: A little boring sometimes.

[Click here](#)

to go to the sequel Energy - Fraction 2

1.92 Friendship-Tro / Honoo

Name: Friendship-Tro

Group: Honoo

Year: 2012 (they say... I'm checking on this :-))

Event: Honoo Party (?)

Placing: ?

Size: 2.29 MB

Code: Alabama

Graphic: Gif, Jpeg

Logo: Falken

Music: Ken Ishii (original), Frank de Wulf (mix), Black Dragon (remix)

Ideas: HP, Clo

Moral support:: HP, Clo

Rating: *-----

+ It's nice to have friends

- This could make them loose their friends...

Comment: This friendshiptro is nothing but a lot of greetings and a credit list. The greetings are shown as jelly letters in front of a picture that changes from some scanned pictures of Asian girls to drawn Manga pictures. The music is a piece of pretty noisy house.

The big question is: Will they still have their friends after this?

Conclusion: Nothing to see here.

1.93 Full Moon / Virtual Dreams of Fairlight

Name: Full Moon

Group: Virtual Dreams of Fairlight

Year: 1993

Event: The Party 3

Placing: 2 of 28

Size: 0.8 MB

Requirements: AGA, 2 MB chip-RAM

Code: Doctor Skull

Graphic: Jaco, Alien, Kerberos

Music: Heatbeat/CNCD, Jogeir

Rating: ***----

+ Smooth routines, good music

- Some simple parts

Comment: One of the old demos that was so very popular back then, a 2nd place at The Party was/is really something, especially when you compete

with 28 other productions from among others *Sanity*, *Spaceballs*, etc. Today the demo isn't the best, the age shows, but still it's actually worth watching. The routines run smoothly, *Skull* hasn't tried to go beyond the computer's performance, but maybe if you run it on a standard machine it isn't that fast?

The first thing that happens when you start the demo is that a big Fairlight logo is shown while a voice informs us about a movie is about to start. And it does, the screen changes to a little screen that is placed in the middle of the screen (the monitor...), and on this a nice, little gray-scale voxel routine is shown. In front of it the credits are shown with nice handwritten letters. Afterwards the "real" movie start, it's a Doom-routine, one of the first on Amiga I guess, and also rather primitive, but with some nice textures on the paper thin walls. The floor and ceiling are just black, which together with the small display area and the low resolution makes it fast. The show now changes to fullscreen and a pretty nice fire effect is on as the next living picture. The music that untill now has been a synth piece suddenly changes to demo/techno music, and the effect changes to a texture rotator/stretch routine that is fast, but the texture could have been better. Fractals are always nice (almost), the backwards zooming fractal afterwards a is no exception. Still it really costs to make such smooth routines, and in this case the display is muddy to look at, still worth watching though. A growing and rotating dot mountain is on next, followed by a picture that looks a bit as if it has been drawn with a pencil. A little "3D-scene" appears after the picture, consisting of a lot of simple objects, not too nice seen with the eyes of today. The next routine is about as simple (if not more simple), zooming lines. They are spread in nice patterns all over the screen, moving towards you in a great hurry. A picture is exposed to a stretch routine next, stretching it only on one axis, though. The plasma routine afterwards is nice except for the muddy display, the same used during the fractal routine. Also the picture that is twirled and plasmated afterwards is also using that display, but also this routine is nice and for all fast. Reaching the end a strange shade zoomer is on, looks a bit like a tunnel, but really has to be seen to understand what's going on. A quite untraditional endscroller is on next. First of all the letters keep zooming towards you or away from you, making it quite unreadable. And secondly, in the background there's a blitterscreen rotating color zoomer. Ugly colors, but it's fast and smooth. The music in this part is good, a melodic synth piece.

Conclusion: Worth having a look at

1.94 Galerie / Stellar

Name: Galerie

Group: Stellar

Year: 1995

Event: The Party 5

Placing: 9 of 22

Size: 0.73 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM

Note: A remixed version (called

Galerie Re-mix
!) was released at Juhla
Party '96 and became no. 1 of 12!

Code: Nose
Graphic: Frankie
Music: Dune

Rating: **+---

+ Fast routines
- Blitterscreen, small bugs in 3D-objects, not user friendly concerning mixing rate settings. Sudden ending.

Comment: Only blitterscreen is used for displaying the routines, which makes them go faster, but doesn't look too good. A voxel landscape with the sun in the background is one of the routines. When you see the sun you'll see lens flares, nice effect. Some phong stones and rings are some of the other effects in the demo, but while the rings are fine, the stones are buggy: You can sometimes see some holes and white spots on the edges. On the other hand it's pretty fast. A texture tunnel with moving lightsource, a plasma twister ("waves" from the center of the screen) and the last effect: A morphing light sourced 3D-landscape (with about the same bugs as the phong). And suddenly the demo just ends! Is there an error in my copy? The music is a multichannel quite quiet synth piece (Screamtracker mod), which is okay, and worth remembering when watching the demo is that some CPU time is used when mixing the music.

Conclusion: Good intentions, too many small bugs

Inside Information: It is said that the reason why this demos placing wasn't higher, was that Stellar didn't include the Stellar logo, and the party organizers did not announce it as a Stellar production. The logo wasn't included because it the demo was put together in one day, the day before that Stellar had to leave from Finland to Denmark (the party place). Nose tried to put the logo in the end of the demo 10 minutes before he left his house to catch the bus, but it crashed and was therefore not included. Why they didn't do it at The Party is an unanswered question. (Source: ROM 6)

[Click here](#)
to go to Galerie Re-mix

1.95 Galerie Re-mix / Stellar

Name: Galerie Re-mix
Group: Stellar
Year: 1996
Event: Juhla
Placing: 1 of 12
Size: 1.1 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM

Code: Nose
Graphic: Frankie
Music: Groo, Dune

Rating: ***+--

+ Nice routines
- They could work with the transitions between the routines

Comment: This is the re-mixed version of
 Galerie
 , as the title suggests.

Therefore the routines are pretty much the same, but I think they have been optimized, or else the routines are just faster because that the display area used for some of the effects are a bit small. Generally they are nice and smooth, so the small display area is forgiven.

The first routine is a very fast voxel landscape, completely with background with the sky and a sun that causes lens flares. The resolution is good too. The next routine is a "spotlight-on-title"-effect, like bumpmap without bumps. Nice. Afterwards we're flying through a 3D-tunnel together with three or four small bright balls that lights up the place! A rather good picture by Frankie is shown for while, then the texturemap phong routines start, and it's a fast routine too! At first a big blob is on, after a plasma tunnel three phong rings that moves independently are shown, and finally a third object is following a picture that looks a little as if it has been painted, not drawn. The two last routines are a nice colored bumpmap and a lightly blurred tunnel, both are fast. The music is an atmospheric piece of funk with some synths added.

Conclusion: A worthy follower, and recommended!

[Click here](#)
to go to the original Galerie demo

1.96 Gate, The / Artwork

Name: The Gate
Group: Artwork

Year: 1996
Event: (Party release) Symposium. Tested version (Aminet version)
was released later in 1996
Placing: 1 of 8

Size: 3.01 MB
Requirements: AGA, '020, 2 MB chip-RAM, 2 MB fast-RAM
Recommended: '030/50MHz, 4 MB fast-RAM
Note: The Aminet version is the first demo ever to support the Graffiti
videocard! It also works without AGA if you use this card.

Code: Azure, Tron, Argon

Graphic: Fiver, Noogman
Music: SMT, Virgill
Design: Fiver

Rating: ****--

- + Mostly nice routines, music and graphic, supports Graffiti
- Lacks design concerning the changes from one effect to another

Comment: Wow, the first demo supporting the Graffiti videocard - too bad I haven't got that... So I'll just stick to the normal version, or rather: The Aminet version, which is different from the original party release because it has been bugfixed (almost superfluous to say), some textures has been changed, and as mention before Graffiti support. But I must say that it works pretty well without this videocard, that is if you use the recommended equipment. The show start with a nice voxel desert with the credits fading in and out in front of it, it's a little slow for my machine, but still nice. The music (by Virgill) in this sequence ensures the right mood and atmosphere, just like it is the case for the music in the demo's second part, which is a mixture of rock and techno (by SMT). It starts with a very fast zoom routine, where you zoom into a picture. The resolution is a bit low, but acceptable. A lot of small, bend phong torusses are up next, flying across the screen in a locked pattern (they don't leave their place in the shoal). The speed is good, but unfortunately the objects appear not long from the screen, which I think they should. The title picture is shown and after that a blank head with moving lightsources around it (that you can't see), which makes it look like that the surface is moving. Nice! The torusses is back, actually just one of them, but which one! Despite the unoriginalty of the chosen object this texturemapped phong torus is nice. The resolution is good and the movement is quite smooth! A torus is also to be found in the next routine, you can't see it though, because it is held "prisoner" in a box and is trying to get out! You can see the torus shaped bump it makes in the side of the box! More phong and another torus is to be seen in the next effect (I'd wish that Artwork had used a little more time creating some more interesting objects, even though the torusses are not completely torus-shaped they are pretty much the same, and seen in lots of other demos). The special thing about this torus is that the surface changes, in state one it has a smooth texture mapped surface, in state two it is covered with triangles. Nice! Afterwards a picture by Fiver is shown, pretty good and original. The next effect is not original, but quite nice anyway, it's a colored bumpmap slowly moving around. Right after the same bumpmap is shown rotating, unfortunately the rotation is not smooth, but not useless either. The next routine is one of those rather unexplainable square effects, where you see some layers of square plates with square holes in the middle. It rotates so that the layer in top moves first, the next layer moves a little later and so on. It gives some kind of spiral effect that looks great! Furthermore they are blurred a little. After that we return to the bumpmap and 3D objects at the same time (guess what!): A bumpmapped box. The texture is the same strange also used in the plain bumpmap routine, but besides that it's good, that goes for the speed too. And while we're at it let's see another torus. From the inside this time. Actually it's more like a moving texture routine, the texture is the only thing that moves, but it looks okay. The next routine is a gouraud shaded (I guess) mosque, not much to say about it: A bit slow and doesn't fit into the show in my opinion. So let's get back to the torusses (sigh!): A morphing one. A plain texture mapped torus morphed into one with a lot

of bends on it, strange, but nice. Suddenly the music is cut off, which obviously indicates that the demo is about to end. A such cut should really not happen in a demo in this quality (or in any demo for that matter). The endscroller starts, it's a bumpmapped one, and another piece of music is started, this time an pretty atmospheric synth-piece (by Virgill).

Conclusion: It's good, but I wonder a little why it was rated so high in the disk mag's charts. It's not exceptional.

Note: Some bugs are fixed and some textures are changed in the Aminet version.

Inside Information: Was supposed to be released at The Party 5, but they didn't finished it in time and therefore the project was cancelled for a while.

The whole demo was about to be dropped because that some routines had been used in the intro Creep, and because that Azure, who is the main-coder, did not really believe in the project after all the problems they've had with it.

Artwork were short on time, so Fiver, Tron and Azure gathered at Fiver's place to finish the demo. After two days of non-stop work much work were still to be done, but they had to leave for the party, where they also worked without breaks. The demo was handed over just in time.

(Source: ROM 7)

The Gate (picture by Noogman)

1.97 Glow / Black Lotus, The

Name: Glow

Group: The Black Lotus

Year: 1996

Event: Icing

Placing: 2 of 6

Size: 2.85 MB

Requirements: '020, AGA, PAL, 2 MB chip-RAM, 4 MB fast-RAM. Runs on '020 and better MC680x0's. There can be some problems with the sound on '040, though.

Recommended: '030/50MHz

Code: Equalizer, Offa

Graphic: Rodney, Louie, Tudor, Facet

Music: Azazel, Supernao

Objects: Tudor

Rating: ****+-

+ Lots of nice routines

- The resolution is sometimes low

Comment: Dreamy tunes sound. A "The Black Lotus"-sign suddenly appears with a T2-effect (the upper half scrolls from the upper part of the screen, the

opposite with the lower half). The screen changes to the inside of a space station, where a space craft is about to take off. When the ship takes off there's a matching sound. The resolution is rather low (2x2), but it looks fine. The demo creator's names are shown with the T2-effect, changing from the space craft to the credits a couple of times. The music (new age like at this point) does not work well with the T2-effect, but is OK to the space craft scenes, which is about to end, as the craft has now left the space station and flies away. The next things that happen is that the music changes to a mixture of slow techno/jungle and hiphop, and that a planet moves closer to the viewer while two light sources (might be two space crafts) fly towards it. When the planet is very close, the scene changes to some kind of cave with a flat ceiling and a flat floor (giving you the illusion that the crafts has now entered a cave hidden in the planet). Between the floor and ceiling there are some ugly flashes. Too bad that TBL has done nothing about these to make them look better. After this journey a pretty good picture by Louie is shown. The next routine consists of some mountains and some suns flying above in a great hurry. Everytime a sun passes over the mountains you can see the surfaces change to the light, looks great! Then there's a ordinary (more or less) phong object, actually it isn't completely ordinary, because from three holes in it shines the three primary colors. The next phong is animated and pictures a plant that is spitting lightballs out of its "flower". Nice! Afterwards there's a texturemapped plasma bumpmap with a moving lightsource flying between the viewer and the bumpmap! Great! Then we're moving inside a torus which suddenly stops, and some texturemapped phong objects takes over (the torus is used as background), but it isn't ordinary phongs (again!), because they melt together now and then. Looks great! Shortly after it starts to be blurred and after a while everything is gone. Small flying spots with different colors takes over, and since the blur routine is still on they have some long tales. The choice of colors could have been better, though. More phong: A transparent, animated, oblong object with some kind of wave moving from one end to the other. Very nice! And now we get to know the demos name (better late than never!) which is written on a nice picture by Rodney. The next three routines are all transparent, which is rather impressive: There's the double tunnel, the tunnel combined with a voxel landscape and the voxel landscape combined with a plasma routine! Great! The last routine is a 3D-tunnel with random stripes on its sides, moving at a steady speed. It even looks as if it is also bumpmapped!

Conclusion: Watch it!

Inside Information:

- The name Glow comes from the many glowing flashes and flares used in the demo. TBL wanted to show that they could handle such things as well.
- The demo was coded in some weeks! The last bump mapped tunnel with two lightsources was coded in 35 minutes by Equalizer, just before he went to England (that is, to Team 17).

Sounds unbelievable...

(Source: ROM 7)

A space craft is about to take of
One of the suns is flying above the mountains
A phong object inside a torus
The last routine, a tunnel

1.98 Goa / Black Lotus, The

Name: Goa
Group: The Black Lotus

Year: 1996
Event: Assembly
Placing: 3 of 11

Size: 3.82 MB
Requirements: AGA, 4 MB fast-RAM, HD
Recommended: '030/50MHz CPU

Code: Offa, Dig-it, Equalizer
Graphic: Rodney, Louie
Music: Azazel
Objects:{UB} Tudor

Rating: ****+-

+ Nice routines
- Could need some variation

Comment: Another great TBL production! This time one particular routine is used a lot: Plasma. From start to end there's plasma and more plasma, it looks great (actually it's some of the nicest plasma I've ever seen), but a little more variation would be nice. When you start the demo the TBL letters slowly appear piece by piece, while the techno music still hasn't really begun - just warming up. Then the show starts with a nice plasma (of course) and for the next couple seconds the screen changes between different colored plasmas and flicker screens (as when a TV hasn't got any in-signal) with credits, and of course the sound is noisy when the flicker screen is on - must be a bad connection :-). Reminds me of the good old Budbrain Megademo. After that there's a transparent one color 3D TBL logo rotating around the Z-axis, simple but nice. More plasma, this time something that looks like wall wrapping. After that there's a nice square 3D-tunnel where we fly a couple of rounds, forward and backwards. And now for something completely different: A partly transparent phong with faces on it. Partly? Yes, you are able to see right through it, except for that you can't see the phong itself, only the background. A cool picture by Louie appears almost timed to the music and is taken over by something that looks like a bumpmap effect, I don't think it is, though, however it looks nice. Another phong object is on, this time a big R-shaped thing, no env-map this time. And back to the plasma, this one is a little unexplainable as it looks like some kind of 3D because of dark colors somewhere and bright colors the other places. Have a look, it looks great! Another great picture is shown this time one by Rodney, and it's taken over by blurred plasma, which again is taken over by a third picture (by both Louie and Rodney). Getting nearer to the end there's a wall wrapped bumpmap changing its position from being an ordinary bumpmap to bending towards the viewer. And the last routine is two phong env-mapped starfishes embracing each other. Cute? Nice!
Unlike the other TBL productions I've seen this one hasn't got the nice changes into new effects. It's either flashes, fades or cuts, I believe that has something to do with a deadline.

Conclusion: Should be on your HD for sure!

One of the plasmas
The Tunnel
The transparent phong
A very strange plasma

1.99 Golden Rate Killer / Intense

Name: Golden Rate Killer
Group: Intense

Year: 1996
Event: Saturne Party 4
Placing: 6 of 11

Size: 0.85 MB
Requirements: OCS or better

Animation: Michael J. Power
Code: D'Jes
Music: Erk
Logo: JK

Rating: ***+--

+ Funny
- The animation is not too smooth

Comment: This is an animation rather than a demo, but anyway... It's drawn in a cartoon-like style, looks very much like the Lucky Luke-cartoon. And it takes place in the Wild West, where a hanging is about to be executed. The music is a banjo piece, the language must be some kind of cartoon language...

Conclusion: Ha ha ha! If you like Lucky Luke watch this one. If you're aged below 18 watch it together with an adult!

1.100 Gom Jabbar / Matrix

Name: Gom Jabbar
Group: Matrix

Year: 1996
Event: Convention
Placing: 1 of 3

Size: 3.89 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD. Works on '060 if you decrunch the files before starting, as the packer used (Stonecracker) does not work on this processor.

Code: Sharon, Skyphos
Graphic: Nero
Music: Skyphos

Rating: ***---

+ Some nice routines, nice design
- Needs CPU power, tends to invalidate FFS (lock your drive!)

Comment: I've heard things about this demo, positive things, I've seen its name on the Charts, and now I've seen the demo. And honestly I am rather disapointed. There are no great or revolutionary routines in it, no amasing graphic, nor fabulous music. It's mostly pretty average, not bad. However, the design is pretty good. But the show must go on: The group name appears in a reversed blur effect, the title picture is shown afterwards. Then the credits part is on with a slow 3D-mountain slowly spinning around in the background, guess you'll need something like a '060 to make that one run smoothly! Actually Matrix found out later that the number of triangles could have been reduced from the current 2048 to 512!

Next up is a strange color zoomer that mostly looks like a tunnel, then a nice env-mapped phong routine is on, the object is really original :----): A duck running in 1x1, relatively smooth too on a fast '030. The duck disappears, the screen splits and the greetings part is on. It's simply some group names that are zoomed towards you using blitterscreen which is rather ugly. Blitterscreen is also to be found in some of the next phong routines: A chess piece with a long fire tail, and a "scene" with lot of small "blobs". Both more or less ruined by the blitterscreen. The plasma routines that are shown in between are pretty good, though. Especially one that creates some kind of whirlpools next to the picture that is used. The last routine is another phong routine, a texture mapped bust presenting Beethoven. It consists of 4932 faces causing it to be very, very slow! I wonder if they'll make a version for PowerPC too, there's really nothing to watch when it's so slow! And by the way the object is taken from the 3D-program Lightwave.
The strange endscroller is on as the last thing, of course.

Conclusion: Some good, some bad. For people with fast processors

Inside Information: A "Gom Jabbar" is a lethal needle in the great Sci-Fi story Dune written by Frank Herbert. Read the book and its followers, watch the movie by David Lynch (and get disapointed...), read the comic over the movie! Seems as if only the real thing, the book that is, are worth spending time on!

However, there are no similarities between the demo and Dune. The demo is named after a music group (called Gom Jabbar...)!

Matrix first demo.

1.101 Greenday / Artwork

Name: Greenday
Group: Artwork

Year: 1995

Event: Blackbox Symposium
Placing: 1 of 4

Size: 2.69 MB
Requirements: AGA, 2 MB chip-RAM, HD
Recommended: '030/50MHz, fast-RAM

Code: Tron, Crash/Polka Brothers
Graphic: Fiver, Noogman
Music: Virgill/Artwork^Essence

Rating: ***---

+ Nice graphic
- The routines are just average (but new back then), strange (or no) design

Comment: Artwork's first demo. Everything except for the code are of a quite good quality, the pictures and logos are nice, and the atmospheric synth music is good too and well timed.
It all starts with a logo with the credits shown in front of it, which is followed by a very low-res, low colored 3D scene, which is actually an animation. The colours a brown, army green and grey. We fly around in a future city with houses on tall columns and fly around a future train and is blinded by its front lights. The most positive thing that I can say about it is that it is smooth. The screen fades to black and a cube with a picture of a unicorn/pegasus wrapped around it appears. It's smooth, green, but a little little. The same cube is on when to small plasma fields are shown behind it, the same picture as on the cube is used as plasma texture. Next up is a colored voxel landscape, which is rather "blocky", you can clearly see the blocks it's made from, and it only moves forwards, backwards, in an angle of 45\textdegree{} or to the sides. The display ← area could be bigger. A nice picture is shown. After that a two-colored phong torus is on, nothing fancy about. The resolution is good, but it is a bit slow. It is followed by a strange box with holes in it, and shortly after the box with the unicorn/pegasus is back with its twin, they are moving around through each other, and a bug can sometimes be spotted. Crash/Polka Brother has coded the next routine, a fire torus (which is rather square). Greetings are shown around in it. And finally we've reached the last routine, a fast tunnel where we not only look straight forward, but also has a chance to have a closer look at the (dark and not too nice) texture. This routine is somehow based on the speed to make it work, but unfortunately it doesn't, I guess it is (again) because of a too small display area. In the end a very nice Artwork logo is shown. Some of the routines were completely new then, but much have happened since then, and they don't look quite as nice compared to newer, similar ones.

Conclusion: Not a must see.

Note: Artwork's first real demo. Impressive that they won their first demo compo! This really was a step in the right direction for Artwork, who because of this demo became a well-known group. Too bad the group is dead nowadays, but the members had their reasons...

1.102 Gudule / Drifters & Syndrome

Name: Gudule
Group: Drifters & Syndrome

Year: 1995
Event: Synapse Party
Placing: 1 of 1

Size: 0.44 MB
Requirements: AGA

Code: Clary
Graphic: Tøf, Tenshu, (maybe also Beast)
Music: Bosco

Rating: *-----

+ Nice graphic
- Not really a demo

Comment: This is more a slideshow than a demo. The only thing that happens is that small looping animations are shown, while a "circus"-module with a very penetrating voice is played. The animations are very cartoonish and well drawn. It's short and loops when it reaches the end. Fortunately you can stop it with a mouse click.

Conclusion: It's weird! Recommended for cartoon freaks only (!)?

1.103 Gröna Geleklumpar fra Planeten Xylop / Ward & Moonleanders

Name: Gröna Geleklumpar fra Planeten Xylop
Group: Ward & Moonleanders

Year: ?
Event: ?
Placing: ?

Size: 1.53 MB

Code: XTS
Graphic: BluMental, Lycon, Classes, Cab
Music: Moonleanders, (tracked by) BluMental

Rating: *+-----

+ Funny if you understand Swedish
- Not funny if you don't understand Swedish

Comment: Another one of these "We're singing a song and showing some pictures"-demos... This time a Swedish one featuring a frightening story about green jelly blobs (gröna geleklumpar) which attack the Earth and eat us! Most of the pictures are taken from some horror comics which brings you in the right mood...

Ward has done the mainpart of the demo, while Moonleanders have composed the music.

Conclusion: Frightening! If you understand it!

1.104 Groovy / Lemon.

Name: Groovy
Group: Lemon.

Year: ?
Event: ?
Placing: ?

Size: 0.73 MB
Requirements: To install on HD and to use AGA you need a patch

Code: Dan
Graphic: Facet, BLI
Music: Spaceman

Rating: **+---

+ Nice design
- Most of the demo uses a quite small display area, the resolution is sometimes low.

Comment: One demo back from the A500 days, a pretty nice one too. The thing that makes this demo nice isn't the effects (of course(?)), but the design. There's only few boring fades between some effects, but it is mostly a box or square that changes into a new routine. The routines are a zooming chessboard effect, where a lot of black and white squares zoom towards you, then away from you in three or four layers, the layers away from you are the darkest. The display is small, though, and this go for most of the other effects too, on the other hand there are no slow effects. Another effect is the plasma, the rotating colorful Lemon. sign, shade bobs that are flushed away the second they are drawn (looks a little like dust from a car on a gravel road), and two circles with spots on them flying around. You can see through them as long as they are not in front of each other. The graphic is pretty nice (but Facet has improved since then or maybe it is just because of the AGA his pictures are better now), the music is an ordinary piece of funk.

Conclusion: You can live without it

Inside Information: A scrolltext in the demo says something about smoking some weed, I wonder if Facet was the one that brought this to The Black Lotus???

1.105 Guarana / Dual Crew Shining

Name: Guarana
Group: Dual Crew Shining

Year: 1997
Event: The Juhla IVb
Placing: 6 of 13

Size: 0.36 MB

Code: Deetsay
Graphic: Blank, Boost, B'
Music: Dual

Rating: **----

+ Different style (tasteless)
- Few, simple routines

Comment: This looks like something from the '60s or '70s, not the code or music, but the textures that are used in the plasma and rotator routines. It looks like wall paper from then with sick colors and lots of flowers (flower power!). besides from the plasma there's also a simple bumpmap with a light source that changes its size, but unfortunately this could have been made better. The idea is good, though. And just to mention it there's also a lowres, fast, simple, texturemapped tunnel. The music is a quiet piece of jazz mixed with hiphop rhythms now and then, and actually it is quite nice, and well timed to the rest of the demo.

Conclusion: If you miss the "good old" days watch this!

1.106 Gyrate / Wrath Design

Name: Gyrate
Group: Wrath Design

Year: 1996
Event: Assembly
Placing: 11 of 11...

Size: 4.02 MB
Requirements: AGA, 4 MB fast-RAM, HD
Recommended: '030-50MHz CPU

Code: Dep/DFX
Graphic: Neuron, Wolf/Wrath Design
Music: Elexir/DFX

Rating: ***---

+ Some nice routines
- Short, weird style change

Comment: Everything starts pretty well with a nice picture of an old man behind the credits, while a piece of synth music slowly fades in. The

music gets a bit more techno like when the next effect is on, a twirling tunnel, which is split up into lots of small tunnels, pretty nice. And of course (?) there's phong. About five oblong objects moves around, not too smooth but acceptable. Another tunnel is shown, actually there are two transparent tunnels running each way. And twirls. And the "camera" looks on the sides of the tunnel. Then there's the plasma, it's blue and it's beautiful. More phong, something that look like stones in different colors. Obviously they need a pretty fast computer to run smoothly. Finally there's a bumpmap with letters morphing out of it. The lightsource doesn't move which I think it should, it would be easier to read the text on the area that is not lit...

Conclusion: The crew behind it could have used more time planning it, it has its bright moments, but still nothing but an average production.

1.107 Habakuk / Dreamline Entertainment

Name: Habakuk
Group: Dreamline Entertainment

Year: 1996
Event: The Party 6
Placing: 15 of 15...

Size: 3.62 MB
Requirements: AGA, 2 MB chip-RAM, HD

By: Karsten Tarnow Niemeier, Thomas Elgaard, Jesper Rou Larsen
Music: Thomas Williams

Rating: ***---

+ Some fast 3D
- Some slow 3D (raytraced?), few different routines

Comment: Well, even though it's not the best demo in the world it did not deserve the 15th place at The Party 6 in Aars, some must have been worse than this! It's not that bad at all, but lacks some variation. The first effect for example is almost brilliant! A 3D star-like object with moving textures on it are turned around while a ring of small texturemapped boxes flies around it. It looks as if each box have a different texture on each side. And it almost runs smooth on my 1230/40MHz-33FPU! More 3D objects are shown including a transparent box. And some very slow objects are also shown, probably raytraced or something, but they aren't that fancy. The only routine that isn't a 3D object is a slow tunnel (which actually is a 3D object of some kind) with small textures on the sides. The music is a synth/techno/demo-style piece. Pretty good. The only graphic, except for the nice textures, is the intro picture, which looks as if someone took away most of the colors.

Conclusion: Needs variation, but didn't deserve the last place at TP6.

1.108 Happy Christmas / Three little Elks

Name: Happy Christmas
Group: Three little Elks

Year: ?
Event: ?
Placing: ?

Size: 0.69 MB

By: Explorer, Tabasco

Rating: *+----

+ Funny (especially if you understand Swedish)
- Blitterscreen, pretty ugly, few routines

Comment: Another little cute production from the Elks, this time a X-Mas demo with a contribution (?) to the Elks who are freezing in the during the cold Swedish winter... It runs in blitterscreen, but except for that it all looks okay (considering the type of demo). "I'm dreaming of a white X-mas" floats out of your speakers, while the face of Santa Claus is zoomed and rotated towards you. After a Swedish text screen two big cubes with X-mas Elks on their sides are filling the entire screen. Both fast and... rotating. Next effect is the rings effect where two sets of rings are moved above each other, which results in a psychedelic effect. Finally we must have a torus (?).
The credits are shown with a lot of "bangs" and "bums", now X-mas is over!

Conclusion: Three little Elks do it again! Recommended for Santa Claus and nisser!

1.109 Hardcore / Syndrome

Name: Hardcore
Group: Syndrome

Year: 1996
Event: Saturne Party 4
Placing: 1 of 11

Size: 6.57 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Code: Codac
Graphic: Tenshu
Music: Bosco

Rating: ***---

+ Pretty good graphic (gloomy - characteristic for the French Tenshu)
- Snuff film (disgusting!), some slow routines

Comment: A different demo, some would say disgusting, and I agree. It all begins with a little black/white snuff film, where you see someone get shot. Delicious! After that there are some real routines: Bumpmap, a 3D object which dives (looks great but is quite slow), a 3D mask with waves in the background (slow), a 3D mask with moving lightsource and a light routine, where the viewer is blinded by the light (nice!). There also is an Env-mapped skull (slow). Between some of the parts you'll see some pictures, which Hannibal Lecter would probably enjoy. The last part is about as disgusting as the beginning: Again some snuffs are shown, but this time only in short flashes. The sound of a beating heart is taken over by the sound of one of the noisy machines at the hospital, which tell if the patients are still alive or not. Not worth mentioning is the boring greetings (some pictures). The music fits the demo, it's a piece of rock with some screams in it.

Conclusion: Disgusting snuff. And it takes up a lot of HD-space.

Inside Information: Because of the death/Satan-theme and the like in this demo, Syndrome has been accused of breaking The Scene's unwritten rules.

1.110 Harmony / Haujobb

Name: Harmony
Group: Haujobb

Year: 1996
Event: Saturne Party 4
Placing: 5 of 11

Size: 6.98 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fastmem
Recommended: 68030/50

Code: Darken, Unborn
Graphic: Dust, Peachy, Owl, Wave
Music: Jazz, Smartass

Rating: **+---

+ Nice pictures, okay design.
- Most of the effects are (too) slow.

Comment: This long demo includes lots of different, nice, but slow effects. Except for the intro picture you'll see some nice pictures (a brilliant one by Peachy!) between some of the routines. First routine is a moving fractal-like thing, which in the next routine is put on all sides of a rotating box! Pretty nice, but pretty slow. Later there are some slow phongs, slow plasma and a pretty slow and simple 3D-scene, where a worm-like thing "walks" between some columns. And then there's a pretty fast routine (!): A transparent phong thing flying in front of a flame/blur effect. Then it's time for a dolphin jumping out of the water in a voxel landscape, which later starts to move (another slow routine...). The good music which is some synth/demo/techno/newage fits the demo.

Conclusion: The keyword is slow (if you didn't know that by now). But there are some bright spots now and then.

1.111 Hazchemix / Amnesty

Name: Hazchemix

Group: Amnesty

Year: 1996

Event: Gravity

Placing: 3 of 4

Size: 0.7 MB

Requirements: AGA, 2 MB chip-RAM

Code: Hasid

Music: Dave

Rating: ***+--

+ Very fast routines

- Strange blitterscreen display

Comment: This production contains one of the fastest phong routine I've ever seen! But still it's far from the best one: 1) The display throughout the whole demo is some kind of blitterscreen, and 2) It's shown in "wide-screen" so that only about half of the screen is used for display. All in all I'm not really impressed compared to other phong routines, but still, what a speed! The most impressive part of the demo (I guess), is build on this fast routine. A phong object flies above a bumpmap, and it's smooth! The light source is fake, though, the object isn't affected by the light hitting the bumpmap and the other way around, but anyway it's nice. Other routines in the demo are different kinds of plasma, including some nice bump mapped ones, a couple of tunnels and more phong, blurred objects. The music is pretty atmospheric, it's house added some hiphop-drums, and later techno/house. Fits the demos somehow dark atmosphere well.

Conclusion: Definitely worth having a look at!

1.112 Heartlight / Solaris & Syndrome

Name: Heartlight

Group: Solaris & Syndrome

Year: 1995

Event: Saturne Party 3

Placing: 8 of 10

Size: 2.61 MB

Code: Nasty boy/Solaris

Graphic: Tenshu/Syndrome

Music: Gandbox/Solaris

Rating: **----

- + Very nice tunnel/transparent box routine
- Low resolution, no design (which they admit in the lousy end scroller)

Comment: Not much to see in this demo that haven't been seen better before, and furthermore there's no design, the effects are just shown one after another without any fancy changes. There are a lot of classic routines: Gouraud shaded objects (one standard, one with blur and two flying through each other). The resolution is low, but on the other hand they run pretty smooth. More 3D: A transparent thing moves around in front of a picture, again it's pretty fast, but the resolution is low. Then there's some other env-mapped objects with the same effects as on the gourauds (blur, etc.), doesn't look too pretty, again mostly because of the resolution. Then we have a picture being twisted and wrenched (this is one of the nice routines), a simple "doom"-routine (you know, like walking around in a basement) with no floor and ceiling, and in low-res... Ugly. Now the reason to view this demo: A tunnel with a transparent 3D object in front of it. For once the resolution is acceptable (maybe I didn't really notice it because of the great effect) and the speed is good too. The music is an average piece of funk which isn't timed to the demo, and doesn't fit well either.

Conclusion: Find another demo to watch unless you want to see the few good routines in this demo.

1.113 Herten av Halland Avled / Keso

Name: Herten av Halland Avled
Group: Keso

Year: ?
Event: ?
Placing: ?

Size: 0.08 MB

Code: Mr. Adrian
Graphic: Konrad, Sverker
Music: Volvo

Rating: *-----

- + Nothing
- Everything

Comment: I'll make it short: Pictures and small repeating animation are shown, while chiptune is played. Everything is ugly. Wasn't that a quick review?

Conclusion: Crap!

1.114 Hmmm / Doughnut Fetish

Name: Hmmm

Group: Doughnut Fetish

Year: 1996

Event: Kindergarten 6

Placing: 3 of 8

Size: Not big

By: Psalt, Accede, Niggerjack, Pix, Loaderror, Discman

Rating: *+----

+ Hmmm...

- Few routines, blitterscreen

Comment: There may be an error in my copy, there probably is, 'cause the demo is short and the last effect, which is a light blurred tunnel, never stops. Blitterscreen is used for showing some of the routines, which doesn't look too nice, especially not on a (buggy) fire-effect.

Conclusion: Forget it.

1.115 Huddersfield / Tony Hartley

Name: Huddersfield

Group: Tony Hartley

Year: ?

Event: ?

Placing: ?

Size: 0.41 MB

Requirements: AGA, 4 MB fastram

By: Tony Hartley

Rating: *-----

+ Ends when you click the mouse

- Everything else

Comment: This "demo" is some of the worst crap I've ever seen (and I've seen a lot!)! It consists of 4-5 different mostly ugly routines that are cycled fast after each other again and again and again. And it never ends unless you press the mouse I think. And trust me: You WILL press the mouse!

Conclusion: If you see it delete it!

1.116 Hyper / Freezers

Name: Hyper
Group: Freezers

Year: 1996
Event: Intel Outside 3
Placing: Probably no. 7 of 19

Size: 0.64 MB
Requirements: AGA, 2 MB chip-RAM

Code: Zig
Graphic: Grid, Grass, Shade, Zefir
Music: Dave

Rating: **----

+ Some pretty nice routines
- Short demo, slow env-map routine

Comment: Begin with some okay gouraud shaded brown object. Then a fast texture tunnel, a (very) slow env-map routine. It seems as if the object used is too complicated, too many faces? If they've chosen some simple objects it would hide that the routine isn't the fastest ever seen. In between some of the effects are some pictures, which are average quality like the last routine, the bumpmap with moving lightsource. The music is one of those house things with a very fast drum rhythm, if you like that it's probably okay...

Conclusion: Don't kill anyone to see this demo... It's not worth it.

1.117 In the Kitchen / Anarchy

Name: In the Kitchen
Group: Anarchy

Year: 1992
Event: Hurricane Summer Party
Placing: 4 of 10

Size: 0.3 MB
Requirements: An Amiga, 0.5-1 MB chip-RAM, 1.5 MB fast-RAM, a patch if you want to install it on HD

Note: To enter the secret part type: "give it to me pleeez", "i wanna see it now", "you make me feel so good"

Code: Slammer
Graphic: Facet, Xience
Music: 4Mat

Rating: **+----

+ Some nice routines, fast

- Some simple routines

Comment: One of the good old classic demos, from the good old classic demo group Anarchy, one of the leading groups back then. But much time has passed since then, and naturally you can see that the demo isn't exactly new. Still it has some routines that are worth watching, for example the dot transform routine (1296 dots they say), a sinus-scroller with small balls jumping on it and some kind of cycling colorshade routine that covers a big part of the screen with flashing colors. Also a colorful bending 3D-vector bar routine is worth mentioning, crazy! The more ordinary is things as vector boxes with different colors or raster shading, glenz vectors and a small twirling "Matilde Kakao" logo. The music is pretty good and funky. Also the graphic is good compared to the number of colors...

Conclusion: Especially for old Sceners

Note: Matilde Kakao is a Danish drinking chocolate brand! Matilde is a Danish girl's name!

In the kitchen floor...

1.118 Instinct / C-lous

Name: Instinct

Group: C-lous

Year: 1995

Event: Remedy

Placing: Wasn't in the compo

Size: 2.44 MB

Requirements: AGA, 2 MB chip-RAM

Recommended: '040 if it runs on such thing

Code: Origo, Prospect

Graphic: Frame, Stardust, MRK/Jewels

Music: Mega, Mr. Mygg

Trace: Claw

Rating: **+---

+ Some pretty effects, a catchy tune

- Slow routines

Comment: A one week production it says in the readme-file, and you can see that on the demo. None of the routines are anything special, nor is some of the pictures. The music in the mainpart of the demo is quite good, though, it's a quite melodic demo style tune, unfortunately the technical quality of this piece isn't too good, but acceptable. When you start the demo an eye is shown in black/white, nicely drawn. Shortly after the credits/title sequence has begun, not too nice as the background is just 4-colored brown-shaded texts. The first routine is a slow texture mapped, checked phong torus (1x1), very unoriginal and too slow on '030. Next one isn't coded but traced, it's a 3D-animation where the "camera" is driving

around on the edge of what I believe is a sundial. The colors are still brown and still only few are used, but anyway it's pretty nice. The gouraud shaded blob that is on afterwards is on the other hand pretty ugly, just big, slow and gray. The eye from the beginning is then used in a texture plasma routine, but unlike most other routines of this kind a lightsource is moved around above it, so that it gets hit by a spotlight, normally only seen in bumpmap routines. You'll need a '030/50MHz to run this effect at a good speed. The last effect is another torus (sigh!), still phong, but without any texture mapping and only in 2x2 resolution, however its jelly and a bit faster than the first torus, still not fast enough to be nice. A not too nice (or different) picture is on at last, then both music and picture fade and the demo ends.

Conclusion: Better demo has been made, better demos will be made, this one is not worth watching.

1.119 IntellInside / Æsthetica

Name: Intel Inside
Group: Æsthetica

Year: ?
Event: ?
Placing: ?

Size: 0.15 MB

Code: Quartin Quarter
Graphic: Papalagi
Music: Tristan
Animation: Dee-Boa

Rating: **----

+ A little funny, nice picture, and they are right!
- I guess it's made how it's supposed to be, so nothing negative to add!

Comment: A funny little "demo". It starts with, except for the logo, a green PeeCee-screen! Shortly after a picture imaging a toilet with the "Intel Inside"-logo on the lit... A difficult to read sinus-scroller is shown to the right of the picture.
A slow folk melody is playing in the background.
And that's that!

Conclusion: He he he.

1.120 Into the Void / Subspace

Name: Into the Void
Group: Subspace

Year: 1996

Event: Compusphere 6
Placing: 3 of 6 (two PeeCee demos were also in the compo)

Size: 0.44 MB

Code: Origo
Graphic: MRK, Zalo, Desoto
Music: Blade

Rating: **----

+ Pretty good routines, nice graphic
- Short, low resolution, bad choice of colors

Comment: A short production which contains about two routines: A torus-like phong object and a tunnel, both in a quite low resolution, but on the other hand their speed is okay. The music, which is an atmospheric demo style tune, starts the demo, and after a while (too long) the routines starts. They're on for short period of time and then it's over. The colors could have been better, sometimes it's almost too dark to see what's on the screen, or else the colors look too similar.

Conclusion: Not recommended.

1.121 Jam Jam / Incal Posse

Name: Jam Jam
Group: Incal Posse

Year: 1996
Event: Symposium
Placing: 2

Size: 0.95 MB

Code: Perfection
Graphic: Dragon, Cougar/Sanity, Ra/Sanity, Melmoth or Morgoth/Passion
Music: Jarre, and an unknown musician

Rating: ****--

+ Generally good work
- Some picture and music rips

Comment: It begins with a picture of a brick wall. In front of this a very well-drawn graffiti text is faded, making it look like a real wall in a gloomy alley... The screen fades and the first routine is on, it is some kind of texturemapped plasma rotator that, except for the low resolution, is nice and enjoyable. So is the tunnel/color zoomer routine that is on afterwards, looks as if it is about 18 bit, or else it's just a good choice of palette (both concerning the choice of colors and the shades). Next on is a fast voxel-routine. One of the reasons why it is so fast, is that Incal uses parts of the screen for promoting the group by writing its name next to and below the voxel, but that doesn't matter, as it is a great routine that even rotates freely from side to side! And as always:

The torus... A texturemapped phong torus that isn't too fast dances for a while on the screen, then six of them appear and form a ring. But fortunately we are moving to the next routine pretty fast afterwards. That's a flat-scape routine with both floor and ceiling using one of Cougar's famous dragon-pictures and one of Ra's creations as texture. As they say: They where low on time, and the readme-file even says that it's a 48 nonstop production. If that's true I must say that they've done a very good job, but if you should rip other people's work I don't think that you should actually use it in your own productions (not without an agreement with the author(s), anyway). But back to the routine: It rotates freely on all axis, is pretty fast and the resolution is a bit low. But all in all it's an impressive routine! The routine ends just to make room to the next and last routine in the demo: A nice texturemapped cube, with a different picture on each of its sides. For once the resolution is okay, and the speed is quite acceptable too.

The music in the demo is a rather traditional piece of synth with some techno elements in it, and an "I-found-the-button-that-starts-the-drum-box-and-I-don't-want-to-touch-it-again"-rhythm... But it fits the demo well. Also the synth music that is on together with the endscroller is good, personally I like it very much (there's nothing like a piece of good synth). But again it's a rip (the end-music)! They sure must have had some problems with a deadline.

Conclusion: Highly recommended!

1.122 Ketogane / Puzzle

Name: Ketogane

Group: Puzzle

Year: 1996

Event: South Sealand 3

Placing: ?

Size: 4.3 MB

Requirements: AGA, 2 Mb chip-RAM, 4 MB fast-RAM

Recommended: '030/50MHz CPU

Code: Robotnik, Hexagon, Mickey

Graphic: Tactica, Deckard, Relief

Music: Relief, Tricktrax, Archangel

Rating: ***---

+ Nice 3D-scene and music

- Generally slow routines

Comment: It all starts with the credits which are shown with changing faces next to the names and nice plasma effects in the background. But after this the routines are generally a bit slow, I guess a '030-50 will be enough to make it run acceptably. But still all of the routines have been seen faster before... The next effect is a party twister, then a tunnel with "mountains" coming out of it sides, another plasma routine (rotating) and a nice picture by Deckard in the usual Deckard style. And now for something completely different: A 3D-scene rendered in a 3D

program where a futurist plane bombs the Microsoft building. The color(s) are blue, the resolution is low, but it's pretty smooth and looks very realistic! Back to the (rest of) demo: Another env-phong torus, some bumpmap, a phong gun, some bobs (rarely seen in new demos, I wonder why) and finally: The endscroller with a bumpmap in the background. The routines are still pretty slow and everything has been seen better before. The music in the demo is a nice synth piece which changes to fit the 3D-scene and changes back when it's over, the end-music is some kind of triphop/synth mix.

Conclusion: Watch it to see the 3D-scene.

1.123 Kiitos? / Extend

Name: Kiitos?
Group: Extend

Year: 1996
Event: Demolition II
Placing: 5 of 9 (Mixed Amiga/PeeCee compo)

Size: 1.55 MB
Requirements: AGA, 2 Mb chip-RAM, 8 MB fast-RAM, HD

Code: Orbis, Zero
Graphic: Electric, Orbis, Zero
Music: Argon

Rating: **----

+ Good intentions...
- Slow routines

Comment: Somebody tries to make their computer do things that takes it to the limit of what is possible. Somebody has faster computers than others. You'll need a '060 or similar to run this demo at a decent speed, I guess! Anyway, except for the slow routines the demo is actually nice with well-chosen colors and nice effects. A 3D flatscape (a plain surface disappearing on the horizon) with a texture on it, a texture tunnel (still very slow), some indefinable lights are the contents of this demo. None of the effects are shown very long, but instead some of them are shown twice (or is similar) with a second texture. One worth mentioning is a 3D bumpscape, 3D bumpmap. Slow... The last routine is unlike the other routines not especially slow. It's a scroller where the letters are formed of lots of falling pixels, looks nice. The text moves very slow, but rather smooth. The music is a below average piece of techno with some synth tunes in it.

Conclusion: You don't need to see the demo, but I would recommend you to watch the scroller, though.

1.124 Kilkenney / IRIS

Name: Kilkenny
Group: IRIS

Year: 1997
Event: The Copenhagen Party
Placing: 1 of 7

Size: 3.4 MB
Requirements: AGA, 4 MB fast-RAM, HD

Code: Hastur, Talpa
Graphic: Bifrost, Bandy
Music: Notman, Gilo
Design: Darkhawk

Rating: ***---

- + The music is quite good
- The routines are generally a bit slow, there are some strange brakes when loading some new parts, blitterscreen

Comment: It all begins with a digitized short movie, where we follow Darkhawk walking through the city, and shortly after entering an Irish pub (of course...). The quality is rather low, first of all it is shown in blitterscreen-mode (like most of rest of the demo, unfortunately). Second the frame-rate is too low to make a "convincing" movie (I guess it's about 5-6 frames/sec). A text that is faded in front of the "movie" tells the viewer what's going on and why. After entering the pub the camera zooms in on a beer mat - Kilkenny beer, naturally! The screen goes black and stays like that for a while (too long). The real routines start, now that we have reach the second part, with a big texturemapped cube (and I guess I don't have to mention that the texture is the Killkenny logo...). It runs, like the next couple of routines, in blitterscreen-mode, which doesn't look too nice, but helps improving the speed of the routines. But generally they could need even more speed than they gain from the blitterscreen. The fire-routine that is on next is quite fast, though, an in front of it some glass balls fly around, nice. The following routine would probably also be nice if it was a lot smoother, that is, you need a powerful CPU. It's a jelly texturemapped box flying around in a moving background. Afterwards we are in a cinema looking towards the screen, where an average picture by Bandy is shown, and shortly after the screen zooms and fills the entire screen (if you know what I mean). It seems as if they have trashed the Kilkenny-theme by now, but it is seen lots of times before that demos have nothing to do with their title, so why not...? On next is some kind of dark, blue pixel/fractal routine, a bit unexplainable, but probably nice if run on the right machine (fast!). Time for the greetings-part, a scrolltext written using bumpmap and two simple lightsources. Afterwards a very slow 3D-mountain scene is presented. It's texturemapped too and the camera moves (of course) in any angle, but it's way too slow to be nice. A big picture by Bifrost is scrolled up and down, and then an "interfering-rings" effect is on as the next one, two series of random moving circles are combined with some kind of plasma effect. This effect is shown later in the demo, but this time with a texturemap in the background. After this routine a new part is loaded causing a black screen, and they've even forgotten to remove the pointer! A texture mapped phong bowl is on next, followed by the credits-

part: A box with the IRIS-members on the side and the names shown in front of it, one by one. Cute. The end-part is cute too. At first it's a plain Kilkenny logo with background that scrolls around on the screen, but slowly the plain is made bumpy, just like looking through a very old window. In front of all this some last words are written. The music is in the main-part a good and melodic piece of synth, in the end-part it's still synth, but this time atmospheric. The pictures in the demo are of mixed quality, but never better than good.

Conclusion: Not a must see.

Note: Kilkenny is (if you should have missed it) an Irish beer (or IRIS beer?!)

1.125 Kolor / C-lous

Name: Kolor

Group: C-lous

Year: 1996

Event: Icing Party

Placing: 5 of 6

Size: 1.06 MB

Requirements: AGA, 2 Mb chip-RAM, 4 MB fast-RAM

Recommended: Fast '030/50MHz

Code: Scout

Graphic: Frame, TMX

Music: Somel, Morrow

Rating: ***---

+ Nice routine, pretty good music

- It's short, sudden ending (is that an error in my copy!?)

Comment: Silent synth tunes floats out of the speakers while a pretty good voxel landscape is on. One of those that rotates 360\textdegree{}, all the way ← round.

The colors are gray and green mostly, the part of the landscape that are closest to you tends to be build of to big blocks, but it isn't a disaster as the rest of it looks pretty good. In front of it all the credits are shown with a funky hand drawn font. This sequence is rather long, but that is quite okay as it is atmospheric and nice in general. But suddenly the tempo really changes, turbo-mode is on and the landscape shows that it is able to turn 360\textdegree{} on all axis, not just on X! Great! Of course also ← the

music is changed, both in style and tempo, it's an okay piece of techno that fits the show pretty well. Afterwards a tunnel is on, one of those "flower-shaped" ones. It's gray, but with a mainly green stripe of light running down its sides. Nice too! Also the next effect is some kind of tunnel, but you only get to see a bit of it because it's so dark. In front of this a jelly phong object with a lot of tentacles sticking out of it is present, nice! Also the speed is good. A picture is shown afterwards, at first it's grey-scale only, later the colors are turned on

so half of the picture is in colors. Strange, but not as strange as what happens next: The demo suddenly ends, the music is just cut off. Very strange, they were doing so well, and then this!? But as so many times before time caught up with the group, and the choice was either to release it at once (which obviously happened) or to release it later in a more finished state. Unfortunately C-lous chose the first of the two possibilities, the result and placing speaks for themselves... Too bad!

Conclusion: Worth having a look at! I simply don't understand about that ending?

[Click here](#)
to go to the Kolor Remix

1.126 Kolor Remix / C-lous

Name: Kolor Remix

Group: C-lous

Year: 1996

Event: Remedy

Placing: 2 of 6

Size: 0.73 MB

Requirements: AGA, 2 Mb chip-RAM, 4 MB fast-RAM

Recommended: '030/50MHz

Code: Origo, Prospect, Scout

Graphic: Frame

Music: Somel, Morrow

Objects: Claw

Rating: ***+--

+ Nice routines

- Short, sudden ending

Comment: The remix of Kolor is quite different from the original

Kolor

demo. It's faster, the changes happen more often and the music is completely different, as it is a piece of funky rock, a pretty good one too (the question is if it fits to the demo's rather dark atmosphere).

And of course there's similarities, for example the nice voxel landscape spinning around all axis (great!), and the very fast 3D-tunnel that are in the end of the show. You are flying with a great speed forward and backward through this flower-shaped tunnel looking on its sides.

Of new stuff is a metallic phong box with sides that bulge both in and out. And even better (I think): A bumpmapped, colored, rotating, zooming texture, looks really great! As mentioned before the fast, green tunnel is in the end of the demo. Suddenly it changes to read colors, while credits are shown in front of it. And suddenly the show ends without further notice or anything. The same as the original

Kolor

demo!

The reason: A deadline getting nearer and nearer I suppose...

Conclusion: Recommended, too bad about that ending!

[Click here](#)

to go to the original Kolor demo

1.127 Koloseum / Przyjaciele Stefana B

Name: Koloseum

Group: Przyjaciele Stefana B

Year: 1997

Event: Rush Hours

Placing: (Crazy Compo) 1 of 1

Size: 1.69 MB

Requirements: AGA, 2 Mb chip-RAM, 4 MB fast-RAM

Code: Mroova, Zorka 19

Graphic: 100% Bawelny

Music: Captain Jack

Design: Mroova, Zorka 19

Rating: *-----

+ Nothing

- About everything (including Polish language in 98% of the demo)

Comment: We know Captain Jack they say. Maybe he's the one trying to sing? The music is some of the pop crap that is constantly played in the radio and on MTV. The demo itself isn't better. A snapshot from a demo editor and a transparent 3D-object is the wildest routine in the demo, and that's not impressive! This is shown a couple of times in different variations. In between this is a flashing screen with some Polish text - maybe it's funny, but only the Polacks will ever know... The two other effects in the demo are an ugly 3D-starfield and a simple plasma.

Conclusion: Forget it (however, if you're Polack you might just have a look...)

1.128 Kreijski / Candle

Name: Kreijski

Group: Candle

Year: 1996

Event: Compusphere 7

Placing: Didn't take part in the compo

Size: 0.57 MB
Requirements: AGA, '020 or better

Code: Angel
Graphic: Angel, Aeroba
Music: Angel (with help from Cloud)
Design: Angel

Rating: *-----

+ Funny (in a way)
- Contains only one "real" routines

Comment: Strange mixture this demo. Half of it is a show off of old-fashioned (but pretty nice effects), the other half belongs to a cartoon. Actually there's only one real routine, some wireframe objects with blur. Else there's the classic "15"-game (there are 15 bricks which you have to place in the right order to watch what it represents) that assembles to a funny face. And I don't even want to tell about the part with the flying tits...! The music changes from being cartoonish to heavy rock, well timed.

Conclusion: Watch it for a good laugh (if you've got a primitive kind of humor!?)

1.129 Lech / Freezers

Name: Lech
Group: Freezers

Year: 1995
Event: Eastern Conference
Placing: 1 of 3

Size: 0.57 MB
Requirements: AGA, 2 Mb chip-RAM

Code: Sputnik
Graphic: Grid, Freeman
Music: Bethoven

Rating: ***----

+ Some good routines
- Some simple routines

Comment: While the heavy music makes its way out through the speakers, one routine after another is shown fast after eachother. At first we're on a little journey through a flatshaded city. Looks okay but is nothing special. Then it's time for some 3D objects jerking around, this routine is pretty fast. Next effect is a lightsourced cube with a picture on its sides. You see a little object representing the light flying around it. The cube isn't very big, but the routine is on the other hand very smooth. Looks great. The music changes into a synth/techno piece and it's time for

a classic doom-routine, a pretty okay one too, which leads us to the next effect: A spinning bouncing ball. Nice and fast. Back to the 3D objects, time for the env-mapped. They're pretty smooth, but a little small and square. Yet another journey through a flatshaded city, this time fog is all-over, so that you can only see the buildings near you. Finally: The torus. Big, ugly and flatshaded...

Conclusion: Hang on - if you want to. I don't.

1.130 Life with a G-string / C-lous

Name: Life with a G-string
Group: C-lous

Year: 1994 (maybe)
Event: The Party 4 (maybe)
Placing: ? (maybe)

Size: 0.39 MB

Code: Prospect
Graphic: Frame, Pozz, Slime/Rebels
Music: Mr. Mygg

Rating: **----

+ Fast routines
- Too few routines

Comment: This demo contains about three or four routines which isn't much, not enough to make a decent demo... But the ones present are fast and pretty nice: A textured "party twister" (looks like a bar being twisted), a row of triangles which is zoomed towards you so that they forms some kind of blurred tunnel, and a bouncing ball with a moving picture wrapped around it. Furthermore there's a nice logo and some pretty nice and pretty traditional demo music. Some of the other graphic in the demo is a little strange...

Conclusion: It's more exiting to watch real g-strings...

1.131 Limes Inferior / Dinx Projects & Skid Row

Name: Limes Inferior
Group: Dinx Projects & Skid Row

Year: 1996
Event: The Party 6
Placing: Not shown

Size: 3.16 MB (Chipram-version)
Requirements: AGA, 2 Mb chip-RAM, 4 MB fast-RAM, HD - (also available in a no-fast-RAM-version)

Note: Is said to crash on some multi-sync monitors

Code: Oster, Sachy
Graphic: DRD, Kro, Sebox, Tinner
Music: Dan
Design: Sachy

Rating: **----

+ Multitasking (!), some nice routines
- Slow phongs and other ugly things

Comment: The show starts with some kind of light balls that moves around in random patterns. When they hit each other they become brighter, but unfortunately (for DP & SR) this routine has been done much better before. It's not pretty. Then we are told that this demo is actually multitasking! And it is, pressing Amiga-M brings you back to the system! Other coders could learn something here. Then there are credits and after that some slow and buggy phong, then a bump-mapped cube and an env-mapped phong pig, no torus this time! A pretty pretty plasma is the next routine, the colors could have been better though, and after that a tunnel, but it is only the first part of the tunnel that is illuminated, so you're unable to take a deep look into it - it's just dark, however, the speed is good. More phong is on, this time a wheel from a car (without the tire), a very buggy phong twister and a lot of blue balls (last mentioned routine is extremely slow!). And that's it. In between some of the routines some pictures by DRD (whose name has nothing to do with my name!) are shown. The original pictures are at least 16 bit pictures hi-res, but here they are converted to 256 colors and a lower resolution, and of course the originals are much better than the ones in this demo. Too bad they are converted. The music starts as an atmospheric piece of synth, but is later changed into average techno music.

Conclusion: Not recommended. About everything has been seen better.

Note: The demo is available both as chip-ram only version and in a version that uses both chip and fast ram. Both were tested, but I didn't see any differences between the versions. Maybe this is only important on slower machines?

1.132 Liquidize / Fnuque

Name: Liquidize
Group: Fnuque

Year: 1996
Event: The party 6
Placing: 8 of 15

Size: 0.31 MB
Requirements: AGA, 2 Mb chip-RAM

Code: Presence, Blueberry, Painelf
Graphic: hund., Swaxi, Trez, Folcka
Music: Swaxi

Rating: *+-----

- + Some nice plasma
- Lots of things that aren't nice

Comment: This demo is short, contains only few routines and all of it is plasma. The first plasma is lowres and has some ugly blue colors, the second one is also lowres, but looks okay anyway as it's made with a dark palette with one bright line in it. The last plasma is actually good, it's a picture of a face that is mirrored, and it's both fast and the resolution is good. The music is a piece of techno and isn't time well to the rest.

Conclusion: Watch another.

1.133 Little Cubi / Drifters

Name: Little Cubi
Group: Drifters

Year: ?
Event: ?
Placing: ?

Size: 0.77 MB

Code: Clary
Graphic: Tob-Sef, Euric
Music: STF

Rating: *+-----

- + Nice cartoon
- Has not really anything to with a demo

Comment: This is a cartoon rather than a demo. It consists of small sequences of cartoon that has about nothing to do with each other. The style of drawing is cute, though. The music is a tuba added with different sound effects, sounds terrible but matches the rest...
When it's over it restarts, but you can end it with the mouse.

Conclusion: Forget it!

1.134 Magical Box / Grasshopper Design

Name: Magical Box
Group: Grasshopper Design

Year: 1996
Event: ?
Placing: ?

Size: 0.18 MB

Code: Kaneda
Graphic: Blunt
Music: Bliss, Wilsh

Rating: **----

+ Funny
- Nothing negative about it!

Comment: Ha ha! This is an interactive demo, you actually have to do something to make this demo work. A cartoonish (magical?!) box with a crank in its side is shown. By moving the mouse you can make the box play some sounds, it's not a jukebox though... But be careful! It might be a bit fragile... After that there's a small tower with half a bridge coming out of it. Around this bridge there are a lot of small balls flying around. Cute. In the bottom of the screen some info is shown.

Conclusion: This is not a demo, it's a joke. A cute one!

The tower. "ghd" isn't in the demo, though

1.135 Makaveli / Essence

Name: Makaveli
Group: Essence

Year: 1996
Event: The Party 6
Placing: 2 of 15

Size: 0.55 MB
Requirements: AGA, 2 MB chip-RAM
Note: Needs a patch to run on '040

Code: Jamie
Graphic: Norm
Music: Marvin
Objects: Horus

Rating: ****+-

+ Very fast phong, generally very nice routines
- Compared to the standard it lacks design

Comment: Essence - the world's most dangerous group - that's what they say about themselves. And this demo is really "dangerous": It contains some of the fastest phong ever made (compared to CPU power)! The music which is some kind of techno with hiphop drums fits the demo, which starts with some pictures of the authors and an "Explicit Lyrics" sign, there's no singing in the demo, though. After that there's a routine which is some kind of plasma formed in the shape of a flower (anyone has a better explanation? Well, just watch the demo to find out what I mean...). Then

the phongy part starts: A gigantic (...) envmapped 3D object moves steadily across the screen, runs completely smooth on a '030-50! But you don't really know what I mean before you've seen it! After that some oval texturemapped balls bounces around. The texture is made so that it looks like there is a lightsource, but there isn't. Fake, but anyway, it looks very nice. Then there's more phong! A beautiful black rabbit (naturalistic) and the old moon (not very realistic, but in a very fancy cartoonish style). Nice and fast. Plasma is used in different ways, in some kind of tunnel, twisting around and twisting a picture . Well done! Of course (!?) there's more phong, this time another big object that reflects itself in it, I guess! All phongs are in a pretty high resolution, which makes it look much better than "ordinary" phong. The last effect is an Essence logo in 3D with blur slowly moving around on the screen, afterwards an average picture, a little messy but with some nice details, is shown. The demo ends. One of the best demos in 1996, I'm sure!

Conclusion: Watch this one! One of the best productions in 1996!

The ugly dog that are used as texture
The last picture in the demo can't compete with the rest

1.136 Masque / C-lous

Name: Masque
Group: C-lous

Year: 1995
Event: Compusphere 5
Placing: 2 of 8

Size: 0.27 MB
Recommended: '030/50MHz

Code: Scout
Graphic: Frame
Music: Some, Morrow

Rating: **+---

+ Multitasking, nice phongs, good music
- Short, only one routine, the mouse pointer is on

Comment: A very short demo with only one routine in it, a nice phong routine that shows three or four different objects (blob, chess piece, star) shown with some kind of brown mapping on them (or just a good mixed palette). In between these objects are some poems that are shown too fast to be read (and often backwards), and while the objects are on the credits are used as background picture. Best of all is that it multitasks, and also the funky combination of jazz, funk and heavy hiphop drums is a success, especially the horn in it is good. Unfortunate that this demo is so short, it could have been something!

Conclusion: Too bad it's so short, what's in it is good!

1.137 Massive Killing Capacity / Ram Jam

Name: Massive Killing Capacity

Group: Ram Jam

Year: 1996 and 1997

Event: Assembly (1996) and The Italian Gathering (1997)

Placing: Didn't compete because at Assmbly, it was disqualified! Read more later. 2 of 2 at TIG.

Size: 1.21 MB

Requirements: AGA, 2 Mb chip-RAM, 4 MB fast-RAM, HD

Code: Randy, Klorathy

Graphic: Loop, Ilian, Randy

Music: Klorathy

Rating: ****--

+ Almost all of the routines are fast and pretty nice, nice graphic

- Was disqualified at Assembly '96!

Comment: Starts with a very nice logo, a little difficult to read. A very nice voxel landscape with a texture on it takes over the screen, much cooler than the ordinary voxel routines! Then it's time for a pretty nice texture tunnel, held in one color. One of the original effects is an kaleidoscope like effect (similar to the one in those small paper/tin pipes you had when you where younger, where you looked into one end and saw the most beautiful patterns...).

The next routine, a bouncing ball with a texture on it, is a bit slow (but acceptable). Time for a plasma and pretty fast phong object (lowres). Something looking a bit like fractals morphs around into different shapes. It's fast, but the resolution is low. Another plasma, this one is a very colorful one. At last there's some morphing gouraud objects moving and twisting around in eachother, not to forget the end-scroller: The Star Wars wannabe scroller. It's a little ugly, especially compared to Star Wars scrollers in many other demos. The pictures shown in between some of the routines are generally nice. The music is an OK synth/techno piece. Why this demo was disqualified is a mystery to me!

Inside Information: Was disqualified by the jury selecting the demos at the Assembly '96! The reason why, is (source: ROM 8): "Eye Q & Stargazer, both jury experts, thought that the Ram Jam contribution was way too ugly to present to the masses". I don't understand that (neither do Ram Jam and many others)! This demo is good! If it really IS true that that was what happened, they (the jury) should leave the Scene forever (or stop being bribed!!)

Conclusion: Watch it!

1.138 Megademo / Budbrain Productions

Name: Megademo

Group: Budbrain Productions

Year: 1990
Event: TSL & RSI Amiga Conference
Placing: 1 of 1

Size: 1.6 MB
Requirements: A patch if you want to install it on HD, my patch needs 0.5 MB chip-RAM, 2 MB fast-RAM. Runs on A500 too!

Code: Psycho
Graphic: Diablo, Chrom, Splatman
Music: Diablo, an unknown musician
Support: Vector

Rating: ***+--

+ Different, funny
- I think this demo is close to reaching its goal: To be entertaining, so nothing particular negative, no quit

Comment: This demo was a real hit when it appeared on the Scene, and now it has become a legendary demo more or less! This production was something completely new from all other demos at that time, as it isn't based much on the routines, more on the graphic, sound and funny entertainment. And the legendary Budbrains have reached their goal. It starts with a guru...! But don't worry, it's just one of the Budbrain's loony ideas. Then the credits are shown, slowly one by one with an odd font and colors, while some screaming, but in a way quiet, scary tunes are heard floating out from the speakers. A scroller appears, and in you have to click the mouse to avoid a crash in this part. B bug in the demo. Afterwards the first part of a weird little movie, a cartoonish animation, is shown. Another funny animation is shown before the next part of the movie, and in between this movie part and the movie's last part is one of the only parts of the demo that contains effects, the infamous Kaos-part! The music is a remix of Dr. Baker's Kaos techno hit, and on the screen a lot of line patterns are shown creating beautiful (?) shapes. Also simple pictures and the like are shown in short flashes. If you click the mouse you'll proceed to the last part of the movie (what an ending!), and after that is over one of my favorite parts in on, probably the cutest demo part ever in any demo! Three eggs hatch and in them are three cute chickens. The middle one starts to sound like a cool drum rhythm, and soon the two other chickens start to fall into the rhythm. But you have to see it to understand. The second and last coded (that is, with real effects) part in the demo is a scroller made from vector bobs. They fly around in a half circle over the horizon making different kind of movement. Unfortunately this part is a bit trashed in the HD-version, but still it's pretty nice. The last part, except for the endscroller is the so called Hustler part, inspired by Hustler magazines. It's a slideshow with black humor pictures where the topic is concentrated on body parts below the waist... And very funny (Parental advisory)! Everytime a new picture is shown a crowd of laughing people are heard, and you are probably going to join them. The endtext is slowly scrolled across the screen accompanied by a great silent tune.

Conclusion: A true classic demo! If you haven't seen it yet, watch it! If you have seen it, watch it again!

Note: Budbrain's first demo

Click here
to go to Budbrain Productions' Megademo 2.

1.139 Megademo 2 / Budbrain Productions

Name: Megademo 2

Group: Budbrain Productions

Year: 1990

Event: X-Mas Party

Placing: 2 of 4

Size: 0.9 MB

Requirements: A500 or better. Needs an installer to install on HD.

Code: Psycho

Graphic: Diablo, Chrom

Music: Diablo

Rating: ***---

+ Good music, funny

- Short, can't compete with the first
Megademo
, no quit

Comment: Budbrain's second and last demo, and unfortunately it can't really compete with the first megademo's high level of humor which is what holds up this kind of demos, however it isn't bad at all! It is based more on the code than the first megademo, but still graphic, music and humor are in focus. For example the first part of the demo where Madonna is killed in the shower. We don't get to see the killer (yet), just his hand holding the knife. The sound is brilliant with the short, precise strings everytime the poor singer is cut, and the graphic is (as always in Budbrain demos) comic style. After this little animated sequence the words "Sorry Crionics" is written all over the screen, which must be a hint to Crionics Madonna demo... The first code part is on next. In the background is a starfield scrolling across the screen, while letters are zoomed in different ways to the screen, sometimes rotated, often not in the right order. Looks great. The music in this part is atmospheric, at first it's just sounds of the wind that is heard, later it changes to a good piece of Dr. Baker inspired techno. Next part is just some simple plasma figures in top of the screen, while a scrolltext is in the bottom of the screen. The part after that one is a bit more entertaining, it's the techno part where a good piece of techno is played while different, simple routines are shown in MTV style, that are fast changes. A trial is shown as the next thing when you click the mouse. While a newspaper informs you that Madonna's killer is found the theme from Twinpeaks is played... Who the murderer is I won't write here, but you will be surprised! The demo ends with a stylish end, beautiful fonts and logos and a good relaxed endtune. Unfortunately you can't quit the demo by mouse, a reset is needed.

Conclusion: A classic, very enjoyable!

Note: Budbrain's second demo

Click [here](#)
to go to Budbrain Productions' first Megademo.

1.140 Megademo IV / Artwork

Name: Megademo IV

Group: Artwork

Year: 1997

Event: Symposium-Mekka

Placing: 1 of 14!

Size: 2.69 MB

Requirements: AGA, 2 Mb chip-RAM, 4 MB fast-RAM, HD

Recommended: Fast '030 or better (if it runs on better which I think it
does as it seems to be rather system-friendly)

Note: Maybe a bugfixed version will be released.

Code: Azure (main-coding), Skyphos, Sharon, Tron, Argon

Graphic: Fiver, Noogman, Nero

Music: Virgill (adjusted by Skyphos)

Objects: Tiberius

Rating: ****--

+ Nice routines, nice pictures

- Lacks transitions, a few routines demands a lot of CPU power

Comment: If you read the text file that comes with the demo, you'll find out that Artwork claims that this demo was put together at the party-place with the leftovers from

Exit Planet Dust
released shortly before

Symposium-Mekka. And I'm willing to believe that, it looks a lot like it. It's the usual Artwork style with yellow/orange/brown colors and a lot of smooth phong objects. The changes between the different routines are still just a fade, and all in all you could compare it to a coke: It's nice in the beginning, but starts getting boring after a while. When you're finish the container is empty (anyone got that?)... Well, enough thinking (or whatever you'd like to call it), let's get on with the show: The first thing you notice are the numbers that are placed in three columns on the screen. Could it be design? No, it's not. Rumors say that Artwork simply forgot to remove their on-screen (de)bugger (or what ever that is) before handing in the demo. Luckily you can turn it off yourself by clicking the left mouse button. After the credits have scrolled unsmoothly across the screen, the title is shown. The background slowly moves, and that goes for the rest of the demo whenever possible. The first "real" routine is of course a fast phong object, texturemapped I guess. A fade later we're

flying through some kind of tunnel that consists of a random grid, through the holes you can see the slowly moving background (as I said before: It's on whenever possible). Afterwards a plasma of the kind that focuses on the middle is shown, very nice. A new kind of tunnel is the next routine. It's a bit slow and looks pretty much different from any other tunnels because of its texture. Pretty nice. After that a plate is on. Not just an ordinary plate, a head seems to try to break through the plate. By the way, it's phong, a bit slow, unoriginal, but pretty nice after all. More phong is what the next routine is about too: A object with a transparent hemisphere on each side slowly makes it way through cyberspace. Unsmoothly, a fast CPU is recommended here! Next routine looks as if you took some different flashlights and pointed them towards a piece of mat looking metal. A bit like bumpmap, except for there are no bumps (which is an important difference). After another plasma routine a very nice picture by Fiver is shown, then a strange routine with a small plate that emits smoke, pretty nice, but a bit slow. Then there's more phong, and for once the object is worth to explain: Looks much like the "traditional" 3D stars used in many other demos except for that the "arms" or tentacles are cut of and are hovering next to the body, not locked in their position. Nice! A short scene with beams of lights coming from the floor is on next, but is in a hurry taken over by a nice texturemapped 3D pyramid with spotlights placed around it, very nice. The last effect is of course a phong, a texturemapped, transforming blob. Much can be said about Artwork, but they sure know how to make a good phong! The music is a some kind of ballad with some electronic sounds added. Would fit well into an exciting movie, and is okay for the demo too.

Conclusion: Surely worth having a look at!

Inside Information: A picture near the end is a portrait of the music group Gom Jabbar drawn by Nero.

Click

here
to go to Megademo IV 2.

1.141 Mental Hangover / Scoopex

Name: Mental Hangover

Group: Scoopex

Year: 1990

Event: Swedish Elite Easter Conference (or Gothenburg '90)

Placing: 1

Size: 0.33 MB

Requirements: OCS or ECS, 0.5 MB chip-RAM. To install on harddrive and to use AGA you'll need a patch

Code: Slayer

Graphic: Reward

Music: Uncle Tom

Rating: **----

- + Good old classic!
- Of course you can see the age...

Comment: At that time in the "good old Scene days" this demo was HOT! But compared to the demos of today it's getting pretty cold. The effects in it are (of course) rather simple, but running at a A1230 they are very smooth (I don't know if it'll run as smooth on a A500). Different kinds of vector graphic are the main contents, for example a lot of small vector objects run in different patterns and with colors across the screen. Looks nice! In the background of most of the routines there's a 2D starfield, and between the effects there's a text presenting the next one. In the last parts of the demo it's different. Other effects worth mentioning is a vector scroller which scrolls (in 2D) over a mountain, so that the text forms a circle. Later it bounces and twists in 3D. Really nice! A Star Wars like scroller and a 3D floor with bouncing balls jumping towards you are some of the last effects. The demostyle music doesn't fit the demo too well, the graphic (some text) has style. The demo is rather long, "young" sceners would probably get pretty bored watching, the old sceners would probably shed a tear, while remembering the "good old days"...

Conclusion: For the old sceners.

Inside Information: This demo was in the top of all charts till 1992!

A nice Scoopex logo

1.142 Minabuse / Limited Edition

Name: Mindabuse
Group: Limited Edition

Year: 1996
Event: Assembly
Placing: 5 of 11

Size: 1.31 MB
Requirements: AGA, 2 Mb chip-RAM, 4 MB fast-RAM, HD
Recommended: '030 CPU

Code: PG, Ufo
Graphic: Skize, HP, Skutt
Music: Dose, Elf

Rating: ****--

- + Nice phong routines + other pretty good ones, colorful
- Minor complaints about some routines, could need some nice changes between some of the routines.

Comment: This is one of the most colorful demos I've ever seen. Right from the beginning there are all the colors of the rainbow present in the group's name. The credits are presented with some plasma, tunnel and 3D-

flatscapes in the background constantly changing its colors, the last one mentioned is the nicest. Next routine is a nice phong key which might sound pretty ordinary, but it looks like that the picture is a little out of focus, a bit blurred. Later the key starts to get really blurred with a long slowly disappearing tail after it. Then the key is gone and a picture by HP is shown. His technique is good, but the motive is pretty unoriginal (a girl lying in a bed), and worst of all: It doesn't fit the demo very well. In an pretty unsuccessful change routine we see for a short moment a simple bumpmap, but after that there's a great routine: A phong! At first it's just an ordinary transparent coin-shaped phong with a smiling face on its sides. But soon a nice texture fades in, so that it's no longer transparent and finally a lightsource is added. Looks great! The coder (and the graphician) of the phong routines in this demo has hit the right spot, somehow he manages to make the phong look realistic! The screen is superimposed (or picture morphed if you like that expression better) to a LED-logo with a transparent phong glass flying in front of it. It disappears and a background picture which looks like a colorful tunnel is on. In front of it is a morphing phong object. It morphes from being a cube to a sea urchin (one of those small sharp things on the bottom of the sea) and back again a couple of times. It flies away and a black pool ball (no. 8...) enters the screen. Suddenly it copies itself. And again, and again and so on. Another LED logo is on, this time a transparent one with some kind of stretching plasma in the background. And the last routine are two bumpmapped dolphins with two different colored lightsources, this one is much nicer than the other bumpmap in the demo, but the resolution is a bit low. The music through the main part of the demo is a fast, simple (primitive?) piece of techno which is well timed to the demo, but somehow I don't think it fits. The music in the end part is the kind you hear in the supermarket which must be the opposite to techno. Not a good combination... I wonder how they've managed not to make the endscroller smooth scrolling, they've managed to make the rest of the demo pretty smooth...

Conclusion: See it at least once in your life!

1.143 Mindflow / Stellar

Name: Mindflow
Group: Stellar

Year: 1994
Event: Assembly '94
Placing: 1 of 12!

Size: 1.74 MB
Requirements: AGA, 2 Mb chip-RAM, 2 MB fast-RAM

Code: Zuikki, Nose
Graphic: Frankie, Strobo
Music: Strobo

Rating: ***+--

+ Nice and fast routines, nice changes
- Low resolution in most of the routines, sudden end

Comment: A logo is faded in, the melodic synth/demo-music starts and the demo has begun for real. A trip over a fast, but low-res fullscreen voxel landscape, bring you in the mood for speed, not that it moves extremely fast, it's just fast, smooth and nice (except for the low-res thing). The title is shown, and is taken over by a texture plasma, with a woman's face used as texture, and as before the resolution is low, but the speed and smoothness good, and this goes for almost all the routines (so I won't write any more about it). A rather good picture is shown afterwards (the resolution is good - whoops... :-)). A big cube with the model's face on its sides in the next moving thing. It seems to be in lack of colors. It's quite nice anyway, but the best part is the change from this routine to the Doom-routine which is on next: The cube stops spinning, and then we see that it is a texture on a wall. The same thing repeats when the Doom-routine is over, the other way, naturally: A fractal is hanging on the wall and we go close enough to letting it cover the entire screen which makes the fractal zoomer start! Great! And the fractal zoomer is in fact at least as great as the changes! It just keeps zooming and zooming and there seems to be no end of that fractal (of course...). It's very fast, and it doesn't matter that much that the resolution is low (however, it would have been nice if it was better so that you could see more details, but I guess we have to wait for the A\Box!?). Another nice change leads us to a blur zoom routine, where a lot of colors coming from a thing are zoomed towards us. Looks quite nice. The last routine is a bit strange, you're slowly moving around 7-8 gouraud shaded (weird shading, anyway) boxes, the colors are odd (looks as if too few has been used) and nothing really happens. Untill the demo is cut of in a sudden exit. To bad such a nice production should end this way...

Conclusion: Highly recommended!

1.144 Mindprobe / Black Lotus, The

Name: Mindprobe

Group: The Black Lotus

Year: 1995

Event: The Party 5

Placing: 15 of 22

Size: 1.68 MB

Requirements: AGA, 2 MB chip-RAM, '020 or above

Recommended: 2 MB fast-RAM

Code: Offa, Equalizer, Rubberduck

Graphic: Rodney, Tudor

Music: Azazel, Hollywood/Axis

Rating: ***+--

+ Some nice routines

- Uses blitterscreen, one very ugly routine

Comment: First of all: Almost all routines are shown using blitterscreen which doesn't look very nice.

It all starts out with some zooming planets (nice), after that there's a face rising from the ocean in 3D. This face twists and twirls and is actually quite cool. Then we're flying over a 3D landscape (I guess it's vectors with textures), and into a (nice) tunnel, which turns out to be a labyrinth of some kind. Suddenly there's a cube with a picture on its sides (we're still in the tunnel) and a little spotlight on it coming from inside the cube. So we enter and see a disco-ball spinning around! Cool! The music ranges from hardcore techno to soft dreamy synth-tunes and fits the demo pretty good. Next effect is some fruits (phong) landing in a bowl. This part is a little too long. Next routine: A picture (Climber, No. 2 at TP5 by Rodney) moves around as background, a cube with the same picture on the sides spins around and an RGB-cube spins around through the other cube. Nice! Then there's some phong-fish swimming around, and last one of the ugliest routines ever! They call it "real voxel trace", and it might be hard to code and so on, but it's very ugly too!

Conclusion: Not the "usual" TBL quality, but definately worth having a look at.

The face rising from the ocean
The tunnel
Fruits CAN fly!
Fish are cute. Sometimes

1.145 Mind Riot / Andromeda

Name: Mind Riot
Group: Andromeda

Year: 1992 (I guess)
Event: ?
Placing: ?

Size: 0.48 MB
Requirements: 1 MB of RAM. Doesn't work with AGA, need a patch to install on HD

Code: Dr. Jekyll, Mr. Hyde
Graphic: Fairfax, The Main
Music: Mr. Man

Rating: ***---

+ Very nice design, the music fits well
- The routines are old fashioned, doesn't run with AGA, you can't quit it

Comment: I remember two things especially well about this demo: 1) The nice design and 2) Most of it is in hi-res. Actually I also remember that it doesn't run with AGA, so you have to disable that first (if you got it), and that you can't quit as it kills the system completely... But, let's have a look at the horse: When you start it a nice picture is shown for a long time (while it decrunches I suppose). Then the demo starts with something that looks like a countdown to the start of a film, but instead of numbers Andromeda welcomes you to the demo. A simple, but very nice change changes the scene to a scroller which runs sideways and down at the

same time, actually there are three scrollers presenting each a word or two, and the text is transparent. The title is shown. After that there's a transparent, morphing, five bitplanes vector object moving smoothly. Impressive, huh? Well, it was once... The same could be said about the next routine, six circles changing their width while spinning around another circle. Realtime calculated. The next routine is actually nice. It's "laserlines" as they call it, a box with a box inside it, with a box inside it, with a box inside it, with a box inside it, where the box in the center moves a little later than the box around it, which moves a little later than the box around it, which moves a little later than the box around it... At the same time the biggest box changes its size so that it becomes the smallest box and vice versa. After that there's something that is called a twistwire - the versions of this routine we know today is a party twister (a 3D bar being twisted). The twistwire is only in 2D, though, but still it's lightsourced. In the bottom of the screen there's a scroller informing you about the current routine (that's why I know the routine's names...). Time for some raytrace! Not realtime, though, but still it looks pretty great! It's a 12 frame HAM (Hold-and-Modify, that is 4096 colors on ECS and older GFX chipsets) animation that can't be explained, you have to see it for yourself. After that a mirror flies above the Andromeda logo and mirrors it (that's what mirrors do!). The last routine is actually pretty impressive (especially for a A500), it's again a box, but this time with some kind of simple tunnel on its sides. The scrolltext in the bottom in the screen starts scrolling very unsmooth, though. And then there's the endscroller which is pretty much fucked up in my copy. That's why there are some people missing in the credit list. Anyone knows who? The colors in the demo is pastel colors, soft and friendly for the eye. The music is a quiet, laid-back piece of pop with a nice theme in it.

Conclusion: It's old, but especially the design is worth having a look at!

1.146 Mindtraveller / Limited Edition

Name: Mindtraveller
Group: Limited Edition

Year: 1996
Event: Saturne Party 4
Placing: 3 of 11

Size: 1.44 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Code: PG, Skize
Graphic: HP, Skutt, PG
Music: Radix
Design: PG, Skize
Objects: Skize

Rating: ****--

+ Nice phong and bumpmap routines, nice design
- A little variation would be nice, low resolution

Comment: Acid trip! Put on sun glasses before watching this demo, the colors are vivid! It starts with a nice logo. Some atmospheric ear-ripping sounds are heard. Then the show starts. An env-mapped phong and a nice background, both with the vivid colors, twists and turns for a moment. The atmospheric sound has turned into a piece of hardcore techno which is well timed to the display. The background disappears, so that the phong can be blurred, which looks nice. Also the credits consists of phong. The names are shown in one side of the screen, while their task is faded over each other in the other side of the screen. While showing credits the background is back on. Next up is another phong (surprise!): The background moves around faster and faster, while a box morphes so that it gets holes in its sides. Then it falls apart piece by piece! Very nice Indeed! The changes into new routines are generally nice and the music is not as hardcore later in the demo as in the first parts (but still pretty hard). And then an unwritten rule (?) is broken: A picture of a naked woman is shown, and you can see her equipment...! Doesn't fit too well into the demo either. Well, next up are some very nice bumpmap routines (I think its bumpmap). At first a 3D coin with a face on the sides is shown. Then a phong banana (and a joke...). Then an env-bumpmap is on (very nice) and after that a bumpmapped 3D-scape is shown. Looks excellent! This demo is highly recommended, but it needs a little variation. The phong and bump are nice (the 2x2 resolution is okay), but...

Conclusion: Wow! Put on your sun glasses!

1.147 Mindwarp / Team Hoi

Name: Mindwarp
Group: Team Hoi

Year: ?
Event: ?
Placing: ?

Size: 0.37 MB

Code: Rhino
Graphic: Metin 7
Music: Ramon

Rating: **----

+ Fast routines
- Simple routines, gets boring

Comment: After starting this thing from Shell a window opens with a scroll-text in it, telling the truth about the new Amigas (the AGA machines), this is not mend as a joke, it's pure facts about the hardware, and a hidden hate towards Commodore, I guess...? You have to start the demo from the menu bar! And when do that you're on with the demo: The first routine is a quite cute one, where a ball rolls in the bottom of the screen, while the bottom is affected by the laid-back demo music, so that it sometimes makes some small bumps causing the ball to be thrown up into the air. Every time it hits the ceiling or the walls they'll flash. After that another ball is on, this time a fast pixel ball that gets

darker the longer it's away from the screen. Afterwards we're presented to a fast, but low-res zoom-routine, next up is more pixel routines, among others a tunnel, all fast and nice, but maybe too simple to keep one's attention. Also there are different kinds of plasma, both normal and texture plasma (one with a simple animated cartoon dinosaur). Worth mentioning is a zooming kaleidoscope, though, only with few colors used. And the demos continues with the same effects again and again, change them a little and then show them again. Monotone. In the end it loops and starts all over again.

Conclusion: Not really anything to see here.

1.148 Mint - The next Generation / The Blue Locomotive

Name: Mint - The next Generation

Group: The Blue Locomotive

Year: ?

Event: ?

Placing: ?

Size: 0.1 MB

Code: Toffla

Graphic: Fanny

Music: Trazzel

Rating: *+-----

+ Nice chip tune, "funny", you have to have watched
 Tint
 in order to
 understand it
 - Sudden end

Comment: I guess you all have seen The Black Lotus'
 Tint
 , No. 1 at TG'95,

if not: Do it! The Blue Locomotive (if you wonder about that name try notice their initials...) has now released a "sequel". It contains very few and old routines (pixel routine, simple plasma and even a little vector torus), but of course it's not mainly the code that has to be seen, it's the text which is the funny part if you've watched

 Tint
 . The
 music is a little chip tune version of the last module in
 Tint
 , composed
 by Azazel, and both the original and the chip tune are nice.
 And suddenly it ends, no fade, no flash, no nothing.

Conclusion: First watch

 Tint
 , then this one

Note: Don't confuse this production with its name brother by EMX & Teenage Crime

1.149 Misery / Black Lotus, The

Name: Misery
Group: The Black Lotus

Year: 1995
Event: Assembly
Placing: 12 of 13

Size: 0.55 MB

Code: Equalizer, Offa, Rubberduck, Noy
Graphic: ?
Music: Kaiju

Rating: **+---

+ All effects are fast
- The design isn't good, the music neither

Comment: I guess this is one of TBL's worst productions. And it isn't that bad, just a little... It begins with a ball with six light spots mounted on its side (like the ones they've got in discotheques) spinning around lightning up the walls in the box that it is in. Fast. The credits are shown afterwards with a simple, but fast, rotator in the background. Doesn't look very nice, but it doesn't last long. The next routine reminds me of good old Turrigan, where a welder cuts through the screen (looks that way!). The only difference, I guess, is that this time it spells TBL with big cartoonish/graffiti-like letters. The hardcore techno music which has been on until now is replaced by a more silent piece of techno. Doesn't sound too good, and doesn't fit the demo well either. Something that looks a bit like fire is up next. Different simple line objects are rotated with some kind of fire-effect. Doesn't look like real fire at all, more like big pixels, still it looks okay. The scene changes to gouraud shaded boxes flying through each other while more and more boxes appear. Furthermore there's a moving lightsource, and it is a bit buggy. After a big blue ball, which is on after the gouraud boxes, a strange plasma appears. Most of it is black, and the only thing you can see is the outlines of some figures melting together like metaballs. Strange... The next effect is shadeclusters or something similar, not too nice, but maybe they are supposed to look that way. Later there's a small party twister with two balls flying around and through it. Nice, except for the color combination (pink and grey) and the size. More gouraud is up next, almost the same as before. The difference is that these boxes have textures on their sides, else the difference is the same. In the bottom of the screen while the gouraud effect is on there's a little cartoon character, this character is used as texture in the fast plasma routine that is on next. Some texts are on (greetings) and finally the last effect has been reached: A strange tunnel, unlike most other tunnels the sides aren't smoothed. Instead the walls are covered with random, big dots. Watch it yourself! This routine is on for a long time, while the music, which is now some kind of industrial techno, constantly runs in the same loop.

And finally it ends.

Conclusion: Considering that it's a TBL demo you could get disappointed

1.150 Mnemonic / Ephidrena

Name: Mnemonic
Group: Ephidrena

Year: 1996
Event: Kindergarten 6
Placing: 2 of 8

Size: 0.56 MB
Requirements: AGA, 4 MB fast-RAM

Code: Loaderror, Cyberstarr
Graphic: Loaderror, Cheetah, Micro/Kinky
Music: Frequent

Rating: **----

+ Nice (but (a little) slow) water-routine
- Generally slow routines

Comment: Must have been a small party since it was placed 2nd... Most of routines are a little too slow to be nice (for example a rotating texture-tunnel, a "party twister" and some nice but slow "rings in water" effects). Furthermore there's a transparent skull and a plasma-like effect which is mirrored. The music is a piece of "dreamy" techno, the graphic is below average.

Conclusion: Seen better.

1.151 Mobile - Destination Unknown / Spaceballs

Name: Mobile - Destination Unknown
Group: Spaceballs

Year: 1993
Event: The Gathering
Placing: 3 of 6

Size: 0.91 MB
Requirements: Needs a HD-fix to work on HD. The used fix requires 0.5 MB chip-RAM, 1.5 MB fast-RAM (and HD of course...), doesn't work with Kickstarts lower than v1.2

Code: Lonestarr
Graphic: TMB-designs
Music: Audiomonster

Rating: **+---

- + Smooth routine(s)
- Short, few routines

Comment: A little short, but pretty nice, production. It only contains one routine shown in different variations. It's a fast vector routine, but instead of just showing one object it shows lots of small objects, they don't move freely, though, but are locked to their position. First there's a lot of small boxes which you're flying around, then rotating x's, and finally both boxes and squares with holes in the middle. The music is a piece of funk with a nice flute lead.

Conclusion: Not essential

1.152 Models Inc. / Cydonia

Name: Models Inc.
Group: Cydonia

Year: 1995
Event: ?
Placing: ?

Size: 0.26 MB
Requirements: AGA

Code: Krion
Graphic: Souri, Infinity
Music: Drift

Rating: **+---

- + Some nice picture twister routines
- Some old routines, an annoying piece of music

Comment: What's most of in this demo is model's faces exposed to some nice picture twister routines, for example a picture is placed on the surface of a ball and is moved around, the same picture is rotated, zoomed and/or reflected. A nice detail is that the girl blinks while she is rotated! Also nice is the transparent picture routine in the beginning of the show. Two pictures move around covering eachother, but still you're able to see both.

Sometimes there's a scroll text in the bottom of the screen, while the effect is running (just like the "good old days").

Most of the demo consists of the picture effects, actually there's only one other effect: Some rather simple balls (circles) in different colors flying around, and when covering eachother their color changes where they are covered. The music isn't that good, but then again, it's a question of taste (good and bad...). The pictures that are displayed sometimes when changing routine is average or below (and even though it's an AGA demo, it's ECS pics. The graphicicians did not at the time the demo was made own an AGA machine.

Conclusion: Have a look and judge for yourself.

Inside Information: This is Cydonia's first release, and the first AGA demo released in Australia. It was supposed to be released under the Digital Access label, but Krion, Souri and Infinity left that group and formed Cydonia before the demo was completely finished.

Note: This demo probably has nothing to do with the Model Inc. intro by Mirage released at Somewhere in Holland 2 in 1995 (it was placed 5th of 10).

The title picture

1.153 Moments / Old Bulls

Name: Moments
Group: Old Bulls

Year: 1995
Event: Eastern Conference
Placing: 2 of 3

Size: 0.45 MB
Requirements: AGA, 2 Mb chip-RAM

Code: Hudi
Graphic: Zefir, Sabe
Music: Scorpik
Design: Sabe

Rating: **+---

+ Some nice effects
- You can see it's a bit old, some routines are slow, others very slow

Comment: It starts with some hand drawn text screens presenting the group and the title. The title screen itself is a nice picture. Then the real show starts: A big low-res cube with a lot of colors appears. It seems to be rather buggy, every second line is staggered from the other lines. Next routine is a weird, but nice plasma. The strange thing about is that it consists of slowly moving squares, so that it actually consists of these squares instead of just being one big floating mass. Afterwards two simple vector cubes are on, flying through each other, old school stuff. Some blurry, zooming lines are shown shortly after for a very short period of time, then another plasma is on, this time a fullscreen texture mapped one with a black/white picture used as texture. Unlike the first plasma this one is slow. On next is a wave routine: Imagine that you're drunk and look at a chess board from above - that's how it looks... Next effect is nice and classic: The worm hole. For you who don't know this I'll try to explain it. It's simply a whole in the middle of the screen seen from an oblique angle. A texture is zoomed down into this hole. And that's also what happens with this one. It's smooth and fast. And beautiful. Gouraud was obviously something rather new when this demo appeared, anyway, the next effect is a simple gouraud shaded box. The speed is okay, as long as they stick to the box, but when they replace it with a duck and after that a mask it's so very, very slow! So let's go to the next

routine, which is a low-res zoomer/rotator with a picture of the monster in the film Predator. Except for the low resolution it's quite nice. Finally we have reached the credits which is zoomed into the screen, while a lot of small, jelly cubes appear in the background. Nice. The music is a pretty good demo/synth piece which fits the demo okay, without being exceptional. When the show ends the screen goes black and you have to reset to get on with your life...

Conclusion: Recommended because of a few nice routines

1.154 Moonwalker / Tulou

Name: Moonwalker
Group: Tulou

Year: 1997
Event: Remedy
Placing: 2 of 4

Size: 0.92 MB
Requirements: AGA, 4 MB fast-RAM, works with '020 and above
Recommended: '040 or faster

Code: Dr. Strangelove
Graphic: Joker, Sauron
Music: Trone

Rating: ***---

+ Nice effects
- Slow routines, sudden end

Comment: I might as well tell you now as later: This demo has some very nice looking routines! And I'll also tell you that these routines are slow! That is on a '030, I guess it looks okay on faster '0x0's. Anyway, the demo starts with changing from a red textscreen to a blue plasma-like thing of the kind that looks a bit like a tunnel. Also it looks a bit bumpmapped, but this could be due to the colors. The textscreens stops interrupting and the plasma thing, which is now red too, is on until it changes to a 3D tunnel! No black screen in between, it actually somehow transforms into this tunnel, and still it looks as if it's bumpmapped! Great, but (again) a bit slow. The tunnel transforms into something that looks as if a spot light is pointed towards you, and suddenly a picture with a similar looking background is put on, nice! After a scrolltext with a some greetings a texturemapped ball, which looks bumpmapped on one side (if you could say that about a ball). But like with the tunnel/plasma routine I don't think it's real bumpmap, the ball isn't, that's for sure. Still it looks okay, however, it wouldn't hurt to use another texture. All those red colors aren't that nice (not that I don't like red, but I think you'll agree with me when you've seen the demo). A plasma/wallwrap thing is shown for a short while afterwards, and then the Earth is on! Again a texturemapped ball, with a world map as texture. It seems as if they used exactly routine as the ball before, just putting on a nicer texture. They should have done that earlier. Anyway, except for the slow speed it looks

quite good. Next routine is some kind of plasma split into fields that moves around, quite unexplainable! But nice! The next routine is a rotator, which I won't write much about, because the routine after that is a much more exciting rotator. It consists of several layers. Each layer consists of small pictures and some holes so that you can see the layer behind. While these layers rotate the "camera" is moving slowly around through the layers. This is very nice, except for the resolution which is low. Last routine is a very slow grayscale bumpmap with the group's name. The music is a mixture of Ambient and triphop, nothing special. Suddenly the demo ends, no fade or anything, just a cut. Shame!

Conclusion: Highly recommended, especially for people with processor better than '030

A picture with a bird on it

1.155 Motion - Origin 2 / Bomb

Name: Motion - Origin 2

Group: Bomb

Year: 1994

Event: The Party 4

Placing: 3 of 22

Size: 1.18 MB

Requirements: AGA. To install on HD you'll need a patch, my patch requires: 2 MB chip-RAM, 2.5 MB fast-RAM (2 MB if you don't want to see the Doom-routines in the end) and a HD!

Code: Gengis, (maybe also Made?!)

Graphic: Suny, Trajan, Zebig, Hof

Music: Claws

Rating: ****--

- + All routines are rather fast ('030/50MHZ), the few pictures shown are good, so is the music, original
- Some routines tend to have a bit "simple" look, no quit

Comment: I remember this demo, or a part of it anyway, because of one reason: The Doom-routine in it. I was present at that party, and the Amigans where going wild when it was shown, even though it ran on a quite slow machine. But let's save it for later as it is the last routine in the demo. To start from the right end I'll mention the first thing that happens: A picture by Suny is shown, a very nice one too. After a while the demo starts with a zooming eye, is a bit "jumpy", and isn't on for a long time. The credits are up next and are shown with a nice, Doom-like routine. It can best be explained as a flight through a asteroid belt, where the asteroids are parts of walls, and are all on a vertical line. Looks pretty nice and is quite original too. After that a voxel landscape appears, it's bright on the top of the mountains, completely dark in the valleys and furthermore rather fast. It doesn't rotate, though, the next voxel does, and still the speed is good. In between these two voxel routines a flatscape that disappears in fog far away from the viewer is

on. There are both floor and ceiling, and out of them come some big square blocks, so that the landscape is slowly covered with these "columns". There are no fancy textures or anything, just plain flatshading, still it's worth having a look at. Not to forget the "walker" that suddenly appears, has nothing to do with Escom's Walker, looks like a worm with a sucking disc in both ends, but it doesn't look nice without any shading or texture. After the before mentioned voxel, some kind of 3D-scene is shown. It consists of a lot of triangles put in circles, quite hard to explain. Still there's no shading or texture mapping. In front of these triangles a spiky phong object (I think) appears, this one is texture mapped. Nice. Also the next effect is quite good, a tunnel effect with no roof, but with mountain-like obstacles sticking out of its sides. And finally to the Doom-routine: It's pretty fast, runs in a square display field and the resolution is a bit low. We are having a nice little walk through the hallways and up of the stairs. The demo then ends with a nice picture by Trajan, then a slow scrolltext. The music is good, fits the demo well. It's demo-music of the best kind. During the endscroller it's a quiet ballad or something similar, Claws knows what he's doing! A funny "gimmick" is that you have the chance to test the Doom-routine for yourself afterwards using the mouse. When I did I fell down the stairs and ended up in a little hole with no exit... :)

Conclusion: A nice one! The whole team are all quite famous, and there are reasons for that. This is one of them.

Inside Information: The Doom-routine is later used in a game called Fears.

[Click here](#)
to go to Origin by Complex!

The title picture

1.156 Much ADO about Nothing / Duplo

Name: Much ADO about Nothing
Group: Duplo

Year: 1994
Event: The Party 4
Placing: 12 of 22

Size: 0.74 MB
Requirements: AGA, MB chip-RAM

Code: Confidence, Vicious, (maybe Maxiphly?)
Graphic: Agony, Barbar
Music: Disorder

Rating: *-----

+ Nice hi-res graphic
- Ugly routines, noisy music

Comment: Non of the routines in this demo are nice, and most of them are in a very low resolution! The handdrawn graphic, though, is quite nice (Hi-res), but the music is a noisy piece of techno/demo-like music. On the other hand it matches the rest. If they don't stand up for something, they'll fall for everything!

Conclusion: Mayor disappointment! Should have been among the last ones at TP.

1.157 Mumin / Three little Elks

Name: Mumin
Group: Three little Elks

Year: 1996
Event: Frost Party
Placing: Did not compete

Size: Small
Requirements: AGA, 2 MB chip-RAM
Recommended: '060 if it runs on such thing!

Code: Tabasco
Graphic: Laz
Music: Laz
Additional design: Android

Rating: *-----

+ Nice colors...
- SLOW routines

Comment: This little thing consists of two things (?): A slow moving background and a phong Mumin (a little cute cartoon animal) in nice colors. The screen is updated about 3 times/sec, way too slow to be nice. The music in my copy doesn't work, it might have saved this little production? Please send it!

Conclusion: (Hopefully) A joke from 3le?

The mumin...

1.158 Muscles / Impulse

Name: Muscles
Group: Impulse

Year: 1996
Event: Intel Outside
Placing: 1 of 19

Size: 4.24 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD
Recommended: '060 (not '030/50MHz as Impulse claims!)

Code: EFT
Graphic: Rendall, Beast
Music: Slyspy
Objects: Soldier, Meson
Trace: Norby

Rating: ****+-

- + Almost all routines are running 1x1 resolution, nice design, pictures and music
- You'll need a powerful processor to make it run smoothly, but still it's worth watching with a fast '030

Comment: The Impulse members play with their muscles with this great, but processor hungry, production! Actually I can't really find any negative things about this demo, except for the needed raw power, but still it's a good demo running on a fast '030, don't try it on '020! Almost all effects are running in 1x1 resolution, which is the main reason for being so hungry. It all starts with a little "3D-scene", where you see a door at the end of a hallway. The walls and the door are texture mapped and the room is slowly spinning around, while different nice phong objects are entering the screen (an old television, an airplane and a hammer?!). Next routine is a red tunnel where you feel that you're really close to the walls, and in one corner you see exactly the same routine in a little window, which also happens with some of the later routines. Untill now the show is good, but the next thing that happens is a real "killer": In the background a big MC-chip (a '030 to be precise) is spinning around while in the foreground a big phong head enters the screen, but that's only the start. The next thing that happens is that in a flash the scene changes to a phong man, and after another flash we are back to the head that now begins to be wrenched and twisted. Great! The same happens afterwards to the man, and this particular object looks very odd when getting his arms and legs stretched like that! A more or less sudden cut ends this, the good techno/synth music changes to another similar piece, and a zoom routine is on slowly zooming a picture away from the viewer. After a while you can see that it's a man with a lot of muscles in his arms, must be one from the Impulse crew :-)! Also the credits are shown now, in front of the zooming picture. Afterwards a spider is shown for a short while, then a great effect with a phong box with waving surfaces enters the screen and gets really close to the "camera". An eye is used as background, and when the box exits we are zooming closer to the eye, and see that a man is mirrored in it, wow! Shortly after the cube returns and just to make it interesting you enter the cube, so that you see it from the inside. Another phong object (a spiky object) is hidden in the middle of the cube, and it is mirrored in the cubes sides which are still waving. Looks really great! Also the next routine is impressive, not so much because of what's going on, but because it's running in hi-res lace, still at an acceptable speed. The background is a colorful picture of some mountains, while in the foreground a strange env-mapped (I think) object is flying around. The next two effects are gouraud, a locomotive and a torus, last mentioned with some really wierd colors. Not to interesting compared to the rest of the show, including one of the last routines in the demo, some kind of 3D-scene where you see a lot of gear wheels with silhouettes of men walking on them. Cool! The demo ends with two very good pictures, one by Beast

(which is his only contribution to this demo, but what a contribution), and one by Rendall. Finally a scrolltext is on, would have been boring if it wasn't for the dolphins jumping around in the background, landing in the water that reacts pretty much like water and so on, all in 3D of course. The music in the last part is, like the music in the rest of the demo, good, it's a combination of strings and quiet beat.

Conclusion: Should be in your collection for sure!

1.159 Mystic - The Demo / Mystic (SF Division)

Name: Mystic - The Demo
Group: Mystic (SF Division)

Year: 1995
Event: The Party 5
Placing: 11 of 22

Size: 1.6 MB
Requirements: AGA, 2 MB chip-RAM

Code: SHD
Graphic: Eracore, Brainlock, Mistral, Yoga
Music: Speck
Producer (or designer): Mike

Rating: ***---

+ Nice dust effect
- No design, 3D texture objects need lots of CPU power

Comment: A pretty average demo, lacks design, but some of the routines are nice, though. The (1x1) 3D env-mapped mask (original) is slow on my computer, but it probably looks great on a faster computer ('060?). One of my favourite effects is a "dust in light"-routine, you see a lot of white and gray pixels slowly morphing/flying around, looks like dust in a sun beam (you know, those bright things that come into the house and wake you up, if you've forgotten to draw the curtain at daytime...). Later there's a fast tunnel (the display only uses every second pixel), an unexplainable routine with some moving colors (a bit like plasma), later this routine is transparent, so that you can see more unexplainable colors beneath it, and a plane ground routine which is rather messy. About half of the routines are shown in "high-screen" (widescreen turned 90\textdegree{}). The music is a mystic (...) piece of trance/ambient, a ←
different
tune, but not bad.

Conclusion: Have a look at some of the routines, forget the others (unless your CPU is fast enough).

1.160 Mystique / Appendix

Name: Mystique

Group: Appendix

Year: 1997

Event: Intel Outside 4

Placing: 2 of 3

Size: 7.59 MB

Requirements: '020, AGA, PAL, 2 MB chip-RAM (low-mem version, no music),
2 MB chip-RAM, 4 MB fast-RAM (full version), runs on all
MC680x0 processors

Recommended: '040/33MHz

Code: Informer

Graphic: Neuromancer, Rappid

Music: FML

Objects: Xtro, Madbart

Design: Informer, Flapjack

Rating: ***---

+ Some nice routines

- Lacks transitions, traditional

Comment: There's something about this demo that prevents me from liking it. I guess it's the rather dark colors and the lack of transitions, but still it's difficult to point out exactly what it is. Still, there are some nice routines, okay music and graphic.

The first routine is a phong object that is mirrored in the water below it, sometimes it even dives into the water, but no waves or the like appear. A picture with the group's name on it, a quite unreadable one, is shown afterwards and then melts away, looks nice. Next on is one of the demo's different kinds and variations of tunnels, all of them are quite fast and in a low resolution (2x2). The thing that really saves this one is the transparent title that suddenly appears in front of it, while the tunnel changes from red to blue. Next one is a plasma effect designed to look like a tunnel, also this routine is saved by transparent effect, this time they've just put two transparent plasmas on the screen. A bit confusing, though. The techno music now changes to the sound of the sea and seagulls and a good water effect is shown. It really looks much like water, except for the low resolution. This effect is seen from above, but afterwards we are located under water where we see the water effect from below, and the reflections on the sandy bottom, or whatever it is. I can't stop thinking about The Black Lotus'

Captured Dreams

where there are

some very similar routines, I guess TBL's are a bit better though.

Especially Appendix underwater scene has a problem with the perspective. Also the phong dolphin that quietly passes in front of you next is a copy (more or less) of TBL's superdemo. Anyway, the music is back, and so are the tunnels. Again they're transparent, both of them, this time their colors changes when passing each other. Like the rest of the demo it's made in truecolor, looks quite nice on this routine, but if they haven't mentioned it I wouldn't have noticed. And as mentioned above I don't like the choice of colors too much. The credits are shown in front of this routine. A nice moving bumpmap is presented next, unfortunately the

movement isn't smooth, I guess that just a matter of processor power. The music changes to a mixture of techno, a bit of hiphop and similar stuff, the effect is a transparent phong object and a pulsating background, very nice. A text constantly loops in front of these routines and all you have to do now is to quit the demo.

Conclusion: Not a must see, not bad either

Inside Information:

- Informer's computer crashed in the end of May, Flapjack borrowed him his hardware so that they could get the demo finished for IO4. That's also why the demo wasn't intended to be released at that party.
- The demo was coded on an unexpanded A1200.

1.161 Necrofthonia / Apocalypse Team

Name: Necrofthonia
Group: Apocalypse Team

Year: 1995
Event: ?
Placing: ?

Size: 0.62 MB

Code: Redd, Kaa
Graphic: Airesha, Deadhearted, ADLP (scan)
Music: Redd, Kaa

Rating: *-----

- + Let's get the nuclear weapons out of the world!
- Ugly and noisy

Comment: This is not a demo, not a normal demo anyway. It's more like a slideshow on speed. A lot of medieval pictures and some a bit more modern is shown fast after each other in different colors. The screen flashes regularly (actually all the time) except for the last part of the demo where the hardcore slows down and a real routine actually is on, a simple one, though: A plasma which waves a picture on the Y-axis. Wow!... It all ends with a text screen, and if you actually read this text screen (or this text) you'll find out that the "demo" and the crew behind it is against nuclear weapons - aren't we all. It's nice that they want to do something about it, but I seriously doubt that this is the right way to broadcast the message...

Conclusion: The show is ugly and the message is more or less lost in the noise. Forget it!

1.162 Nexus / Stone

Name: Nexus
Group: Stone

Year: ?
Event: ?
Placing: ?

Size: 4.0 MB
Requirements: AGA, about 5 MB RAM

By: Stone

Rating: *+----

- + One nice "routine" and a funny animation
- Made with Navigator Titler Pro and Stone has even taken demo slides from Navigator Titler Pro and included in their own "demo"...

Comment: The first thing I thought about when I watched this "demo" was: "I've seen that before! It's Navigator Titler Pro!". NTP is a program that make 3D titles realtime. Stone has obviously used NTP for creating their "demo" which contain lots of not too smooth 3D texts flying around, and a cute animation where two simple persons is beating up each other. In fact it's some of the most realistic movement I've seen in a demo-animation, but it's drawn with the talent of a child. It's quite funny. While the techno keeps playing one text after another are shown with typical NTP backgrounds. And Stone has even taken demo slides directly from NTP and put in their own production! That really sucks! When the "demo" reach the end it starts from the beginning.
I wonder if this is all an animation?

Conclusion: The "battle"-animation is worth having a look at, forget the rest.

1.163 Nexus 7 / Andromeda

Name: Nexus 7
Group: Andromeda

Year: 1994
Event: The Party
Placing: 1 of 22

Size: 0.8 MB
Requirements: AGA, 2 MB chip-RAM

Code: Dr. Jekyll, Mr. Hyde
Graphic: Archmage
Music: Interphace
Design: View

Rating: *****-

- + About everything is in this demo is great!
-

- Minor complaints about a few routines, nothing particular

Comment: This demo is a classic! It's great! Almost everything is perfect, code, graphic and music, everything... Well, enough praise for now. It begins with a rotating galaxy, in front of this the credits are faded and shown. The music is very atmospherical, but it changes to some well made demo-music when the next routine is on: A voxel landscape, it's fast, it's blue and the resolution is (too?) low. After that a bouncing ball made of rings spins around in front of a fancy background, it's replaced by some gouraud objects (which is almost smooth on my machine). The background breaks into two and you're blinded by a bright light coming from the crevice! Wauw! A simple rotating ball with spotlights on the sides casts it's light around and (again) we're blinded (this is one of my favourites). Next routine is something called shade clusters. It's some kind of rotating pixels growing in one end and disappears in the other. Then it's time for some motion blur. A picture representing a face is being twisted and blurred. The resolution is very low, but it looks great anyway!

Suddenly the style of the demo changes completely. In flatshaded 3D-scene we follow a simple lamp jumping up the stairs and down on a table. Andromeda calls it 'Natural motion', and I agree. If I ever saw a lamp jump around for real I'm sure it would look like that! It really is natural motion! The music in this part is an epic, atmospheric tune, which fits perfectly.

Then the style changes back to the "old" style with another ball, this time with a texture on it. You can see the pattern from the background as shadows on the ball, yet it is not transparent. This effect is very smooth and fast! Another one of my favourites is the next routine, the plasma zoomer. As the name vaguely suggests it's a zooming plasma constantly changing its colors. It's pretty fast and very nice.

Last effect is a raytraced scroller (that's what they call it anyway). It's a 3D scroller that sends "... fuckings to Lord Helmet of Spaceballs...". Hmm, I'd like to know what has happened here (with juicy details!), anyone knows?

The pictures in the demo are "soft", friendly for the eye, and fits well into the atmosphere. The music is (as indicated earlier) great, and it's timed perfectly too. Some say that it is too monotone, though. There's a reason why this demo is still in the top end of all demo charts!

A last thing I have to mention is that unlike most nowadays demos this one only uses one single disc - less than 1Meg! Amazing!

Conclusion: A classic! Watch it now!

Inside Information: The title Nexus 7 could refer to the film Blade Runner (from 1982, directed by Ridley Scott, starring among others Harrison Ford, Rutger Hauer (my favourite actor!) and Sean Young). Some of the replicants (artificial humans with superior power) in this movie are named generation Nexus 6 - Andromeda could have called their demo Nexus 7 to indicate that their demo is superior to other demos, just like the Nexus 6's are superior to humans.

The title picture. Great!

1.164 Nivel / Banal Projects

Name: Nivel
Group: Banal Projects

Year: 1993
Event: ?
Placing: ?

Size: 0.22 MB

Code: Epidemik
Graphic: Prayer
Music: Ukelele

Rating: *-----

+ Nothing
- Almost everything

Comment: A short "demo" containing two effects: A zoomer/rotator that is made so that it's shown three different places on the screen, and some kind of simple fractal-zoomer. In front of the last mentioned there's a lot of text that no one wants to read. So they click the mouse to quit. The music is a fast chiptune with some noisy drums.

Conclusion: Forget it!

1.165 No! / Polka Brothers

Name: No!
Group: Polka Brothers

Year: 1995
Event: The Party 5
Placing: 9 of 22

Size: 0.87 MB

Code: Crazy Crack
Graphic: Crazy Crack, Mount, Vandrup, Pixie
Music: Slide, Tivurr

Rating: ***----

+ Nice design, timed music
- Short demo with a way too long end scene

Comment: A blurred polka logo is in a flash transformed into the intro picture and the demo has begun. The credits is shown with some pulsating vector letters flying around on the screen, cute. A cube like thing with rotating pictures on the sides is next. It moves and spins quite fast, and is smooth as long as it's not too close to the viewer seen from certain angles. Then there's a bumpmapped cube, not especially smooth, but acceptable. The techno like music is timed well to the demo. In the last part of the demo, which is some kind of 3D landscape, the music changes

to a good piece of newage. The 3D scene is not the normal vector scenes and the like, actually I don't know what it is, but it's slow, and if you're not close to the objects in it they disappear. Furthermore it lasts too long, after a moment you're bored. If the routine was faster and the resolution better this could have been nice I guess. But it isn't...

Conclusion: Another average production - some good, some bad.

1.166 Nothing / Redline

Name: Nothing
Group: Redline

Year: ?
Event: ?
Placing: ?

Size: 0.22 MB

Code: Cheesus
Graphic: Weirdo
Music: Weirdo
Design: Weirdo

Rating: *+-----

+ Nice fractal routine
- Simple ugly routines

Comment: This is kind of a wannabe MTV-style demo with sick colors and fast changes (the music is much better than most of that on MTV though! It's a "quiet" piece of hardcore). Unfortunately they (don't) succeed. The routines are about as ugly as a lot of the MTV-crap between the commercials, and most of them are pretty slow and simple. Just to mention some of them: A kind of plasma, an extremely slow, simple and ugly tunnel and a pretty nice fractal routine where it looks as if the fractal melts.

Conclusion: Watch another, it's not worth wasting time on Nothing.

1.167 November Light / Sunshine Productions

Name: November Light
Group: Sunshine Productions

Year: 1996
Event: Halloween
Placing: 1 of 8

Size: 3.3 MB
Requirements: At least A1200/020-28MHz, 2 MB chip-RAM, 4 MB Fastram, HD,
runs on '060
Recommended: '040 (if it runs on such thing?)

Code: Mr. Coke
Graphic: MRK, PAD
Music: Randall

Rating: **+---

+ Some nice routines, nice pictures
- Made with '060 in mind, so not all of the routines are fast

Comment: Sunshine prod. doesn't hide it: It's made with a '060 in mind, and therefore there are some slow routines in the demo, but also nice routines. It all starts with the group name in front of the groups initials which are on for a long time. The techno music slowly starts and we're off. You get a short glance on a nice but slow plasma tunnel, which is taken over by a big env-mapped phong object which is rather slow. Another phong appears, this time bumpmapped. Nice, but again a bit slow. Then another slow plasma tunnel is shown, same type as before. It changes back to the phongs, transparent with a nice background picture. Talking about pictures: There are quite a few pictures in between the routines, all of them are quite nice (and almost all of them are drawn by MRK). A slow bumpmap appears, the spotlight moving around on it isn't very smooth. The next routine is nice, but only shown for a short time. It can be described as a light sourced whirlpool sucking everything around into the deep! After that the next one is on: Some bright small balls flies around, when above each other it looks as if they melts together. This effect is nice too. A smooth tunnel is on next, but unfortunately it is not shown for a very long time. Also it would have been nice if there was some light deep into the tunnel, so that you could see more far into the it. At last the plasma tunnel returns in a different version, but the basics are the same. The music is a little monotone especially in the end, that is because Mr. Coke (the coder) has made the module longer to make it fit the demo's length. Too bad.

Conclusion: Worth having a look at (especially for '060 owners), but not a must.

1.168 Nude 2 / Honoo

Name: Nude 2
Group: Honoo

Year: 1996
Event: Saturne Party 4
Placing: 4
Note: Released in the Wild demo compo

Size: 2.21 MB

Code: Alabama
Graphic: HP, Black Dragon
Music: Black Dragon
Ideas: Black Dragon, HP, Clo!

Rating: *+----

- + Nothing
- Bad picture quality, pretty boring

Comment: As the title suggests this wild (?) demo has consists of lots of nude persons, ladies that is (of course...). The pictures are shown so that every time the bassdrum sounds (it often does as it is a fast piece of techno) a piece of the picture is added. In front of the most vital part on the picture there's a little rotating vector box which disappears just before the picture does, then a new picture is shown in the same way. All of the pictures are black/white and the quality isn't that good. Later the pictures are shown in short flashes, and at one point in the "demo" something is written in French (it might be funny, but I don't have a clue). The demo is pretty boring I think. It's the same pictures shown again and again very fast after each other, and I don't really think that a production like this belongs to The Scene.

Conclusion: I guess it's more interesting to watch a GIF-collection...

1.169 Origin / Complex

Name: Origin

Group: Complex

Year: 1993

Event: The Party 3

Placing: 1 of 28!

Size: 1.7 MB

Requirements: AGA. To install on HD you'll need a patch, my patch needs 2 MB chip-RAM, 1 or 1½ MB fast-RAM

Code: Gengis

Graphic: Titan, Hof, Mack, Alex

Music: Claws

Rating: ***+--

- + Nice design, nice pictures and great small animations
- Some routines are simple because of the age

Comment: Oldie, but goldie? Then it was gold for sure, but even today there are some parts that are quite impressive. And especially the design and transitions are nice, almost all of the routines have a way of introducing the next routine, instead of just using a black screen.

The show starts with a picture of an astronaut's face, a woman by the way, by Mack. After a while the show start with the group name, credits and that kind of thing, and in between these there are some great gray-scale animations, one with a raytraced space craft, some where you're flying above mountains. Unfortunately these scenes are very short, but then again animations are big and would take up too much space then. After these introductory parts the first "real" coded effect begins. A ED-209 look-a-like in vector graphic is walking around (ED-209 is the hostile robot in Robocop, a fierce creature!), suddenly you fly into it and see that someone actually has to steer it. From the view of the robot we're walking

around in a "village" consisting of gray blocks, this sequence is rather long. Afterwards we see the robot taking an elevator down into the Earth, a good excuse for a tunnel effect build of vector objects. Later a texture is zoomed towards the screen, and when it covers all of it a transparent gouraud shaded box crosses it, or rather through it as half of it sticks through the background. Afterwards Gengis demonstrates how to build a background by showing us some boxes with part of the full texture on one of their sides, then putting them together. The last one of these is the background for the next routine, a ball with a moving picture wrapped around it, quite nice. The picture that is used as wrapping is also to see in the zoomer/rotator afterwards, also this one is nice despite the low resolution. It's fullscreen and fast. Finally we're down in the basement, a Doom routine is on. It has texture mapped walls, some even with an animated ventilator on. The floor and ceiling aren't mapped, just checked. The resolution is good (1x1), the frame rate is pretty low, though. It ends with a nice picture by Titan. The music is synth, fits the demo well.

Conclusion: Watch it because of its transitions

[Click here](#)
to go to Motion - Origin 2 by Bomb!

1.170 Panacea - Darkside Second Episode / Black Lotus, The

Name: Panacea - Darkside Second Episode

Group: The Black Lotus

Year: 1997

Event: Remedy

Placing: 3 of 4

Size: 1.48 MB

Requirements: AGA, 4 MB fast-RAM, HD

Recommended: '030/50MHz

Code: Gizmo, Rubberduck, Dig-It, Scout (C2P, linedrawer)

Graphic: Tudor, Rubberduck

Music: Lizard

Rating: ****--

+ Everything is pretty nice!
- A small (insignificant) bug

Comment: If you've seen

Darkside

you have a very good idea of this demo's

style and tempo, it's about the same. The routines on the other hand are far from the same, it's not some kind of recycled material demo, or a remix for that matter, it's its own. If you haven't watched

Darkside

(which you should do then) I'll tell you it is moving at a slow ←
pace, not

that the routines are slow, they aren't, but the whole show takes it easy all the way through. The first routine, though, that one is pretty slow, not just in its pace. It's a phong mask with stripes across it, a strange effect as it isn't just painted on its surface, but rather that every second line is a bit displaced. The credits are really an experience, but still it's a simple routine. The names are shown with deep, transparent letters which are faded in on the middle of the screen, turned and then faded away, beautiful. The screen is then covered with some pictures with a lot of small text on them, not a chance that you can read it, and after a short while the picture that is on is faded into a flatscape routine, no black screen in between. These fades are used later in the demo too, and are very smooth. The flatscape is a beauty, in a good resolution and fast too. Shadeclusters or what looks like it is the next effect. It is a lot of pixels put together to a strange 3D-shape, this shape then slowly spins around. The more crowded a place is concerning pixels, the brighter the area gets. But that is nothing compared to the quite strange spiral/fractal/undecidable routine which is shown afterwards. The display area is square and from the upper left corner to the lower right corner the square is split into two, one side is mirroring the other while the most beautiful patterns, which reminds me of fractals, move around. Great! The next routine is more impressive than beautiful, as it is a voxel landscape that is able to move any direction it likes. The colors are natural, that is white on the mountain tops, brown in the valleys. The single blocks that the whole thing consists of tend to get quite big when they are getting close, still it's one of the better voxels I've seen. Also a white line is by some reason shown in the left side of the screen during this routine, a little insignificant bug... A strange picture is shown afterwards, odd motive of a head with eyes that are covered with what looks like dropped white paint. A variation of the shadecluster routine is the next thing shown, this time not with randomly placed pixels, no, they form an object. It looks very pretty. The last routine is an extremely nice metallic 3D-tunnel (you can move freely around), both fast and in good resolution. TBL has really understood to get the right polished metal-look on this one. Wow! However, a negative thing about it is that it isn't darkened, meaning that you can (in theory) look as far into the tunnel as you want to, but the result is a failure... You don't look that much into infinity, fortunately, it is mostly concentrated on the walls. Finally there's a TBL-logo, and by clicking right mouse button you enter the debugger that can actually be accessed through the whole demo (toy for non-coders, tool for coders).

The music fits the demo very well, it's a quiet piece of synth, but with its own private sound that you probably don't find anywhere else (I haven't found it yet!).

Even though it's normally Equalizer and Offa (two other TBL-coders) that are known to create the best demos, the other coders prove that they are so very talented too!

Conclusion: A worthy and beautiful follower.

Click here
to go to Darkside

1.171 Papadeo / Floppy

Name: Papadeo

Group: Floppy

Year: 1996

Event: Gravity

Placing: 2 of 4

Size: 0.77 MB

Requirements: 2 MB chip-RAM

Code: Zig

Graphic: Zig, Fame

Music: Revisq

Rating: ***---

+ Nice graphic

- The blitterscreen display doesn't look good, some slow phong

Comment: Starts with a pretty nice bumpmap showing the credits, which is taken over by a "different" phong routine (flying animated spirals), which is displayed using blitterscreen. Unfortunately it's not very smooth. Before the next routine a nice logo (graffiti style) is shown. A tunnel with lights running down the sides is taken over by another slow phong. Then some phong/bumpmap things appear (I don't know exactly what it is, but it looks okay, it's slow though). In the end there's a 3D-scene, it's a little slow and the display is the same as the phong's. The music is a synth-like piece.

Conclusion: Average. Not much to say.

[Click here](#)
to go to the sequel Papadeo 2

1.172 Papadeo 2 / Floppy

Name: Papadeo 2

Group: Floppy

Year: 1997

Event: Rush Hours

Placing: 2 of 4

Size: 3.82 MB

Requirements: '020 or better, FPU ('881, '882, '040 or '060 CPU), AGA, PAL, 2 MB chip-RAM, 4 MB fast-RAM, HD

There's also a non-FPU-version that are said to be as fast as the FPU-version

Recommended: '040/40 or better

Code: Zig
Graphic: Pick-Poke, Fame
Music: Dave
Objects: Yoghurt

Rating: **+---

+ A really nice change, some nice effects
- Some 3D-scenes that needs a fast computer, few routines

Comment: The show starts with some nice pictures telling us the demo's name and which group that has made it. A nice plasma routine is run on the last of the pictures, it almost looks like water, except that it doesn't move like water. An average picture by Fame leads us to the next routine, a nice phong object which is a little out of focus, so that it looks a bit blurred. There's an excellent change and suddenly we are in the middle of a texturemapped 3D-scene, also out of focus. Unfortunately (as you can read above) you'll need a quite powerful CPU to run this at a fair speed, without at least a '040 it's too slow. But besides from the speed (and the 2x2 resolution) it's nice. After this processor hungry thing there's a good texture-bumpmap. And then we return to the 3D-scene or a much similar one. And another!? This time with a ball in the middle of it all. A big sign says "the end" while a env-mapped, transparent, blurred phong makes it way around the screen, and at last it disappears. The demo is a little short, and I don't quite understand why Floppy has chosen to show three 3D-scenes, two that looks (or is?) the same, and two right after another. But it could have been much worse...

Conclusion: If you got a fast computer this is recommended, else not!

[Click here](#)
to go to the prequel Papadeo

1.173 Paranoid / Rebels

Name: Paranoid
Group: Rebels

Year: 1997
Event: Remedy
Placing: 1 of 4

Size: 3.66 MB
Requirements: AGA, 4 MB fast-RAM, HD

Code: Klorathy, Krustur, Ambient, Scout (c2p), Jarno Paananen (player)
Graphic: Eracore, Don, Oyise, Wire, Silicon
Music: Somel, Morrow
Design: Krustur, Klorathy, Eracore
Production: Krustur, Klorathy, Eracore

Rating: ****--

- + Some nice effects and music
- Some routines are a bit slow

Comment: A fine demo from the legendary group of Rebels this is, including nice routines, strange pictures (in my opinion pretty much average concerning their quality), and good techno music by the two new "recruits" Somel & Morrow.

The show starts with a plasma/water effect, somehow the two effects are made into one with success. The credits appear in front of them, and when they disappear they are making waves in the water. A very nice routine. A flash followed by a fast zooming Rebels logo is shown for a short time afterwards, which again is followed by a very nice and colorful voxel landscape with moving lightsources (three of them they say), it's one of those scapes that are able to move to both sides freely. The speed could be better, but still it runs at an acceptable frame rate, and the light sources really add an extra dimension, so all in all a good effect. After that the title screen is shown that is taken over by a short animation where you're flying through a cloud. A different bumpmap is on next, different because of two reasons: 1) A morphing "3D"-object is implemented in the map (nice!) and 2) lines of code are scrolled across the bumpmap and is also affected by the lightsource. It runs smoothly too. A wave routine is on as the next effect, rather slow, but nice anyway. It's pretty much like watching a lake from above when you drop a stone (or another thing) down into it, except for the moving lightsource and the picture in the background. On a fast computer this effect is cool. The music now changes for a while from techno to synth with a flute as lead as the effect changes to a fog voxel landscape where the "camera" is able to point in any direction. The speed, music and the choice of colors are pretty good. After that a big picture presenting a sleeping man is scrolled from bottom to top of the screen, then a slow tunnel routine starts, too bad about the speed. Another bumpmap is on next, this one is in colors (dark, and not many, though) and tends to look a little like metal. The picture that is exposed to this routine is nice, the picture that are shown afterwards not that nice. The new picture is used as texture in a wallwrap routine afterwards, and sometimes a glass ball appears in the middle of it. Nice. Last routine is a 1x1 env-mapped (I think) phong fungus (phongus?), a pretty fast one considering the resolution and the background that changes from sharp to blurred now and then! A fine end-routine in a ditto demo!

Conclusion: The first place at Remedy '97 wasn't unfair!

1.174 Pardone / Tulou

Name: Pardone
Group: Tulou

Year: 1997
Event: Berzan Party # 19
Placing: 2 of 3

Size: 1.41 MB
Requirements: AGA, 2 MB chip-RAM, HD

Code: ?

Graphic: ?

Music: ?

Rating: **+---

+ Some nice routines

- No design, some slow and some low-res routines, you have to wait for the next effect sometimes

Comment: Strange. It doesn't seem as if anyone will admit that they've made this demo. It's not that bad, though. For example the start is very good: The group name's letters flies in on the screen, so that it looks like that they come from a place behind the "camera". The letters are texture-mapped and lightly blurred which looks very nice. But I'm afraid that this is the best effect in the whole demo. Two rotating textures are shown at the same time at every second line, so that the first texture has line 1, 3, 5, etc., while the second texture has the other lines. Not that nice, but pretty fast. Afterwards nothing happens for a while, then the screen starts to flicker like a TV with no input signal. The flicker slowly changes into a fast, weird, texturemapped plasma/tunnel thing that looks like if a lot of texture is spit out one place and disappears another place. A lousy, blurred, texturemapped box starts moving in front of it and even through it. It isn't smooth, but quite acceptable, besides from the blur and the texture it looks nice. After that there's a pretty fast "Decent"-routine (like Doom, except that you can move on all three axis). The price Tulou has paid for the speed is the resolution which is low. The routine after that is a similar routine, but by some reason it's extremely slow. Maybe because that this one is fullscreen and the other wasn't, but that shouldn't slow that much. Another slow routine, and unoriginal, is a texturemapped torus. The "plasma" routine afterwards is a bit slow, but acceptable. Actually it's more like a tunnel. From the middle of the screen a lot of colors appear and move towards the edge of the screen so that it looks a little like a tunnel. The last routine is some kind of fast wallwrap, where some of the texture is close to you and some of it is far away from you. The resolution is a little low, but not low enough to be irritating. The music is a techno piece with a touch of synth.

Conclusion: I guess all routines have been seen better before (maybe except for the letters in the start), judge for yourself

1.175 Passengers / Three little Elks

Name: Passengers

Group: Three little Elks

Year: 1995

Event: The Party 5

Placing: 4 of 22

Size: 2.25 MB

Requirements: AGA, 2 MB chip-RAM

Code: Tabasco, Explorer

Graphic: Ant, Bear, Big J, Nude

Music: Fender/Newage, Mortimer Twang

Rating: ****--

+ Nice design, funny little startup-menu, some nice effects, the heads...
- Some slow effects (but acceptable), needs some CPU power

Comment: When you double-click the big icon a menu appears, where you have to choose which machine you have, and whether you want to start the demo or see the Elk anim (which is very amusing!). Well, sooner or later you'll probably start the demo, which begins with (except for the average intro picture) some kind of vector landscape. The vector's edges are blurred, so it actually looks quite nice, there's a small bug in it though, and it's slow. The music is the kind with fast drums and a jazzy sound. Furthermore someone is singing. A different piece of music, but fits nicely into the demo. Two faces sometimes have a little conversation when running the routines. Then there's a phong, which is a little slow, and then it's time for the doom-routine, one of the better compared to lots of others. The textures are nice, but it is a little slow. The doom-routine stops (but is still there), and some Phongs flies around in it and disappears around the corner (nice idea!). Then the "camera" goes through a door and ends in the middle of a new routine: A cube from the inside, with the 3le logo on the sides and one of the phongs in the middle. Very nice indeed! Then we have a tunnel in the blittersscreen, but it doesn't matter that much. The colors are fancy and the tunnel is fast. Also when a phong star flies through its walls! Some of the last effects are the phong torus (square), the duck (slow) and a morph-routine where Father Elk (Nude) is made more pretty (?). It's not as good as the one in
 Bosnisk Metall
 , but still it's
okay. Recommended not just because of the nice routines, but also because of the different design and the talking intellectual (?) heads...

Conclusion: Watch this one! It's both beautiful and amusing!

Phong objects enter the screen and exit through the hallway

1.176 Phunky / Craze

Name: Phunky

Group: Craze

Year: 1996

Event: Compusphere 7

Placing: Didn't compete

Size: 0.54 MB

Code: Spiffy, Zik, Lussar'n

Graphic: Madved, Odie, Antichrist

Music: Mr. Real

Rating: ***+--

- + Very nice routines
- Short

Comment: Just by reading the title you might think about dull phong objects, but actually there's not a single one in this very short demo. Almost all of the routines are nice, for example the show starts with (a pretty nice 3D start picture with the letters CRAZE and then) a phunky plasma/twist routine where the name of the demo is in the middle. Looks really great! It is made so that it in the beginning is completely bright (white and yellow), and then it's getting darker and darker. Then there's another plasma routine which is nice too, but the resolution is rather low. Then there's a very nice bumpmap, which is in a rather high resolution which makes it look a lot more realistic than the lowres ones. The routine changes to a transparent torus which looks great too. It's pretty fast too, but only the middle of the screen is used. A "party twister" is the next effect (looks like a bar being twisted), but by some reason it doesn't run smooth. It isn't a slow routine, but sometimes it just stops for a little while and then continues. Too bad 'course it looks nice. The really weird thing is that the two twisters in the end of the demo run almost perfectly. Just to mention the effect that I haven't mentioned yet: Two different textures is scrolled and twisted around eachother, running at every second line, so that it looks a little like that they are transparent. Fake, but fine... The music is an okay piece of techno, a little "dreaming" tune. Unfortunetaly this demo is (as I mentioned before) rather short, and that's a shame. If the design was better and the demo longer it would probably be able to compete with the "big ones"! It's Phunky!

Conclusion: A must see! Should have been longer.

1.177 Picturebook / Axis

Name: Picturebook
Group: Axis

Year: 1995
Event: Somewhere in Holland 2
Placing: 3 of 6

Size: 3.6 MB
Requirements: Needs a patch to install on HD (yawn!), AGA, 2 MB chip-RAM,
4 MB fast-RAM

Code: Anthony
Graphic: Lowlife
Music: Iso, Hollywood

Rating: ***---

- + Nice pictures, some nice routines
- Strange design, small routines, no quit

Comment: This demo is somewhat different from most other demos, as it is a combination of an auto-cycling slideshow and a demo, rather than being a demo only. But that isn't necessarily a bad thing, not when the pictures

are as good as in this production! Also the music is pretty good, in the beginning it's a short atmospheric orchestral piece, and during the demo a mixture of pop and some jungle/trance. As mentioned there's a lot of pictures in this production compared to its length, all drawn by Lowlife, that's what they say, but lot's of those small pictures that are used as texture maps are by Boris Vallejo.

It starts with a loader picture, then the credits are on wrapped into some nice design (though, there's a little bug in it, I guess that's if you run it on a '030 or above, should't appear on '020). A beautiful title picture is on afterwards, must be a combination of traced and hand drawn graphic, maybe even scanned!? A texture mapped partytwister is on next, not just a traditional square one, it has about eight sides. It's fast and nice. Another nice picture is shown, then a tunnel with some lights flying trough it, probably an animation. It's on for a short time and is then taken over by another picture, this one with a little texture mapped ball that moves around on its surface. Four pieces of metal sometimes cover the ball and when they move away there's another texture on. Would be nice if it was bigger. Next on is another texture mapped object, a small three sided pyramid. The exciting about this is that it morphs into a ball, nice and surprising (not after reading this! :))! Finally a picture presenting a puma is on and then the endscroller written with a hand drawn font, sometimes a bit unreadable.

Conclusion: The pictures make this demo view-able

1.178 Pieces / Ephidrena

Name: Pieces

Group: Ephidrena

Year: 1997

Event: Scenus

Placing: Didn't compete

Size: 0.24 MB

Requirements: AGA, 2 MB chip-RAM, 4MB fast-RAM

Note: Also available as '060 version (however, the "normal" version runs on '060, but slower than on "normal" computers)

Code: Loaderror

Graphic: Loaderror

Music: Frequent

Rating: *+----

+ Nice party twister

- Short, few routines, one very slow one too

Comment: This is a dentro they say, and that's why it is so short. But it doesn't explain why the routines are so simple or slow. There's only one nice routine in this production: A party twister (a bar is twisted) with lava colors. And it's smooth. The other "main"-effect is an extremely slow wave-thing with a texturemap on it. The music is techno, average.

Conclusion: Forget it.

1.179 Planet M. / Melon.

Name: Planet M.

Group: Melon.

Year: 1995

Event: Somewhere in Holland 2

Placing: 1 of 6!

Size: 0.91 MB

Requirements: AGA, 2 MB chip-RAM

Code: ?

Graphic: Nam, Alex

Music: Prophet

Rating: ***---

+ Different, colorful design

- Lots of color cycling makes the demo look "cheap"

Comment: A strange, different and very colorful demo, where the palette cycling function is the most used effect... The show start with a life simulator, you know, these small strange things where small blocks representing life move around, etc. These blocks finally forms the Melon.-logo which shortly after starts to go in (lightsourced) pieces. After that some big low-res scans of woman's faces are moced around a bit, maybe rotated, I have some problems defining what exactly going on, or actually there's not much going on... From now on the demo gets really colorful with cycling backgrounds behind many of the routines: A box that crashes into the glass on your screen (if you aren't using a projector...) and is formed after it (cool), a transparent Melon.-logo, and also a jelly logo is shown. In between all these routines different fancy pictures/scans are shown, most of them with vulgar texts on them... And Melon. has even broken one of the Scene's unwritten rules, the one with nude pictures, by showing a raster image of a woman's body with their logo running up and down on it, it forms after the body. On the other hand I'm glad it's not a man they chose :). The demo is one of those fast moving ones that wants to be funny and cool, but in my opinion Melon. fails in both. I guess I'm a minority, though... The music is techno, the kind leaning to the dance genre, easily heard, easily forgotten.

Conclusion: If you like crazy demos that concentrates on being different rather than being beautiful.

1.180 Plane Zero / Vector

Name: Plane Zero

Group: Vector

Year: 1996
Event: Creutz 2
Placing: 2 of 3

Size: 1.04 MB
Requirements: AGA, 2 MB chip-RAM

Code: Greazer, Zif
Graphic: Czar, Spline
Music: Geezer
Design: Geezer, Czar, Zif

Rating: ***+--

+ Nice plasma, transparent routines look great
- Ends very sudden, sometimes the resolution is very low

Comment: This demo contains lots of plasma, so if you like that (which I do) this is certainly worth a try, and even if you don't: watch it! Different kinds of (mostly nice) plasma effects is spread through this production (including a lightsourced one), but besides plasma you'll also find a transparent "party twister" (looks like a bar being twisted), which is quite fast but in a very low resolution, and some transparent tunnels. Everything is shown at a very high speed, but fortunately most effects are shown more than once, sometimes with a little variation. All effects have a nice background texture (very appropriate for the transparent effects...).

The music is a good piece of techno with some heavy riffs in it, the textures and the logo are fine, and the fullscreen graphic is above average.

Conclusion: Definatly worth having a look at.

1.181 Plong / Contraz

Name: Plong
Group: Contraz

Year: 1997
Event: The Gathering
Placing: 12 of 17

Size: 2.7 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM
Recommended: '040 or better

Code: Brekke, Skjeggspir, Zelow, Chaupple
Graphic: Mr Figaro, Reflexion, Corrupt, Dran
Music: Kaiowa, Sorox, Isaac

Rating: *+----

+ Probably looks nice on a FAST machine, pretty good music
- Slow routines, few effects (they ran out of time)

Comment: Before I start watching a demo I often read the Readme-file, if there is a such. And it is the most terrifying things that you can read in these files sometimes! This demo's readme-file says something like: "We ran out of time". And that's why the demo contains only few routines which isn't very fast. The first one looks a little like a broken torus where the pieces are placed a couple of inches from their original places. Nice, but a little slow. The same routine is then exposed to a blur effect, where it is flushed towards the viewer, while a little copy of the screen appears in the upper right corner, so that if you're able to look two places at a time you can see the demo on one big and on one little screen :-). This is slow! Then there's a phong object (slow), a bumpmapped object (very slow) and a rings in water effect (very slow). Furthermore when changing to the last effect from the water effect something goes completely wrong with the colors. But it disappears when the last routine starts: A texturemapped alternative face. And then you can quit the demo when you don't wanna see on the face any longer. The demo creators ran out of time... When you click you go back to Shell or WB and shortly after an ugly and buggy bumpmap with credits on it is shown. It zooms a little in and out, and the letters are a different color than the background. But I guess they should have waited with this release. I wonder why so many people are involved in this production. Too many cooks spoil the broth? If I should say something positive about this demo it must be the techno music, which is pretty straight forward and pretty good.

Conclusion: Forget it. Too bad that some release unfinished work when it is such a lousy quality. It could have been good, but it isn't.

Note: This is said to be a bug-fixed and improved version of
Domination
released at Kindergarten 6.
(Source: The Scene Guide '97)

1.182 Point of Sale / Commodore

Name: Point of Sale
Group: Commodore

Year: ?
Event: ?
Placing: ?

Size: ?
Requirements: AGA. To install on HD you'll need a patch, my patch needs
2 MB chip-RAM, 1 or 1½ MB fast-RAM
Note: Minor sound bugs on processors faster than '020.

Code: Gengis
Graphic: ?
Music: Claws

Rating: **+---

- + Very colorful, smooth effects
- Rather simple effects, it's just a commercial

Comment: Yes, it's quite right I guess: Commodore made a demo demonstrating the A1200's capabilities. Or rather, they made someone make it for them (I guess no one at Commodore knows how to programme the Amiga, not after the original team left or was "hidden away", anyway).

The demo contains different effects like simple shaded vector objects, glenz vectors, a texture map where the lower part is close to the viewer while the upper part is far away from the viewer, a jelly pyramid with the C= logo on, and a very colorful picture (I like it!) of a chip with Amiga being balls jumping in front of it). In between some of these effects the A1200 standard datas is written (for example 4 x faster than A500!). A spinning C= logo is always present on the screen in the lower right corner so that you won't forget what this is all about. When it's over it loops. The music is synth piece, a piece with no spirit what so ever, so it fits the show very well... There's some minor bugs in the sound if you run it on machines faster than '020.

Conclusion: If you like very colorful demos (or commercials) this is it!

1.183 Polmos / Przyjaciele Stefana B

Name: Polmos

Group: Przyjaciele Stefana B

Year: 1996

Event: Intel Outside 3

Placing: Maybe no. 13 of 19 (?)

Size: 0.37 MB

Requirements: AGA, '020, fast-RAM, ear protectors

Code: Zorka-19, Docent Newcon

Graphic: Lazoor, and some ripped...

Music: Naksahataja

Rating: *-----

- + Funny if you've got an odd kind of humour
- Most of it is crap

Comment: Przyjaciele Stefana B is known for their lunatic productions and this one is absolutely no exception. When you start it you are told to put on ear protectors - do it (or if you're really clever you could turn down the volume...)! This is some of the most noisy hardcore I've ever heard! Most of the routines move at a very high speed, and are generally ugly and/or simple. For example the vector torus, a "spotlight" effect, a pixel sprayer writing a lot of things and a cube with a copperlist on one side. That's about it.

Conclusion: You can live without it.

1.184 Polygon Heaven / Przyjaciele Stefana B

Name: Polygon Heaven
Group: Przyjaciele Stefana B

Year: 1997
Event: Rush Hours
Placing: 3 of 4

Size: 2.76 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD
Recommended: '030/50 MHz

Code, design: Zorka 19
Graphic: Lazoor, Fajerwerk
Music: Redribbon
Objects: Mroova, Storm/Poison

Rating: **----

+ Some interesting routines, pretty good music
- Most routines are a little slow

Comment: If you've seen some of PSB's other demos you'll know that they're different from most other demos around. But this one is somewhere between the normal demos and PSB's. Some of the first thing I noticed was the background pictures and the good techno music. And instead of making the demo as ugly as possible (which PSB normally does :-)) with lousy drawings and music most of it actually looks OK, it still got the usual PSB touch, though. The first routine is a phong bottle, which is followed by an env-mapped phong bottle shortly after. Then there's a scanned picture (about all pictures are scanned and added a little text), and when it disappears the traditional phong duck is on, the eyes look a little different from the original, though. Like the bottle this one is also shown as an env-mapped version. next routine is somehow cool: A wireframe schoolroom with a texture as background, it might be precalced, but it's nice. The last routine is (tadahh!): A phong. Not a bottle, not a duck, but a blank beer can. And of course this is also shown as env-mapped...

Conclusion: Friendlier for the eye than the usual PSB-demos, but maybe not as amusing (?)

1.185 Poszly Konie po Betonie/Przyjaciele Stefana B

Name: Poszly Konie po Betonie
Group: Przyjaciele Stefana B

Year: 1996
Event: Polish Summer
Placing: Award winning (it says in the readme-file...), wasn't among the first three (of five) in the compo...

Size: 1.56 MB
Requirements: AGA, 2 MB chip-RAM, 1 MB fast-RAM, HD

By: Mroova, Skafander

Rating: *-----

- + If you like Polish folk music (or something like it) it's here, probably funny if you understand the Polish language
- If you don't like Polish folk music (or something like it) it's here, not funny if you don't understand the Polish language. Ugly!

Comment: Obviously made for fun (I hope so!)! You have to understand Polish to understand the song (and most people don't), which is probably funny. The only thing that saves this demo IS the music, that is if you understand the Polish language. Else nothing saves it! The graphic is very UGLY! It's a lot of pictures which looks like my very first drawings in DPaint. I would call this an ugly "slideshow" with strange sounds...

Conclusion: Boy it's ugly :)! Probably funny?

1.186 Pulse / Nerve Axis

Name: Pulse

Group: Nerve Axis

Year: 1997

Event: Assembly

Placing: 1 of 5

Size: 4.0 MB

Requirements: '020 or better, AGA, PAL, 1.5 MB chip-RAM, 2.7 MB fast-RAM, HD

Recommended: A fast '030 is adequate for most part, '060 recommended for 3D-scene part and a few others

Note: A patch for music timing problems is available

Code: Schlott

Graphic: Meson

Music: Ganja, Jam & Spoon

Rating: *****-

- + This is so great! Even though it's designed for '060 it's good on a fast '030! Some good music, nice design
- Some parts are a bit slow (with '030)

Comment: Wow!!! This is so cool! After a five years brake the British Scene seems to have awoken from their sleep! Not with a silent "good morning", no, with a roaring "GOOD MORNING WORLD!!!". They sure have returned with probably the best demo since

Tint

, however you can't really compare those

two demos as this demo has a quite different style. Would be like comparing a comedy with an action movie. Well, enough idolization, let's have a look at the demo itself:

Small bits of the Nerve Axis logo appear one by one, and shortly after

it's written across the screen. Suddenly some wild explosions start in the background, great except for the sound which sounds too much like drums instead of explosion, but that doesn't matter, and you probably won't notice the first time you watch the demo (and trust me: You will watch it more than once!). The music starts, one of those things with a lot of trip-hop drums in it, fits the demo okay, and the title is shown with a lensflare effect that changes its colors running in the background, pretty nice. Different kind of plasma is shown afterwards, all of them nice and smooth, and you'll probably notice that they run in wide-screen. The last of the shown plasmas which mostly looks like a cloudy sky is stretched so that it fills the entire screen (also causing lower resolution), and soap bubbles start flying from the bottom to the top of the screen. Meanwhile the plasma transforms into some kind of tunnel, brilliant! Suddenly the picture freezes, then it's zoomed away from the viewer revealing another tunnel behind it that in a way reminds me of the marvelous lightning tunnels in

Tint

, except that the lightnings aren't

on the tunnel's sides, it's between the tunnel's sides. Great! While this effect is running a great picture is zoomed and rotated from somewhere in the tunnel towards the screen, ending up covering the whole screen. It's a hi-res picture representing a fish. Glub! After a while the picture disappears and the next effect starts. It's some kind of flatscape with both floor and ceiling with stripes of light making its way away from the screen. Furthermore it starts to wave up and down, and if you put your head close enough to the screen you really get a rush :)! It's fast, but it would be nice if they've used more colors. And then for the part of the demo that is the main reason for buying an '060: A underwater 3D-scene. It's pretty slow on an '030 (too slow to be nice), but great on an '060 I guess! It's a very atmospheric scene where you're slowly moving around something that looks like a wreckage of an old ship, but it's a bit difficult to see it, because of the dark blue colors (which isn't meant in a negative way at all, it's part of the atmosphere). That's probably why the sub-marine that is also present has turned on its spotlight! I sure would like to see this on one of those fast Amigas! Also the music for this part is good, except for the drums that is still on. The next effect is some kind of metallic bumpmap, I'm not sure if it is actually a real bumpmap, but it looks as if it is and it's nice too, so who cares?! At this point the music changes to a more catchy tune, a good one too! A fast scrolling from-top-to-bottom background appears and shortly after some kind of phong object appears in front of it, looks a bit like a chain, except that it's massive, there are no holes on it. And by the way: Normally chains don't start to boil. This one does! Small excrescences starts appearing on the surface causing the still spinning "chain" to grow bigger and bigger! Great! Also the next routine is really worth having a look at. At first it looks like a silent lake with a mountain in the background. The surface starts waving a bit, but it's when a little boat appears the water really starts to move. The boat cruises around in a circle a couple of times, the waves rise around it! Two "minor" routines appear afterwards, a smoke effect that spells the demo's name, then explodes, and a blurred ball with moving lightsource causing the entire screen to be filled with colors, both pretty nice. What appears to be a waving plasma is shown as the next routine, pretty nice. Suddenly it starts to zoom away from screen, then it stops, splits up into small squares which flip over so that you see the face which is on the backside. Then they are put back together and zoomed back to fill screen again. Then a lighteffect is then run on the newly created face. The

effects themselves are good, but combined like this they really make the difference! Next routine is original too, even though it's a bumpmap. The great thing about it is that it waves up and down or else it changes between two different bumpmaps so that it looks as if there are waves on it, in a way simple, but as you might know it's after the simple things that are the most beautiful!? Still nothing (?) beats the final effect, a 3D-scene where you are flying above some hills or mountains. Nerve Axis really has hidden the best part to make the demo end with a big bang! Actually it's so great I almost have to turn my Amiga around to see if anybody had replaced my '030 with a PPC604e and a 3D gfx-board :-)! You are flying around above these texturemapped hills, above the sea too, and a better water routine has probably never been seen in a 3D-scene before, ever! So realistic it is! And that's not all (characteristic for the demo!): Small glass balls appear, mirroring the landscape beneath them while flying around in a circle. Afterwards they are also seen in free flight with circular smoke tails behind them. Also the silhouette of a couple of birds are seen! The whole thing runs in widescreen and a low but quite acceptable resolution. And that's about it! Boing, boing, boing. Crunsh. The British Scene is reborn - and Nerve Axis just did it!

Conclusion: Don't leave home without it! One of the best demos made in 1997!

Explosions!
A lightening tunnel!
The underwater scene
The boat causes the waves to rise, great
The AWESOME 3D-landscape

1.187 Puppets / Ephidrena

Name: Puppets
Group: Ephidrena

Year: 1996
Event: The Party 6
Placing: 13 of 15

Size: 1.56 MB
Requirements: AGA, 2 MB chip-RAM, HD

Code: Cyberstarr, Loaderror
Graphic: Stoney, Cheetah
Music: Frequent

Rating: **----

+ Nice credits
- Some simple and buggy routines, needs lots of CPU power

Comment: Are we all just puppets? The question is asked in this demo, but except for that the title has about nothing to do with the rest of the show. The nicest part is the credits part, some phong letters are in some way morphed from nothing into the letters. The rest of the effects are not

too wild, either they are simple and buggy (some morphing gouraud objects) or else they are slow (including nice voxel with texture on it, a nice rings in water-routine and a phong head). The graphic is a little above average, and the music is an OK piece of quiet techno.

Conclusion: Would be nice if the routines were optimized.

1.188 Pure Motion / LSD

Name: Pure Motion

Group: LSD

Year: 1996

Event: The Party 6

Placing: 10 of 15

Size: 3.24 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Code: Todi

Graphic: Trooper, Todi

Music: TLS

Rating: **----

+ Some nice effects, cool graphic
- Longwinded, slow fades

Comment: Warning! This demo is boring! Both because of it's very long compared to the number of routines, and because of the slow fades between the routines. The first routine too is long: A fireplace where the fire forms some text. It's actually pretty nice, but it's a little little (the fire) and, as mentioned, rather long. Then there's a quite nice spiral/plasma-like thing or something like that. In between some of the routines are some cool cartoon/graffiti style pictures, which maybe don't fit the demo extremely well, but matches the rock/funky/hiphop music (with some lyrics). Also to mention is the slow phong (in a normal resolution) and the pretty fast envmapped phong, running in a low resolution. The endtune is a nice trancing newage piece with some drums.

Conclusion: Having trouble sleeping? Watch this one, else don't...

1.189 Pyt / Subacid

Name: Pyt

Group: Subacid

Year: 1995

Event: South Sealand

Placing: 1 of 5

Size: 3.17 MB

Requirements: AGA, 2 MB chip-RAM, 6 MB fast-RAM, HD

Code: Hexagon, Gayhawk, GifAir

Graphic: Deckard, Syl

Music: Liquid, Lava

Rating: ***---

+ Very nice start-animation, some nice pictures

- Lacks some design, many of the routines are old-fashioned, the music

Comment: The show starts with some very nice logos by Syl presenting the demo. And what happens next are at least as nice: An underwater animation where you are following some lights entering a tunnel and their flight/swim through the tunnel. It's both smooth and fast, and the resolution is quite acceptable too. The music is suddenly cut off after the title is presented, and for a short while it seems as if it hangs (which it does if you don't make a clean boot or have a lot of RAM), but a pretty noisy techno module starts playing, while the demo continues with different kind of cubes, one with strange surfaces and also it morphs. Next up is a transparent plasma, looks pretty good. After a while an average picture by Deckard is shown (average compared to his usual work). And when it disappears nothing happened, which (hopefully!) is an error in my copy. Anyway, shortly after a new picture appears and the demo continues with a blurred vector object, not that nice, and the low-res plasma afterwards isn't nice either, mostly because of the resolution. However, the shadecluster routine afterwards is pretty nice, the really nice thing about it is that it is mirrored in a "stick" beside it. A new Deckard picture is on, this time a real beauty (both concerning motive and quality!). The same picture is used in some kind of plasma routine afterwards. Getting nearer to the end there's a routine with some lightsources flying around, melting together when they get close enough to each other. The end-scrolltext is cool, not so much the scroller it self (actually it's pretty "jumpy"), but the color zoomer in the background is cool.

Conclusion: Worth having a look at, especially the animation!

1.190 Que? / Black Lotus, The

Name: Que?

Group: The Black Lotus

Year: 1995

Event: Remedy

Placing: 2 of 3

Size: 2.42 MB

Requirements: '020 or above, AGA, 2 MB chip-RAM, clean boot

Recommended: '030/50 MHz, 2 MB fast-RAM

Code: Equalizer, Offa

Graphic: Tudor, Axm, Snorpax

Music: Mantronix/Razor 1911, Lizardking/Razor 1911

Rating: ***---

- + Some nice routines, good music
- Some slow routines, blittersscreen

Comment: A strange TBL logo appears on the screen while the synth tunes from Mantronix and Lizardking flow out through the speakers. The logo disappears and a background with a phong blob is on. In front of the blob a slowly text appears and you can see the shadow from the letters on the blob, nice. The credits are shown afterwards with some kind of flame routine, which doesn't look too much like fire, more like a lot of pixels that want to be fire, still it's pretty nice. A tunnel on next, actually I think it's just a picture of a tunnel which is rotated while the colors are cycled so that it looks as if you're flying down the drain. In front of the tunnel is some kind of shadecluster moving around. Another phong is on next, this time a blurred one, and after that a plasma routine, which looks okay. The display changes to blittersscreen and stays this way the rest of the demo which is a shame. Furthermore it seems as if the routines are generally getting slower in this last part of the demo, despite the blittersscreen. A bit strange, as the routines don't look so much more advanced than in the first part. Anyway, the phong blob is back ones again, and again it's a bit different than it was before, now it changes it color! Recycling is good to a certain limit, but... Next effect is somehow recycling to, but it has been changed enough to be called a new effect. It's a plasma that ill-treats a picture in different ways. Except for the blittersscreen (and maybe the colors) this is quite nice. And guess what, the blob is back. No, actually it's not exactly the same blob, 'cause this one's surface is parted into small polygons while the whole object looks a bit metallic. Still it's nothing exceptional, only okay. Suddenly the music is cut off, and we're entering the demos last part. A new piece of music, still the same Mantronix/Lizardking-style, is on, and so is a not too smooth scroll text. Actually it's a big picture with a lot of greetings on it that are scrolled over the screen. The funky thing about this is the glass-torus flying in front of the scroller, very need! Next on is a fast fractal zoomer, but unfortunately it's not very clear which I think a fractal should be... Getting closer to the end it seems as if the routines are getting slower and slower, for example an env-mapped jet and to phong objects. Even if they were fast I doubt that it would improve them much, because they aren't too pretty. Finally the endscroller appears, and when it's over the demo exits and the music is cut off again without fade...

Conclusion: Worth having a look at

1.191 Quicktro / Capsule

Name: Quicktro
Group: Capsule

Year: 1997
Event: -
Placing: -

Size: 1.14 MB
Recommended: '060

Code: Peskanov
Graphic: Oops, Estrayk
Music: Evelred
Objects: Peskanov, Oops, (and one from Imagine...)

Rating: **+---

+ Nice and colorful
- Few effects, very CPU hungry!

Comment: As the title suggests this is a quick little production, and made using Peskanov's 3D-engine which is design for a game. He is very ashamed! Anyway, it's a quite nice engine, especially the HAM-modes are impressive, while the speed is (in the demo) slow. But then again, it's made for '040 and '060, and running in both HAM-6 and HAM-8, 1x1 and 1x2 resolution. The show starts with a Capsule logo that spins around dragging a long tail that doesn't disappear after it, while the colors seem to cycle. Total acid! Also the title is shown the same way. And from now on it's all 3D-scenes of different kinds. The first one present a praying man beneath a column with a cube with the magic word C64 on its sides. Next one takes place in the universe, near a space station. The most exiting thing about are the cubes with a galaxy (that is also used as background picture) on their sides spinning around. We are flying towards a picture which shows to be the next scene, a nice transition. This scene is the slowest of them all, but the object, an env-mapped galleon, is probably the reason for this. Last one is a torus 3D-scene where a lot of big torusses are lined up and the last one of them are flying through the others' holes, and then it all starts all over again while the "camera" watches it from different angles. Nice colors, processor hungry routines. The music is techno, not much to say about it.

Conclusion: Recommended for people with fast processors

1.192 Rabies / Rage

Name: Rabies
Group: Rage

Year: 1995
Event: The Party 5
Placing: 14 of 22

Size: 1.9 MB
Requirements: AGA, 2 MB chip-RAM
Recommended: Runs fine on a '020 with no fast-RAM

Code: Digimatic, Rubber, Spirou, Cuddley
Graphic: Foxx
Music: Fajser

Rating: ****--

+ One of the most atmospheric demos ever, nice music (timed) and graphic, nice routines!

- Some of the 3D objects are a bit small (but then again: They are fast)

Comment: Ever read the cartoon Judge Dredd or seen the film? If yes, you can easily imagine the start of this demo: It's a little cinematic sequence where a team of soldiers is attacked by an ABC-robot. The colors in the sequence, and in most of rest the demo, are different shades of red, which helps making it very future-like and atmospheric. The credits in the beginning are also very cinematic, they are shown with the "Terminator 2"-effect and the sound effects fit perfectly.

Then the "normal" routines start: An envmapped "party twister", nice (but a little small) jelly gouraud objects which fly through a transparent square, a "blob map" (they call it), a jelly 3D envmapped object, and one of my favourites: Wall wrap, a texture is bend so that it looks like 3D, while it moves around (reminds me of plasma). In between some of those effects quotations from famous sci-fi writers are shown, or a very nice picture is shown. After a bouncing ball with a moving picture wrapped around there's a nice water/plasma effect (rings in the water). The colors are red, blue and yellow and it all looks great! In this part the heavy/hardcore music changes to a more quiet style. The last parts of the demo looks a little as if Rage ran out of ideas (it's some more or less simple pictures), but it's not that bad at all.

The endpart with a "different" scroller, and a blurred scroller is nice too, and so is the atmospheric, quiet techno music that is played.

The 14th place at TP5 is a mystery to me. But then again, it's seen (too) many times that it's not the best demo that wins...

Conclusion: Atmospheric! Especially recommended for Sci-Fi fans.

1.193 Rampage / The Electronic Knights

Name: Rampage

Group: The Electronic Knights

Year: 1994

Event: Cebit

Placing: Didn't compete

Size: 0.93 MB

Requirements: Needs a patch to work with AGA, runs on ECS. Requirements for OS 2.0: More than 1 MB chip-RAM, OS 1.3: 1 MB RAM

Code: Captain Bifat, Fuszy, Iraner

Graphic: Seal, Prince, BNA, PD, Magican

Music: Banana

Rating: ****--

+ Extremely nice design, fast (but simple) routines

- Some low-res routines

Comment: Wow! I must say that I'm very impressed! This demo has some of the best design I've ever seen! Even Andromeda and TBL have (had) some very serious competition here! There are only very few cut changes, and the ones which are aren't disturbing in any way. Also the choice of colors and so on are very nice. Right from the start it looks great: Some hi-res

animated 3D gear wheels are shown while decrunching. A little text below saying "AGA disabled" tells us that they don't like AGA (or maybe it's just a note from the guys who patched it?). The demo's name is shown very elegantly among other things with a very nice pixel sprayer writing the name, and afterwards the pixels are changed to a drawn sign. The screen falls down and behind is a low-res voxel routine with a simple vector plane flying above it. As this routine ends the plane flies right past the viewer with a fitting sound. Then about eight or ten 2D balls in different colors fly around in formation, and they're also rotating on the Z-axis. Then it's time for a VERY low-res rotator routine, the resolution is just good enough for you to see what's being rotated. Afterwards there's a very nice pixel box, then a blurred box which is filled with water, so that it becomes massive. On two of its sides there's suddenly some kind of waving copperlists. Another pixel effect, this time a flag with the TEK logo on it, is on. Then there's the classic "vector box with a mirror flying around it"-routine, pretty nice, but what is even nicer is that the mirror is morphed into the letters TEK. Another pretty classic routine is the glass ball in front of a text, so that the text is bend in the ball. Another rotator is on afterwards, actually there are two of them, transparent that is. The resolution is as low as before, but still it looks OK. Then for another very nice pixel effect, a bunch of pixels are morphed into different objects, and finally we've reach the end with a scroller saying something like: "Aga? Just say no!". These guys don't like AGA by some reason! The music is traditional demo music with sound effects now and then timed perfectly to the effects. Not that good.

Conclusion: Great design! I'll recommend this demo both because it's good, and because it's inspiring for nowadays demo creators!

1.194 Rantka / Przyjaciele Stefana B (Polish division)

Name: Rantka

Group: Przyjaciele Stefana B (Polish division)

Year: 1997

Event: Rush Hours

Placing: ?

Size: 1.33 MB

Code: Zorka 19

Graphic: Lazoor

Music: Horn/Motion

Help with collecting pictures: Norman/Anadune, CTP/Mawi

Rating: *-----

+ Good music

- Boring if you don't understand the Polish language

Comment: This is not a demo, it's a slideshow. A Polish one, that is, which means that all text is Polish, and I guess it's the text that saves the show. But I don't know. I hope that it is so, if not the show is crap. It starts with a white text on black background, then there's a nude picture, another text is shown and afterwards a picture of a scener. All

in all there's 12 pictures of sceners, all black/white, and all with a text commenting it - in Polish... Boring if you don't understand Polish. The music is very atmospheric, I don't know if it's the right it creates, though...

Conclusion: For Polacks only!

1.195 Real / Complex

Name: Real
Group: Complex

Year: 1994
Event: Saturne Party 2
Placing: 1 of 10!

Size: 0.44 MB
Requirements: AGA, 2 MB chip-RAM

Code: Gengis
Graphic: Titan, Eloy, Hof
Music: Claws, Audiomonster

Rating: ***+--

+ Very nice design, nice graphic and logo, pretty good music, some nice routines
- Some simple routines that aren't smooth

Comment: Nice design, music and graphic and generally nice code. It all starts with a fairly simple 3D starfield where the nice logo is shown. It starts to rotate and is suddenly changed into a chain of stone-like things that move with same speed and rotations as the stars. Beautiful! This routine is made darker except for a square which suddenly changes to a rotating cube with the routine on some of its sides! That's design! Then another fancy change leads us to different kind of simple 3D objects (Env mapped, gouraud and envmapped phong). You can see the age of the demo, especially in this part and in the next. It's nice, but old... A little 3D scene starts: A futuristic 3D envmapped plane flies around above a simple vector construction. When seen from certain angles it starts to move uneven. After a 3D tunnel (you're flying through envmapped hexagonal rings) another simple 3D scene appears, this time you're flying around in what looks like a moonbase. It's smooth as long as it doesn't move too fast. But it sometimes does. The background is beautiful, though. The last routine is also a "flying over 3D-scene", this time there's a texture on the vectors: Mountains that appear way to close to the "camera", and the routine is generally much to slow to be nice (you'll probably need a very powerful processor).

Conclusion: A mixture of very nice routines and some old fashioned ones. Have a look!

1.196 Real FD / Focus Design

Name: Real FD
Group: Focus Design

Year: 1996
Event: The Party 6
Placing: 9 of 15

Size: 0.49 MB
Requirements: AGA

Code: Kollaps
Graphic: ?
Music: ?

Rating: **----

+ Alternative display (the question is: Is that a positive thing?)
- Alternative display (the question is: is this a negative thing?)

Comment: The show starts with some 3D pictures showing the title and group that is scrolled across the screen vertically. And after these pictures one of the strangest ways of displaying things I've seen is used, and the colors help it look even more strange. I won't try to explain it, but say that it's acid! And a bit small. The things displayed are a torus (!), a juggler, the same torus as before with RGB lightsources, the juggler from before also with RGB lightsources (actually it's his juggler balls...). The display changes into a normal display and a texture vector object is on, it's a little slow, very slow when it's near the viewer. Another slow routine are some transparent and blurred letters spinning around. The credits/greetings-part is original: It's a book opening, and on every page are the names. Unfortunately it's very small and therefore difficult to read. Finally there's a doom-routine using the acid-display and it doesn't look too good. When it's all over a 3D picture saying ESCOM AMIGA is shown. Any publicity is good publicity??? The music sounds like something from a ten years old platform-game (that's not good :-)).

Conclusion: Forget it.

1.197 ReAppearance (rev. 2.0) / Core Productions

Name: ReAppearance (rev. 2.0)
Group: Core Productions

Year: 1997
Event: ACG Hack IV (or Hackernight), (first ReAppearance was 2nd of two at AmiTech '97)
Placing: 1 of 1

Size: 1.33 MB
Requirements: AGA, 1 MB chip-RAM, 2 MB of any other RAM, '020, PTReplay.library (v. 6.6 is included)
Recommended: 2 MB chip-RAM, 4 MB 32-bit fast-RAM, '030-50MHz

Note: Has four different screenmodes to choose from: PAL, NTSC, Multiscan, Multiscan 2. I used PAL for testing.

Code: Icon, Houbba, Pucko/DD

Graphic: JO, GDI

Music: Farmor/NRP

Rating: ***---

+ Some nice routines, nice backgrounds, good music

- Some routines are not smooth

Comment: It all starts with a not too smooth rotating plasma while the group and titles are shown. The phong torus afterwards isn't too smooth either. However, the resolution for both of the mentioned routines is good. Then it's time for the next routine: Some nice shaded 3D objects is flying through each other. Time for another torus, an env-mapped one, which is on for too long. It's quite nice. After that (I think it's) a gouraud-shaded box with half a shining ball on two of its sides. Strange... The next one is slow: The Core name as 3D object, blurred and also gouraud-shaded, but slow. The next routine looks mostly like zooming Christmas trees disappearing when they get close to the viewer. Strange, but nice. A plasma much like the one in the start is on, the credits are shown in front of it. In the end a bumpmapped Core logo without bumpmapped background is shown. Instead there's a rotating spotlight shown which points in the direction of the viewer, but it doesn't look that realistic. On the other hand it's far from being ugly. The music is a nice synth piece.

Conclusion: It's recommended, but it's nothing special, though

1.198 Red Sector Megademo / Red Sector Inc.

Name: Red Sector Megademo

Group: Red Sector Inc.

Year: A long time ago

Event: ?

Placing: ?

Size: 1.46 MB

Requirements: Needs a patch to install on HD

Code: Delta, Dr. Beat

Graphic: Dark/The Black Monks, Dr. C, Delta, TTC, Scum, Doc

Music: Romeo Knight, Bit Arts, Mark II/Quadlite, Dr. C (sampling)

Rating: *+----

+ Once it was good

- It isn't any more...

Comment: An old classic. Old enough to be out-dated. The routines are simple, the music is mostly noisy and the graphic is old-fashioned and of course only few colors are used as it was made for chipsets before AGA.

It's split up into several parts, each of these parts contain about one or two routines. In between the different parts a picture of a smoking cyborg dressed in cowboy clothes is shown, and above him is a scrolltext (that I can't read because the decrunching is too fast on '030). For each part there's a new piece of simple demo music.

I will not mention all routines, but here are some: A scrolltext with a copper list in it, a cute, short and funny worm animation, a small picture that rotates around the Y-axis, a vector scrolltext that makes a circle and transforming vector balls, etc.

My copy contains a lot of bugs and therefore several of the routines look completely wrong, and at last it crashes completely, but even if it does I don't think that the last parts would improve the demo much (?).

Funny how taste changes - yesterday this demo was hot. Today it's not...

Conclusion: For the old sceners who miss the good old days.

1.199 Refuse / Drifters

Name: Refuse
Group: Drifters

Year: 1996
Event: The Summer Party
Placing: 3 of 3...

Size: 1.27 MB
Requirements: AGA, '020, 2 Mb chip-RAM, 4 MB fast-RAM
Recommended: '020 or better

By: Sassy, Falcon, IO, Tøf, Clary

Rating: **----

+ Funny
- Is this a demo? It's short

Comment: This "demo" consists of: 1) Heavy metal, 2) Funny looking singing heavy metal "musicians" and 3) A lot of text and names shown in a hurry. In the beginning a voice growls some words which are written on the screen. Then you see the animated, cartoonish heavy rockers performing - very funny. There's a lot of growling in the heavy metal (noise made with voice), and most of the music are samples put together in a module. Near the end a lot of text is shown in flashes, and in the end there's a greeting list. The demo restarts shortly afterwards.

Conclusion: Watch this for the animation combined with the sound. Cool!

1.200 ReRun! / Cydonia

Name: ReRun!
Group: Cydonia

Year: 1995
Event: Project Party
Placing: 1 of 1

Size: 0.55 MB

Code: Cro, Extremist/ex-Cydonia, Drift/ex-Cydonia
Graphic: Sourì, Infinity, Cro
Music: Deadlock/Slam!

Rating: *+-----

+ It's short
- Boring, below average code and music

Comment: This short little demo isn't good, actually it's rather bad. There are only three effects in it and non of them are impressive: A fire effect, the display looks quite strange and it's a bit boring. A routine that draws colors on the screen, slowly, and this routine is shown for a very long time. Yawn. Last one is a texturemapped cube that rotates around the X-axis, while it moves towards and away from you. Nothing special. Then there's the end-scroller, yes, it's over. The music isn't good either, it's a synth-piece, sounds as if it's made by a beginner...

Conclusion: Forget it.

Note: Was supposed to be released at Pearl Party '94, but was delayed (of course)

1.201 Real Swedish Roadmovie / Banal Projects

Name: Real Swedish Roadmovie
Group: Banal Projects

Year: 1996
Event: Juhla Party 3
Placing: 5 of 12

Size: 0.36 MB

Code: Epidemik
Graphic: Prayer
Music: Ukelele

Rating: *+-----

+ Haha! Good joke!
- Is nothing but a joke, not a demo

Comment: A little joke from the Banal Projects. I could explain it, but you should watch it yourself! I'll mention some single words, though: Car, roundabout, one road. The whole show is an animation. The music is a happy little tune, fits the rest!

Conclusion: Grin!

1.202 Rodeo / Banal Projects

Name: Rodeo
Group: Banal Projects

Year: ?
Event: ?
Placing: ?

Size: 0.14 MB

Code: PMP
Graphic: Prayer
Music: Ukulele

Rating: *-----

+ Not really anything
- About everything

Comment: This is actually an intro, except for the size. It contains one effect, a triangle with a pixel effect in it that slowly rotates. In the left side of the screen some text is written, and in the upper and lower parts of the screen you can catch a glimpse of some childish drawings... The music is a little cheerful tune.

Conclusion: Forget it!

1.203 Second World / Syndrome

Name: Second World
Group: Syndrome

Year: 1996
Event: Saturne Party 4
Placing: 4 of 10

Size: 3.64 MB

Code: Guille
Graphic: Nytrik, Tenshu
Music: MAF

Rating: ***---

+ Some nice 3D-objects, very good music
- Some routines are slow or don't run smoothly.

Comment: It starts out with two rotating plasmas running at every second line of the screen in a low resolution, so that one rotater has a line,

then the next rotator has a line, etc., while the credits are shown. Looks nice. Then there's some 3D-pyramids with a picture on the sides. This routine is quite fast, but not very smooth when the objects are seen from certain angles. Later in the demo there's some normal (slow) 3D-objects (gouraud I guess) and some nice transparent 3D-objects (env-mapped), Especially one of the last 3D-routines is great: A transparent star-like object rotates in front of an animation showing some rotating cones/spears. The resolution is (again) low, though. The graphics are quite nice, the music is a very good piece of techno.

Conclusion: Single routines make this demo worth watching, not to forget the music.

1.204 Seven Sins / Scoopex (Finnish division)

Name: Seven Sins
Group: Scoopex (Finnish division)

Year: 1989
Event: ?
Placing: ?

Size: 0.46 MB
Requirements: There is a version for A500, and one for A1220 >
Recommended: One of the above mentioned...

Code: Slayer
Graphic: Reward
Music: Uncle Tom

Rating: *+----

+ Classic (?)
- It's monotone, old-fashioned and technically simple

Comment: "Scoopex - Generations ahead"? Well, I'm not sure that is completely true, if it was Scoopex would have made demos as they are today then. But they didn't, and this is a good example of that. It consists of about four different effects: A sinus-scroller shown between the main-routines, which gets more and more unreadable the more it's shown (at last it's sinus'ed at both the X- and Y-axis. A starfield that is on almost through the entire demo. A vector balls effect and a plane vector effect. Not impressive compared to today's standard, but I guess it was then. However, a positive thing is that it's all smooth. The music by Uncle Tom is a bright point, though (if you like the good old classic Amiga synth style and sound). Also the few logos shown is pretty nice.

Conclusion: Like visiting a museum, it's mostly boring, but you just have to know (?)!

Note: Scoopex Finland's first demo

The title

1.205 Sex in a Bubblegum Factory / Movement

Name: Sex in a Bubblegum Factory

Group: Movement

Year: 1996

Event: Saturne Party 4

Placing: 6 of 11

Size: 4.35 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Code: Jumbo Burger

Graphic: Antony

Music: Reflex

Rating: *-----

+ The music is OK

- Is this a demo?

Comment: This "demo" contains very little effects, lots of porno and tasteless colors. Most of the time you see dancing naked women. All sequences have been digitized in a bad quality, and are either shown in black/white or in tasteless colors.

The only bright point is the music, which is a mixture of disco and funk, but that's far from enough to save this demo from a minimum of one *...

Conclusion: Some would laugh, some would cry. Has not really anything to do with a demo...

1.206 Shaft 7 / Bomb

Name: Shaft 7

Group: Bomb

Year: 1996

Event: The Party 6

Placing: 1 of 15

Size: 5.64 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Recommended: '030/50 MHz, 8 MB fast-RAM

Note: Needs a patch to run on '40 and '060

Code: Ben

Graphic: Axel

Graphic: Titan, Made

Music: Yolk, Legend

Objects: Axel

Rating: *****-

+ Nice routines (3D scenes, 3D objects, bumpmap...), excellent graphic

- A little monotonous with all the 3D

Comment: 3D. Lots of 3D. 3D objects, 3D-scenes and bumpmap is the main contents of this very nice demo. The graphic is very nice (especially the intro picture by Made, which was placed 2nd in the graphic compo at same party (and I tell you that the graphic compo at that party was marvelous))! The routine rolls: In front of a 3D starfield a lot of small vector pieces is formed into a phong human! You're flying around in a fast 3D scene, very nice (but I guess you'll need at least a fast '030 to make it run smoothly). Again we meet the 3D human flying through the universe. It flies away and the greetings are presented on a big "wheel" with signs on it (we're still in the same 3D-scene)! Then let's have some 3D objects, there are different kinds (including a piece of chocolate lying on its tinfoil wrapping!), and after that credits shown in a very nice bumpmap routine, with a lightsource in different colors. Smooth too. Before reaching the end, there's another 3D-scene, this time with two mirrors in front of eachother, so that the scene is shown lots of times when looking in the mirror. Some of the best 3D-scenes ever are in this demo! The dreamy music with the deep bass and the fast drums fits the demo pretty good (I don't like that kind of music, though) and is timed to the routines. At last there's the letter 'B', it's rotating and it's light sourced (the 'B' is the Bomb logo).

Competed with

Makaveli

by Essence which was no. 2, but Shaft 7 got

about twice as many points. That wasn't completely fair in my opinion, but that's the way it is...

Conclusion: Great 3D scenes! One of the best productions in 1996!

Inside Information: Shaft no. 7 was a picture drawn by H. R. Giger in 1966 (the man behind the monsters in the Alien(s)-movies). He wanted to express some weird dreams he had had.

Maybe it's unintended that the demo's name is almost the same, but I doubt it...

(Thanks to Slash/Anarchy for the information - in 1992 he redrew the Shaft no. 7 picture on Amiga)

1.207 Showbase Shape / C-lous

Name: Showbase Shape

Group: C-lous

Year: 1997

Event: Icing Beta

Placing: 1 of 4

Size: 3.08 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Recommended: '030/50MHz

Code: Scout, Fastjack/Haujobb (init)

Graphic: Frame

Music: Somel, Morrow, Fndr

Design: Frame

Ideas: Frame

Rating: ****--

+ Amazing transitions, good routines and music

- Only few routines

Comment: This demo really has some really great and floating transitions, and the routines are fast almost all the way. Actually there are only few routines, but one of these is made so great and is so varied that that doesn't matter at all! The routine I'm talking about is basically a good 3D tunnel, but the wild thing about it is that it is so very flexible, it changes into anything (well, something...) and that is with some of the most floating transitions imaginable. I'll start from the beginning of the demo, though, just to do it the chronological way.

Some sounds are heard, and everytime that happen you can see a short flash of something. There's a big blast and the demo has begun. A big voxel like object, not landscape, are spinning around in front of you while the techno that at this point is close to breakbeat hardcore (whatever that is!) is heard. A big blob it is in front you, quite fast, not beautiful, but rather interesting anyway. A poem (from the film Blue Velvet by David Lynch) are written on the screen according to the bassdrum, afterwards the credits. The object disappears and the title is written with big funky letters filling the whole screen. Now the great transitions start (hang on!): Behind the title a background picture is shown, it shows up to be a tunnel texture, the second after we're flying through this tunnel, looking around on its wall and making 180\textdegree{} turns. Then the tunnel ←

which is

circular in shape changes to a "flower-shape", then back to being circular, and a twirl routine is suddenly started causing the tunnel to be... Well, twirled, but just for a moment, shortly after it's stretched and pressed together, soon afterwards the shape changes to a triangle where the bottom of the tunnel is moved away, and the two sides that are left are turned, so that they now are a floor and a ceiling instead of being the walls of a tunnel! In a little flash the textures are changed a bit, which in a way is a shame, but maybe Frame wanted it to be as varied as possible? After a flight over the flatscape that appeared the ceiling slowly fades away, and the remaining floor is transformed to a voxel landscape with small hills and what a voxel landscape is build of! Finally this voxel landscape shows to be the surface of a big light sourced party twister, you're simply zooming away from the landscape and discover that all of it was this big bumpy twisted bar. Phew! An extremely good example of maximum design combined with good code, and good atmospheric techno for that matter. If I should say something negative about this effect is it that you can't see too long down into the tunnel, it is getting dark not long from the viewer, but that's not essential for the effect. The last routine is a blob similar to the one in the beginning of the demo, the colors are blue and green, before they we're mostly brown, the resolution is better, and therefore it's rather slow, too bad, but still nice. Furthermore this blob morphs to other shapes as it crosses the screen. Then the demo ends. If this demo has had more routines it could have made it to the top!

Conclusion: Great! The transitions are what I've dreamed about for a long time!

1.208 Showstopper / Cirion

Name: Showstopper

Group: Cirion

Year: 1996

Event: Assembly

Placing: 8 of 11

Size: 3.85 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Recommended: Fast '030/50MHz

Code: Asa

Graphic: Mindeye

Music: Carebear/Orange

Trace: Viggin

Rating: **+---

+ Few nice routines

- Few routines, low resolution, a bit buggy

Comment: An unfinished demo Cirion says, but anyway they have chosen to release at the Assembly, and I think that's a mistake. The demo has an unfinished look, and is a bit buggy. Furthermore almost all of the routines, which isn't many, runs in a low resolution, and even when Cirion has tried to hide this fact with colorful background textures they somehow fail. The show starts with a space-scene where the credits are shown too. The stars seen are big square dots and there's no planets in range. A sun nearby causes lensflares to appear. We are also told that the show runs in 18 bit truecolor, but I can't really see that. A nicely traced Cirion logo is on for a short period of time, then it changes back to the space-scene where a spacecraft suddenly appears with the word "presents" written on its left side (what a coincidence that it fits into the demo :)). Finally the title appears. The first "down to Earth"-effect is a colorful phong object, texture mapped, with some kind of cylinders sticking out of it. It's on for a little too long, and it doesn't help to put on a new background and a new object on afterwards, it's quite uninteresting in the long run. The second object is env-mapped though. And by some reason the first thing that happens when it's on, is that it leaves the screen, just to pop up somewhere else on the screen a couple of seconds later!? A picture that looks a bit artificial is shown before the last low-res phong is on: A big twisted ring, nice object, but still rather boring. The nice routine in this production is on the other more nice than the average nice things: It's a plate with a picture on it. This picture is twirled and exposed to different kind of abuse (plasma), while the plate itself slowly flips a couple of degrees in each direction so that it looks a bit like that the face is trying to get out (but still it is not a 3D-effect of that kind). Afterwards the demo ends with a scroll text. The music is some silent house/techno with newage sounds included, not too good in my opinion.

Conclusion: Find another one to watch, this one ain't worth it

1.209 Smurph / Spaceballs

Name: Smurph

Group: Spaceballs

Year: 1997

Event: Kindergarten

Placing: 1 of 9 (together with Subspace's
Toltec 9
)

Size: 5.36 MB

Requirements: AGA, '020 or better (don't know if it works on '040 and better), 2 MB chip-RAM, 4 MB fast-RAM, HD

Code: Slummy

Graphic: Zack, Slummy

Music: Yoghurt, Useless

Rating: **+---

+ Funny story...

- ... That tends to be a little too monotone, ugly graphic and sound

Comment: This demo is made in eight days (the code), while the music and graphic is made in respectively four and five days Spaceballs say. And I'm convinced. They've haven't tried to make a technically brilliant demo (near impossible in so little time), instead they've tried to make a funny story, and I think that they partly succeed. Only partly. The demo is the story about the Smurphs, those cute, little, blue guys living in Smurph Land, dancing Smurph dance and so on... Spaceballs version of Smurphs is that they are still very naïve and innocent in mind (the primitive drawings look that way), but they both drink and smoke grass! If Peyo was alive he would turn in his grave! Spaceballs don't seem to stop here. They give one of the Smurphs a gouraud shaded pill which has quite an influence on the poor guy. He starts to see blurred scenes with other smurphs and poisonous fungus, strange colors, weird shapes and psychodelic texture plasma effects of several kinds.

The music changes between a little happy tune when watching the smurph and a piece of techno when Spaceballs is up to something. Also a synth-tune is included. The graphic looks as if it was taken out of a book for children, primitive, and the Smurphs are "out of shape".

The demo is in a way funny, but tends to be monotone, it's too long compared to what's going on.

Conclusion: If you need a good, slow laugh this is it!

1.210 So Close / Przyjaciele Stefana B

Name: So Close

Group: Przyjaciele Stefana B

Year: 1997

Event: Rush Hours
Placing: Didn't compete

Size: 4.93 MB
Requirements: AGA, '020 or better (don't know if it runs on '040 and '060),
2 MB chip-RAM, 4 MB fast-RAM, HD

Code: Zorka 19
Graphic: Rodnej, Lazoor, Skafander
Music: Asazel
Additional work: Mroova

Rating: *+-----

+ Different bumpmap routine, one nice picture
- Almost everything else

Comment: It starts with some ugly pictures, the demo's name and the credits. After that the effects start (if you could call them that...): A Completely black 3D-object with a primitive lamp or something twisting around it. The only reason why you can see the 3D-object is because of a bad background picture. Generally there are a lot of ugly pictures spread through the demo. On one of these pictures there's a quite boring twirl routine which doesn't even move. The next twirl routine does move, and it is even a nice picture that is used, but it's slow and constantly switches from the twirl routine to a screen with some text, then back again. Precalculated... The last routine is different and pretty nice. And quite unexplainable, but if you imagine looking at some cells through a microscope you'll have a pretty good idea. It's some kind of animated bumpmap. The music is techno, OK.

Conclusion: The usual PSB I'm afraid. That's not good...

1.211 Software / Monar

Name: Software

Group: Monar

Year: 1996
Event: The Party 6
Placing: Did not compete in the compo

Size: 0.24 MB
Requirements: ECS or better

Code: Dakaro-Majako
Graphic: WB 3.0 and program-screenshots...
Music: Revisq

Rating: *-----

+ Atmospheric music
- Monotone, ugly, boring, not a demo

Comment: This is one of the weirdest productions I've ever seen. It's can

hardly be called a demo, as the only thing that happens is that a lot of low-res WB-screens (converted from hi-res which gives a strange messed-up look) is shown while an atmospheric quiet tune is played. Besides the WB-screens also screens from different programs are shown. It's very boring to look at, and you can't quit it, so you have to either reset or wait for it to end. If you choose the first solution you will not be able to read the credits - but who cares (and if you really wanna know who made this crap I've already taken care of that, but by some reason I don't think that it's the real names. Read inside information below).

Conclusion: Crap.

Inside Information: The "demo"

Szarik

by Przyjaciele Stefana B and

Monar is also a slideshow, but instead of WB-screenshots there's pictures of a dog. I guess the code is the same. Furthermore the music is the same, but the name of the composer aren't!? Help me solving the mystery! Revisq has probably made the music!

1.212 Soprano / Accept

Name: Soprano

Group: Accept

Year: 1996

Event: The Party 6

Placing: 5 of 15

Size: 0.87 MB

Requirements: AGA, 2 MB chip-RAM, HD

Code: Fuben

Graphic: Tiberius

Music: Virgill, Ronny/Teklords

Support: Decca/Lego

Rating: ***---

+ Some nice routines, good funky music

- Slow 3D (and boring: It's a torus...), some simple routines

Comment: This demo makes me think of some of the good old demos, with its simple but beautiful pixel routines and the simple and nice plasma. But it also contains some of "modern" routines like phong (including env-mapped) and... Hmm, that's about it. Well, the phong (which is a torus) is slow anyway... But probably very nice on a very fast machine...

One of the pixel effects is a lightsourced pixel cube that rotates, and at the same time some fractal-like drawings are drawn. You can see that the cube is slowed down when the fractals is drawn, but it looks nice anyway.

In the end there's a 3D picture and the music changes from a nice piece of funk to a mixture of techno and rock. No endscroll text, no credits...? Is there an error in my copy?

Conclusion: Simple, but have a look.

1.213 Spring / Przyjaciele Stefana B (Dutch division)

Name: Spring
Group: Przyjaciele Stefana B (Dutch division)

Year: 1996
Event: Gravity
Placing: Didn't compete

Size: 2.15 MB
Requirements: AGA, '020 or better (don't know if it runs on '040 and '060),
fast-RAM

Code: Zorka 19
Graphic: Lazoor, Wejder, Fame
Music: Praiwerevisq

Rating: *+----

+ Funny
- Simple routines, lots of not too nice pictures

Comment: Looks as if the Dutch division of PSB is just as mad as the Polish. This demo contains some simple routines with pictures in between, only one routine is actually worth mentioning: Two donuts flying through each other. Not that it hasn't been seen before, but it's nice compared to the rest of the show. But, anyway, that's not what it is all about: It's the funny side of the demo that makes it worth having a look at. My favourite is: Realtime precalculated...
The music is techno with hiphop drums, it's okay.

Conclusion: As said just before: Worth having a look at.

1.214 State of the Art / Spaceballs

Name: State of the Art
Group: Spaceballs

Year: 1992
Event: The Party 2
Placing: 1 of 24!

Size: 0.66 MB
Requirements: All Amigas, except A3000 and A4000, with 1 MB RAM, needs a patch to run on AGA (or you should change from AGA to ECS) and HD.
There's also a 512 KB version.

Code: Lonestarr
Graphic: TMB-designs
Music: Travolta

Design: Mayor Asshole

Rating: ****--

+ Original (especially then), fast, good music and graphic
- Nothing really. Might seem to be a little monotone in the long run

Comment: The "music video" that made the Scene go wild! Probably the first demo where you instead of nice standard effects are presented to an MTV-style demo with silhouettes of dancing girls and other people in action while the colors flash and change constantly! Everything runs very fast and smooth, and also the music, a wild piece of techno (not hardcore) is high quality and fits the demo well. From the second you insert the disk in the floppy drive or start it from harddrive the show is on, instantly! And what a show!

Conclusion: Great! This should be in every one's demo collection! Classic!

Inside Information:

A video-camera and a piece of code were used to put the dancers into the computer.

[Click here](#)
to go to the "look-a-like" 9 Fingers

1.215 Subzero / Syndrome

Name: Subzero
Group: Syndrome

Year: 1996
Event: The Party 6
Placing: 6 of 15

Size: 4.79 MB
Requirements: AGA, 8 MB fastram (there's also a 4 MB fast-RAM version available), HD

Code: Guille, Codac
Graphic: JCS, Nytrik
Music: MAF

Rating: ***+--

+ Some nice routines, excellent music
- Some slow routines (especially the phong) - needs much CPU power

Comment: Starts with a phong head with 2 faces (I mean "real" faces...), which is very slow (1x1). Then there's a pretty slow rotating tunnel of some kind, and I begin to worry if this production needs a hell of CPU power!? But most of the routines after this run acceptable or even fast! One of the impressive effects is a fullscreen 3D bee that moves a little around (not too much, so I suspect it to be a little pre-calced). The

resolution is a little low. Guille might have seen a PeeCee demo with a bee?... Later there's a lot of pretty smooth slow moving plasma of different kinds, a fast tunnel (also plasma) which is nice, but a little buggy, as it doesn't always cover the entire screen. All this is accompanied by a good piece of techno, and in the last parts there's an even better piece! A picture and some textures are "wall wrapped", looks as if the picture is bend into the screen while it moves around. Cool. At last we have another very slow phong, moving around behind a transparent Syndrome logo.

Conclusion: Recommended! Especially for you techno freaks out there!

1.216 Sumea - Factory 2 / Virtual Dreams of Fairlight

Name: Sumea - Factory 2

Group: Virtual Dreams of Fairlight

Year: 1996

Event: Assembly

Placing: 1 of 11

Size: 2.44 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Recommended: '030/50MHz

Note: Exit with the joystick button

Code: Alien, Guru (player), Pete (head)

Graphic: Jaco

Music: Alien

Rating: ****+-

+ Nice code, original

- Blittersscreen, short, needs an assign, exit on joystick button

Comment: A rather different demo in some ways, almost innovative, especially concerning the effects and the quality of these effects. The first thing that happens when you start it is (if you've remembered to assign it...) that something that could be defined as a ring of smoke or light, but that's just while warming up. The demos speed suddenly increases a lot and we're flying through a nice tunnel that actually looks pretty much like a real tunnel, and shortly after a television is standing in front of us telling us the demos title. Everything is in blue colors that together with the nice scenery and the noisy techno music makes the right atmosphere. Unfortunately the whole thing is shown using blittersscreen, but actually that isn't a disaster as it seems to fit the show, still normal display is always to prefer. Next effects is a ball with a moving surface and some beams coming out of it, still in blue colors and blittersscreen, still fast and nice! A ball is also to be seen in the next little scene, actually many balls, which fly through some rings that reminds me a bit of gearwheels. It's blurred a bit and that makes it look even better. The next little scene consists of a floor and some small balls that fly around in a circle above it. Suddenly they fall down and are smashed on the floor, all the fragments are jumping nicely around, and we are in a hurry changing to a picture.

Another picture is shown right afterwards and this one is exposed to a strange flip effect. Imagine that the picture is split up into several small square pieces and each of these pieces are flipping and turning around synchronized to each other. Looks a bit odd, but it is a very interesting effect. Afterwards there's a short flower scene, a 3D-scene including a big red flower and a spiky object flying beneath it, but it has to be seen to understand it. After a picture and a plasma effect you are to dive down into the blue sea to watch a shoal of jellyfish. This scene needs a little more processor power than the '030 is able to deliver, even when it runs in blitterscreen, but still it's nice. The last effect consists of an animation with a spinning head in the background and a round 3D-object in the foreground with nozzles that spits out small pixels, looks cool. The head reminds me of the scene in the movie Blade Runner where Deckard and Bryant watches the replicants, just to give you an idea...

If you are to compare this one with its predecessor you will find only few similarities. The speed is a bit faster in Sumea I think, while Faktory is much more colorful, but it hasn't Sumea's magnificent effects. The only things I recognize are the TV and the ball with beams coming out of it, both of them are very different from Faktory.

Conclusion: A different demo that is highly recommended!

Click here
to go to Faktory

1.217 Sunrise, The / Anadune

Name: The Sunrise

Group: Anadune

Year: 1996

Event: Polish Summer Party

Placing: 2 of 5

Size: 4.71 MB

Requirements: AGA, 2 MB chip-RAM

Code: Mr. Acryl

Graphic: Kazik, Lazur, Green., Sharp, Fame

Music: Revisq, Scorpik

Animation: Kazik, Green.

Design: Mr. Acryl, Kazik

Rating: ***---

+ Nice start-animation, good music, great unreadable logos, fast routines
- Most of it is different kinds of plasmas, tends to be boring in the long run

Comment: The Anadune logo is shown, then a screen with a lot of wise words is shown for a long time. Finally the show starts, not with a coded effect, but with first part of a nice animation where a man walks towards

a city, while the music helps creating the right atmosphere. Some credits are shown, then a bit more of the animation, the more credits, etc. A cool unreadable logo tells us the demo's title (?). Finally the number made effects start, starting with a very nice changing plasma with a couple of small texturemapped cubes that rotates on the X-axis in front of it. It's fast too. Next routine is a big circular texture with a spotlight slowly moving around on its surface. Another plasma is on afterwards, strange colors I'd say, but it could be design... A pretty good picture by Kazik is shown after the plasma routine (Amiga rulez! is of course (?) included), and a new plasma takes over. This time a texture plasma, making an eye waves up and down, but that's only the start, because shortly after a big glass ball enters the screen and fly in front of the eye, causing it to be refracted in it. Nice. At this point the resolution is 2x1, but Anadune obviously wants to make a 1x1 version, so that's what they do next. By showing the same effect next to each other... And they call it design. After one of Lazur's great pictures more plasma is shown (starts to get pretty monotone with all that plasma), disguised as a tunnel that changes its colors, the quality is still very good. A good picture by Kazik is on as the last thing in the main-part, the good synth-music and the picture fades out, and the endscroller appears (and I guess I've never seen a scroller with so many errors in it!).

Conclusion: An evocative demo that is recommended, especially for plasma freaks!

1.218 Real Surreal/Impact DK

Name: Real Surreal
Group: Impact DK

Year: 1995
Event: The Party 5
Placing: 16 of 22

Size: 1.21 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Code: The Priest, Fazion, JSL, Nigel
Graphic: Flow
Music: Unison
Design: Flow, Unison, The Priest, Quayle

Rating: ***+--

+ Very nice graphic, nice design, some nice routines
- Some of the effects are small

Comment: Two things make this demo worth viewing: The design and the pictures. The changes from one effect to another are good, or else one of the great pictures are shown. I must admit that Flow is one of my favourite artists, with his "different from most other Scene artists"-style, a little naive and simple, still thoughtful and beautiful (I made that up myself...). These pictures aren't his usual style, though, it's still different, but this time it looks completely like real painted paintings. It even looks scanned, except for the extremely high technical quality.

The music is a pretty quiet piece of techno with a bit of guitar in it. The effects are transparent gourraud, a phong using few colors, some nice and some not too nice plasma and some rings moving around on eachother (cannot be described, but looks nice).

Conclusion: Worth watching!

1.219 Sweet / Silicon

Name: Sweet
Group: Silicon

Year: 1997
Event: At first just released in the beginning of April, no event, then later competed at Wired and won!
Placing: 1 of 4

Size: 0.61 MB
Requirements: AGA

Code: Scorpion
Graphic: Leon, Maf, Scorpion, Tenshu/Syndrome
Music: Maf

Rating: ***---

+ Cute, innovative, different
- Short, only few routines

Comment: This demo is different from the masses. Instead of techno music Silicon uses circus music, instead of using low-res they use hi-res blitterscreen (it looks that way, anyway) and instead of trying to be hotshots they have chosen to let the characters in the demo dress in rabbit suits and the like! Everything in the demo are well drawn, the music is good to (if you like that kind of music). The first routine is a man jumping in front of a rotating background with a lot of text on it. The rotation is not to smooth, but it looks nice anyway (the hi-res helps a lot as you're almost unable to see that it is blitterscreen - or maybe it's just my shitty monitor?). After that there's a fast tunnel routine with a texture that looks like a clown or something. Nice too. And then the bumpmap: A colorful spiral is illuminated from a lightsource outside the edge of the picture. Also nice (this demo is nice!). The next routine is also a kind of bumpmap, but without bumps!?!... I think it's a picture which is split into several small squares, each square catches the light independently from the other squares so that two squares besides each other almost does the same, but not completely because of the different directions the light comes from (you probably didn't understand anything of the past few lines, I understand that, but watch it - it looks great!). Another tunnel is on, this time a mirrored one changing its speed constantly. The last routine is a band twisting and winding all over the screen and in is a scrolltext. It's difficult to read, it's quite slow, but nice anyway. Only *** to this demo? Yes, it should have been longer.

Conclusion: Watch it! Despite its short duration (or maybe because of)

it's good and very original.

1.220 Symbolia / Access

Name: Symbolia

Group: Access

Year: 1995

Event: ?

Placing: ?

Size: 1.49 MB

Code: Cobra, Bilbo

Graphic: Gaia, Cobra, Turk, Jobbo/Spaceballs, Ramjet/Spaceballs, Renegade

Music: Skitze, N-Gin

Animation: Ghost, Rastan, Cobra

Design: Cobra, Bilbo

Rating: ****--

+ It's beautiful with its colorful plasma backgrounds, good animations

- The animations doesn't fit the music well

Comment: Another one of those "music videos"! But a very nice one too!
First of all the traced pictures that presents and ends the demo is of a high quality, secondly the animations of the dancing and playing persons are good, and third: The backgrounds are beautiful color cycling plasma, while the persons also are mapped with plasma in different colors. The title must refer to the many symbols that are zoomed towards you between the people-animations, mostly totally inunderstandable.
However, I wonder how come that one of the persons is playing the guitar, there surely are no guitar in the laid-back Techno/synth-piece. The quality of the music is okay, though.
It ends with a star field showing the credits, then a scroll text.

Conclusion: Beautiful, watch it!

Note: Reminds me a lot of Spaceballs'

State of the Art
, and

9 Fingers
also by Spaceballs.

1.221 Syndrome / Balance

Name: Syndrome

Group: Balance

Year: 1994

Event: The Party 4
Placing: 14 of 22

Size: 0.58 MB
Requirements: AGA, 2 MB chip-RAM

Code: Scope, Kata
Graphic: R.W.O, Unique
Music: Subject

Rating: **+---

+ All routines are very fast
- Most routines are pretty simple

Comment: Just to clear things up: This demo has nothing to do with the group Syndrome, Balance choose the name without any reason (or a "it had to have a name"-reason). It's their third demo, and definately not the best. Still, all routines are fast, the design good and the demo-music very well timed (but changes so often that you can't really follow it). Unfortunately the routines are mostly pretty simple, for example the various 3D objects, flat shaded, glenz, one that partly disappears through the background and one two-colored and shaded one too. Other routines to be found in the demo is really beautiful plasma with a fast partytwister in front of it, a Lotus-effect where you are driving on a road, you can't see any cars, trees or signs, though, a glass ball in front of a picture, causing the picture to be magnified in it, a simple flame effect and a "magic crystal ball", one of those glass balls with electricity coming from a pole in the center of the ball. But it's a failure as it doesn't really look like electricity at all. Nice try, though. The pictures that are in the demo are of average quality, non of them are better than okay. The demo ends with an scrolltext!

Conclusion: The plasma effect and the design are two reasons to watch it, but is that enough?

Note: Balance's 3rd real demo

1.222 Szarik / Przyjaciele Stefana B (Polish division) & Monar

Name: Szarik
Group: Przyjaciele Stefana B & Monar

Year: 1997
Event: Rush Hours
Placing: Didn't compete

Size: 1.65 MB
Requirements: AGA, 2 MB chip-RAM

Code: Mroova/PSB, (it also says that Zorka 19 has made some routines which aren't there...)
Graphic: Asazel/TBL2 (it says in the readme-file, but on the pictures it says "MV!!" Could be Mroova?)

Music: Revisq (Klinton/Monar is credited in the demo, but that's not true!)

Rating: *-----

+ Nice scan-quality, atmospheric music (unfortunately the wrong atmosphere)
- This is not a demo but a slideshow, boring, you can't quit it

Comment: This is not a demo, it's a slideshow. A slideshow with scanned pictures of a dog!!! The picture quality is good, the dog is quite cute, but... PSB says that this is the most psychedelic demo ever made, and in a way it is. It makes me think of

Software

which is a

production much similar to this one. The music is the same as in

Software

! The composer is not!? Read Software's Inside information for more info.

There seems to be no end of the slideshow and you can't quit it (unless you reset or turn of the power...).

Conclusion: Crap. For dog lovers only!

Inside Information: Szarik is a member of PSB...

1.223 Technological Death / Mad Elks

Name: Technological Death

Group: Mad Elks

Year: 1993

Event: Mountain Congress

Placing: Probably the only demo released there, no compo held

Size: 0.41 MB

Requirements: You'll need a patch to install it on HD

Code: Dak, Valdi

Graphic: Fly, Fli, Kopara

Music: XTD/Union

Rating: ***----

+ Nice design, fast routines
- No quit, the end is a bit monotone

Comment: The first thing I noticed when watching the demo is the high speed at which the routines are shown. Only few last for more than six or seven seconds. The second thing was the little vector digital watch which is present from start to end, it's a countdown to the demo's end. Sometimes it makes its way across the screen, but most of the time it's placed in a corner. The first "real" effects are different kinds of tunnels consisting of blurred lines. Nice. The demo's and group's name are shown with big vector letters flying around and morphing. There's a lot of vector and

line routines in the demo, just to mention some: Rotating line grid, vector flatscape with a light sourced box "walking" around on it, vector morph, a vector man kicking a box, a box which changes between checked sides and wireframe, and more. Furthermore there are some pixel effects (jumping balls), a shade bob routine writing some exciting text ("Amiga rules"), and a few not too impressive pictures. Everything is put together in a pretty good design and with very nice changes. The music is a kind of "break-beat" techno, a quick little tune which fits the demo well, and furthermore it's perfectly timed. And that could be the reason why the end of the demo is a bit too long, it has to fit with the countdown.

Conclusion: Recommended. Especially for demo creators because of the design.

Inside Information: This demo was very popular back then! A big one!

1.224 Television / Bizzare Arts

Name: Television
Group: Bizzare Arts

Year: 1996
Event: Convention
Placing: 2 of 4

Size: 2.67 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM
Recommended: '030/40MHz

Code: Azure
Graphic: Fiver
Music: Antibrain

Rating: ***+--

+ Original, nice code
- Is a bit monotone in the long run

Comment: An audiovisual experiment they state in the readme-file, and that is actually a rather precise word for the demo, mostly concerning the visual part, as the music is an okay piece of techno, atmospheric when it has to be, but never really reaches a higher goal. As the title suggests the demo is based on TV, or more exact: What is on the TV-screen. A lot of different recordings from TV mixed with some of Bizzare Art's own recordings are digitized and put into the computer. It is shown with one colorshade at a time, sometimes brown/yellow, sometimes green/blue, in a good frame rate, but the resolution is a bit low. But film has been seen before in a demo, nothing new here, the interesting part about it all is how the video recordings are combined with the old well-known routines. The first one is a square texture mapped torus that flies in front of the movie, which has been converted to a two color display when the effects are on. Also the classic mask is in the demo. Other interesting routines are a lot of small boxes with a little movie on each of their sides, a zoom/rotator routine, also with a film on it and so on. The last one is a torus seen from the inside, of course with movies on its walls.

In the credits part we see the three bizzare persons who've made the demo, of course in a video recording. The whole demo runs at a high speed, with lots of fast changes helping creating the right "TV-atmosphere".

Conclusion: Recommended!

1.225 Thug Life / Essence

Name: Thug Life

Group: Essence

Year: 1997

Event: Symposium-Mekka

Placing: 3 of 14

Size: 3.47 MB

Requirements: (Tested version) '020 or better, 1 MB chip-RAM, 4 MB fast-RAM. Doesn't work on '040 and above, but there's a version for such processors too.

Code: Jamie

Graphic: Norm, Horus, Momo

Music: Marvin

Rating: ****+-

+ Good and fast routines, pretty nice graphic

- Lack of design

Comment: Some people say that this demo should have won the compo it competed in, but as you can see it "only" got the 3th place. But one thing is for sure: It's a nice production, especially the routines are fast. And this is even on the '030-version (which also works on '020), it must be extremely smooth on faster processors!

The first routine is a texturemapped police car (thug means bandit, which explains it). It's rather simple and square, but fast and nice. After that a very special kind of bumpmap is shown. It looks like some kind of gasoline colored tin foil with letters printed in it. Great! There are three "ordinary" 3D-scenes in the demo, which look like each other pretty much. They are fast, a bit boring to look at and two of them contain lethal machinery (tanks and killer robots like ED-209 from the film Robocop). In between the scenes are different routines: A very fast phong object in good resolution, and a plasma tunnel which looks a little buggy because that half of it is mixed colors, the other half just one color. The tunnel also starts to twirl which looks very nice. After that the great bumpmap is back, but this time they've wrapped it around 3D-object (a blob) and it looks very realistic in a way! A picture is shown (called "Denis" drawn by Norm, and was no. 2 at the same party). Another, but different, 3D-scene is on: Small hovering "islands", some of them are connected with ladders and on some of them are houses, trees or swimming pools. The routine is a little buggy, but that's nothing to talk about, so I won't. Another fast phong is shown afterwards, and then an original greet-part: Yet another 3D-scene, this time with cartoonish planets with sign on them saying a group's name. Or else it's written on the rings surrounding some of the planets... It's both fast and beautiful, the

planets seem to be a little square, though, but actually I think it helps them getting the right cartoonish look. And believe or not, but the next routine is (you guessed it!) a 3D-scene! It's a room with gray walls and a gear wheel in the middle with Essence written all over it. A nice detail is a text in the upper left corner saying: "PC SUXX" (hehe, they've got a point there!). After a picture a pretty weird end-text is scrolled across the screen, coming from the top moving towards the bottom. The music is a mixture of techno, demo-music and hiphop, fits the demo OK.

Conclusion: Very nice, have a look! Should have won the party!

1.226 Tint / Black Lotus, The

Name: Tint
Group: The Black Lotus

Year: 1996
Event: The Gathering
Placing: 1 of 11

Size: 5.13 MB
Requirements: AGA, 4 MB fast-RAM
Recommended: Fast '030/50MHz
Note: To run on '040 and '060 you'll need a patch

Code: Offa, Equalizer
Graphic: Danny, Louie, Rodney, Facet
Music: Azazel
Objects: Tudor
Design: Rodney, Equalizer, Offa

Rating: *****-

+ Almost everything!
- A few slow routines, the music stops before the end scroller

Comment: No wonder that this demo is in the top of all charts: It's one of the greatest demos (if not THE greatest demo) ever made on ANY platform!!! There are so many great effects that I've lost count! Only a (very) few routines are a bit too slow for my A1230, but what the hell: It runs on '060 too...

It all starts with some bouncing letters on a funky background, the music in this part is a nice piece of funky rock. Then we're flying through a nice tunnel. Then there's a nice voxel with some kind of lightsource. You're flying over the ocean with small hills sticking out of the water. The sky looks very nice too, not just a black screen in the top, but a nicely drawn texture. While this voxel runs, a 3D tunnel flies from the top of the screen and then you're flying in the texturemapped tunnel! On the walls the credits are shown while the tunnel spins around! Suddenly it stops and fades to a transparent light sourced phong-object. Nice! A weird bumpmap with moving lightsource is the next routine. It splits into two, and behind is yet another bumpmap which also parts and so on, until we end up with a background picture and a bumpmap cube with different textures on the sides. It flies away and out of the background comes a texturemapped light sourced zooming rubberball! A matching sound is

heard. It bounces around until the background is transformed into a very cool tunnel with lightning on the sides!!! Wow! Later there's a env-phong beer can being crushed. It disappears and the middle of the background starts to wave (a little like a water routine). A very nice bumbmapped fish swims in front of the waving background! Lightsourced of course. In between some all these effects some very nice pictures are shown. Then there's an effect where a face is morphed out of a block and back again (phong) while the background is a flat 3D-scape with some colors on it. This routine is slow, but probably runs fine on a '060... Another landscape, this time it's a texturemapped vector with some kind of fog-effect, is shown and flown above. A brilliant picture by Louie is twisted and blurred, but by some reason this effect is dark, too dark. One of my favourites is an oval transparent lightsourced phong that morphs into three small balls, while the background picture is moved around (and of course you can see it through the phong)! After that a row of lenses move in front of the picture and a "TV3" effect is run at the same time (the picture is out of focus except for the logo in the middle)! Gosh! More phong: A hand with the TBL logo on it, and then there's another one of my favourites: Tunnel with lightning on the sides (yes, one's already shown, but this one is different). It looks fantastic! Finally we have the endscroller which is not a normal endscroller, but one with snapshots from the demo and credits for every single routine. Unfortunately the excellent module (with some singing by Jennie Oberg) ends a little too early, so about the last minute or two of this long demo is silent. But as long it's "just" the endscroller it doesn't matter that much.

Conclusion: If you should have missed it I like this demo! Maybe the best demo ever!? Amiga and TBL kick ass!

Note: The demo runs in 18 bit true-color, Equalizer coded the special C2P.

Inside Information:

- They slowly started to work on the demo after The Party 5, and from then and till the release they worked harder and harder.
- Equalizer had to sneak out at night to code the demo because of his girlfriend! (Source: ShowTime 3, interview with Offa)
- After the demo was shown at the party Team 17 (the U.K. software house) contacted Rodney, Louie and Equalizer to make them show more of their work. Afterwards they were signed up!
- The Tint logo in the demo drawn by Facet was intended to be shown in low-res and scroll across the screen, instead it was shown in low-res lace so that it fitted the screen.
- Three days before The Gathering Offa had a HD crash, all his code was on this HD. Fortunately he had a backup on another HD.
(Source: ROM 7)

The nice voxel scape, brilliant textures
 A bump mapped fish. Glub!
 The slow phong morphing routine
 The great lightning tunnel

1.227 Tintology Vogue / Venture

Name: Tintology Vogue
Group: Venture

Year: 1996
Event: Gravity
Placing: 4 of 4...

Size: 0.76 MB
Requirements: '030, 4 MB fast-RAM

Code: Pippen, Noster
Graphic: Korbatz
Music: Wierza

Rating: **----

+ They are somehow right concerning the statements in the demo...
- Slow routines, ugly design

Comment: These guys really know how to make a demo. Anyway, they give us 13 "good" pieces of advice about how to make a winner demo. These are shown in between the slow routines (phongs, plasma, bumpmap (the bumpmap is fast, but lowres) and a tunnel with "mountains" coming out of its sides. The demo is a request to other demo groups about making original demos instead of just copying old routines, add some fancy music (with singing women) and so on. The music is by the way one of these techno-pop pieces with a typical pop-vocal...
Irony on a higher level.

Conclusion: Makes you think?

Inside Information:

- Was finished the day before Gravity in 7 hours.
- Produced by Korbatz.
- The Venture members hate the kind of music that is in the demo.
- When the demo was finally compiled, crunched and archived a bug was found, it was 1 AM (01:00), it was killed two hours later and new problems appeared...

1.228 Toltec 9 / Subspace

Name: Toltec 9
Group: Subspace

Year: 1997
Event: Kindergarten
Placing: 1 of 9 (together with Spaceballs'
Smurph
)

Size: 1.15 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Code: Origo, Prospect, Spite, Scout/C-lous^Artwork (c2p)
Graphic: Fndr, Desoto, Pix

Music: Substance
Design: Desoto, Pix, Fndr

Rating: ***+--

+ Nice routines and pictures
- A bit short, lacks transitions

Comment: A demo with some high quality routines, atmospheric music and good pictures. Unfortunately it seems to lack transitions, and the colors are quite boring, mostly brown. The first routine is a very nice (and brown) voxel landscape, one of those that are able to freely rotate in any direction. The next one is some kind of texture water routine, I think it's an eye that is used as texture. A (brown) 3D-tunnel is on next, it's both smooth and fast, but has an ugly bug: When you look into the hallways, away from the sides, it flickers and looks generally strange. This could have been avoided by inserting a lightsource or something similar, but they didn't... After the tunnel a nice picture is shown, which is followed by another kind of tunnel, this one a texture plasma one, which is almost a wallwrap routine, but still it tends to look more like a tunnel than a real wallwrap. Another fine picture is shown, and we have reached the last effect, a 3D-scene that consists of some texture mapped columns flying around in space (or a big black room). Some fake lightsources are placed around the columns, fake because they are just drawings of flares, not the real thing. Still it's worth having a look at. The group's name and the demo's title are shown as the last thing, better late than never...

Conclusion: It's short, but the quality is quite good.

1.229 Traffic / Mystic (Finland)

Name: Traffic
Group: Mystic (Finland)

Year: 1996
Event: Assembly
Placing: 4 of 11

Size: 4.12 MB
Requirements: AGA, 2 Mb chip-RAM, 4 MB fast-RAM, also runs on '060
Recommended: '060

Code: SHD
Graphic: Mistral/Parallax, Phonetic, Lazur, Brainlock, Mike
Music: Archangel, Speck
Design: Brainlock, Mike

Rating: ****--

+ Some nice routines, good pictures
- The routines are a bit slow, could need some polishing here and there

Comment: This demo is created with the '060 in mind, therefore some of the

routines are of course rather slow on slower machines, but there are also some that actually runs at an acceptable speed on a '030, some even good. The first (rather slow) routine is a smoke effect where 1000 of very blurred pixels slowly fly around forming what looks like smoke, the more pixels that are in the area, the brighter the area gets. The group's name are formed from the smoke. The credits are on next, and if it wasn't for the lightsource, a ball, that flew above the letters and the colorful background you'd believe that the letters were placed directly on the background, but as the ball flies around above the letters you can see the shadows hit the texture. Nice and fast! The next part of the demo is the money part. A lot of nicely texture mapped money bills are dropped from above and now fall down like paper does. In the background a picture of a woman with the text "They had style" below it, referring to the old men on the bills?! Next on is a nice phong object that glints when hit by the light. The resolution is good, but the speed bad, but I'm sure that it's nice on a '060... And still it's not completely hopeless on a '030. A flash which shows to come from a little lightball leads us to the next routine, a strange one too. I guess it's just two plasma-look-a-likes that are moving around on two different layers without actually being real plasma. And of course there's also a tunnel, a texture mapped one, but with stars flying through, a tunnel-starfield! Suddenly a space craft enters the tunnel, turn on its warp engines (or what ever kind of engines it uses) and has soon after disappeared in the tunnel. Afterwards a grey-scale water routine is shown with a Mystic-logo under the water, it's pretty even though it doesn't look like real water, and both resolution and speed is fine. A nice picture by Lazur is shown (has that man ever made pictures that weren't nice?!), the dance music (a remix of a "hit") is sort of cut of, it is faded, but not fast enough, as the next piece of sound, a techno module, with fragments of hardcore in it, is played. Also the next routine is grey-scale with a good resolution, but here the '060 is really needed. The background consists of a slow moving bumpmap where you can see that it is put together in each side of the map, and in front of this flies a phong wine glass, which crossing the screen in a hurry, just to make room for a pretty slow, colored voxel landscape moving in one direction only. After that a big texture mapped spiral-object appears, then a variation of the smoke routine in the start of the demo is shown, and a picture, also by Lazur, presenting the wild sea with tall waves are shown afterwards. This picture is exposed to an "old window" effect, where some parts of the picture are displaced a bit, just like looking through a not completely plain piece of glass. And the choice of picture couldn't be better as it makes the waves look alive. Simple, but effective! The smoke routine returns in a new variation afterwards, seems as if they are really happy about this one! Then a phong mystic logo is shown in a colorful texture mapped room, needs lots of CPU power to run smoothly, and so does the stand-alone logo that is shown as the last thing in this demo.

Conclusion: Recommended, especially for people with fast processors!

1.230 Twin Peaks / TRSi

Name: Twin Peaks

Group: TRSi

Year: 1996

Event: The Party 6
Placing: 4 of 15

Size: 2.4 MB

Requirements: A1200, 2 MB chip-RAM, 4 MB fastram. PowerPacker.library (included in ←
the
first release). Does not run on A4000!

Recommended: '030

Code: The Twins

Graphic: Noogman/Artwork

Music: Virgill/TRSi^Essence^Artwork

Rating: **+---

+ Some very nice bumpmap

- This demo is Beta and therefore has a lack of design and isn't very optimized. Read on for details.

Comment and information: This demo could probably have been very nice. But it isn't. Because of a fatal error on a hard drive all source code was deleted, so the demo that was released is only a beta-version. A final version will never be released. Because it is only a beta-version the routines aren't optimized (one of them a little buggy), the rock music restarts in the middle of the demo (it is well timed until then) and there's no design. The demo starts with a very nice bumpmap routine, which is shaken in time with the music. The next routine is interactive, you get the chance to steer around in an ugly textured voxel world. The screen isn't very big and the resolution is low. And furthermore you're only aware of that you have to steer for yourself by reading the README-file included with the demo. When shown at TP6 the organisers found out very late that they had to steer the routine themselves causing a gray square in the middle of the screen and nothing else... The README-file also contains information on the routines, the HD error, etc. Well, next on is a texture mapped, bouncing, zooming ball which is replaced by another texture ball, this time transparent. Again the resolution is low (but it doesn't matter that much in this case as the colors are rather blurred). The next routine, on the other hand, is in 1x1 resolution. It's a rayfraction 3D object (transparent of course...), which means that when the light hit it, it is both reflected and goes right through the object. It is very slow, maybe The Twins should have chosen to keep the lowres display. Next up is a different light sourced phong duck and a cup, then a slow env-mapped 3D object. A nice picture is shown for a long time, and then a voxel cave appears, which is a little buggy (sometimes the top just disappears). It would have been nice if it was a little faster... At last (in my copy) there's some very nice bumpmapped 3D objects, both ordinary and envmapped. And then it ends, which is an error in my version (I guess). According to the README-file there are a few more routines. How this demo ended 4th at TP6 I can't really figure out.

Conclusion: Could have been nice...

1.231 Vertigo / Abyss

Name: Vertigo

Group: Abyss

Year: 1996

Event: Saturne Party 4

Placing: 6 of 10

Size: 1.0 MB

Requirements: '020, AGA, PAL, 2 MB chip-RAM, 4 MB fast-RAM,
XPKMaster.library (included), xpkRAKE.library (included),
xpkSQSH.library (included)
Doesn't work with '060...

Recommended: '030/50 MHz or '040/25 MHz

Code: Bartman, Spin

Graphic: Pink, Cyclone/Illusion

Music: Pink

Objects: Pink

Rating: ****--

+ Generally nice routines, the music is okay too

- It's a bit short

Comment: This is a nice little production! It all starts with some odd fades, where you only see some faint shadows, then an Abyss logo appears. A title picture is shown afterwards, it's some very well drawn letters spelling the demos name. The picture zooms away and suddenly it flips over to reveal it's other side, which is zoomed towards the screen and used as background for the next routine, some kind of bumpmapped party-twister. But it isn't an ordinary twister, first of all it's horizontal, and second it looks as if it's made with the same technique as voxel - a voxel twister? Very nice, almost smooth too. Next routine is okay too, it's a "creative" phong object (a ball with two peaks sticking out of it), but the phong that comes afterwards is much nicer, as it is env-mapped and has small satellites around it. And now for something completely different, one of the coolest effects I've ever seen! And I'm sorry to say that it is about as unexplainable as it is beautiful, but, anyway, it's something about some plates getting smaller and smaller that are rotated, the first one is rotated a bit before the next and so on. Creates a spiral effect. Back on the ground, a phong object takes over, not completely smooth, but okay. It's just so meaningless after that great "spiral" routine! The next routine is great too, it's some kind of wallwrap, but instead of just being attached to the sides of the screen, this one is attached to the sides of the screen and wrapped around a ball in the center! In between some of the effects nice pictures with text are shown to inform the viewer about the next routine. The music is rock, technically well made, and the music itself is okay too. It fits the demo okay, but I guess more electronic music would be better.

Conclusion: Should be in your collection!

Inside Information:

Was designed to fit on one DD-floppy, Abyss wanted it to be easy to spread and not take up to much HD-space.

Abyss wanted to include more stuff in the demo, but as time went by they decided to release the demo without adding the stuff. Therefore it is kind of short.

People at the party didn't understand why the demo was only placed 6th, it is said to be the absolute best demo at that party. It got three times less votes than the winner demo,

Atome
by Skarla!

The voxel-look-alike twister
A strange phong object
A look into infinity. Marvelous!
Ball-map?

1.232 Vi Elsker Darkhawk / Depth

Name: Vi Elsker Darkhawk

Group: Depth

Year: 1996

Event: South Sealand

Placing: 7 of 12

Size: 0.6 MB

Code: Presence

Graphic: Sanctum, Folcka

Music: Cytron

Vocals: The Depth team

Rating: *+----

+ Hmm... If you're a Dane (or Scandinavian) this is pretty funny.

- If not it's not...

Comment: The main theme in this demo is Depth's love towards Darkhawk (Darkhawk/IRIS). There's only one effect (a "buggy" one!...). If you've seen a karaoke-show you'll have a pretty good picture what this dentro looks like: While the Depth team is singing (in Danish) the text appears on the screen. The music is the only thing that keeps up this production, but it's quite funny when you understand it... The reason why the rating is so low is that I've judge it from an objective point of view, in my opinion it should have been at least a *****'er.....

In the end scroller Depth announces a lot of "Darkhawk" releases, I'm looking forward to these!

Conclusion: He he he. Darkhawk must be a very nice guy! :-)

1.233 Vision / Oxygene

Name: Vision
Group: Oxygene

Year: 1995
Event: The Party 5
Placing: 2 of 22

Size: 1.13 MB
Requirements: (Tested version) A1200, 2 MB chip-RAM, 4 MB fast-RAM,
A version which works on standard A1200 is released. Doesn't work on '060
(not very well anyway).

Code: Oxbab
Graphic: Niko, Mon, Spiral
Music: Claws/Bomb

Rating: ***+--

- + Some nice routines, good music
- Some simple vector 3D scenes and objects, the resolution is a bit low

Comment: It all starts with a nice Oxygene logo while the demo decrunches. After a little while the show starts with the credits which are shown with some pretty nice plasmas in the background. The title is shown, looks like they've used to few colors. Afterwards the show changes to some kind of 3D scene: Two ugly vector toruses change their sizes so that they can fly through each other's holes. In the background there's a starfield, but all in all this doesn't look too good. The next effect on the other hand is great: A (probably precalced or an animation) big phong object runs in the background, while another phong object flies in front of it. Next to this phong object a vector star appears and is mirrored in the frontmost phong object. Time for some Wipeout-clon, unfortunately it is still standard vector graphic, that is no textures, no shadeings, no nothing... It's quite fast, though, and so is the next routine, a nice plasma tunnel which stops after a while, so that it becomes background for the next routine. It's an env-mapped phong object which changes its colors regularly. Afterwards a very nice picture is shown. It's on for quite a long time (but because of its high quality that doesn't really matter). Then it's time for some more plasma, a low-res plasma-zoomer, which slowly changes its style from normal zoom to waves (however, the resolution is a bit too low). The next routine is also groovy: We're inside a cave, not a traditional 3D scene, and it doesn't look like it's build from polygons, nor it is voxel. There is only one color shade used at a time, but it slowly fades between a range of colors. A flashlight lights up a circle on the columns that is in the cave. This routine needs quite a lot of CPU power, and I don't think that they've patched the demo to work on '040 and above. After the cave a simple vector star appears. Suddenly the background changes to a wallwrap mirroring this simple object, nice. The next object is a little more advanced (there's no background, though), this time it is some kind of gouraud shading which slowly changes its color, and furthermore it's blurred. Another 3D scene appears, still with standard vector planes. A man runs through a tunnel while a door closes at the end of the tunnel. He isn't well animated (not bad either), and like the other vector scenes this isn't pretty. Once again the credits are shown, this time with a nice wallwrap in the background.
The music is a good piece of techno, not much to say about it I guess.

Worth listening too, also without watching the demo.

Conclusion: To bad about those vector scenes, but it's an OK demo anyway.

The group's name
The demo's name
A very nice picture!

1.234 Wit Premium / Freezers

Name: Wit Premium
Group: Freezers

Year: 1994
Event: Galloween
Placing: 2 of 3

Size: 0.41 MB
Requirements: Works on A500 and better, no fast-RAM needed

Code: Sputnik
Graphic: Grid, Alex
Music: Bethoven, Atheist
Design: Sputnik

Rating: **+---

+ Fast routines, pretty nice pictures
- Some routines with unclear display

Comment: This must be Freezers tribute to Wit Premium (a beer). But besides the name and a beer logo in the demo there's nothing that makes the viewer think of beer, non of the routines are beer-ish. For example the first routine is a very fast and "jumpy" trip through a "town" build up by big blue blocks. We're are moving either forward, backwards or to one of the sides, never turning, always looking the same direction. The speed and smoothness saves this routine, although the blocks look rather boring. The title is shown, some of it is shown with 2D vector graphic flying in front of the other half. Next routine is also vector, this time 3D. It's a little simple square thing with nice textures on some of it's sides. To bad it's so small. The next one is a plain texture mapped box, but unfortunately the display is very grumsy during this routine, which does that it doesn't look too good. The same partly goes for the next routine, however it doesn't matter that much as it is a plasma routine. It starts like a tunnel, but later we get to see it's true nature, nice! A nice picture is shown, followed by a fast vector object that splits into several small pieces, then joins and splits, etc. Another picture is shown, not as good as the other, but still quite okay. A zoom/rotator routine is on, it's okay too. The last routine is in some ways a bit disgusting, actually it's a combination of an axe and the picture that is shown right after the axe that makes it "work", but you have to watch this one for yourself... Finally there's a scrolltext (with one of the longest greetings-lists I've ever seen. It's impossible to know that many!).

The music during the demo is techno, the one in the end is typical end-

music...

Conclusion: You don't have to see this one, however, the speed is refreshing.

Inside Information: With Premium is Freezers favourite beer!

1.235 Xenophobia / Subspace

Name: Xenophobia
Group: Subspace

Year: 1997
Event: Icing beta
Placing: 2 of 4

Size: 5.15 MB
Requirements: 1.87 MB chip-RAM, 3.95 MB fast-RAM
Recommended: Fast '030 and FPU (the demo detects and uses FPU if present)

Note: The tested version is the so called "Xenophobia Final B"

Code: Origo, Spite, Prospect (Scout/C-lous made the C2P-routine)
Graphic: Desoto, Calladin, MRK, Pix, Rioter
Music: Mr. C, Azazel, Archangel, Blade, Fndr
Objects: Rioter

Rating: ***+--

+ Some nice routines and pictures
- Some slow routines, bad change from part one to part two

Comment: A shaking text appears, followed by another, and another. Then a shaking bumpmap is shown. It shakes to the techno-music. It disappears and a rather slow plasma routine is on. Suddenly a transparent torus appears, also a bit slow, but the plasma isn't slow because of it. After that we are suddenly in a tunnel which changes its shape in the end away from the viewer, looks OK. Another boring change leads us to a lightly blurred phong object, then a rotating bumpmap (good), and finally to a nice picture. The picture is taken over by a plasma routine which looks as if it's sometimes one tunnel, sometimes two. It's fast and nice. And there's a lot of different kind of plasma. Part one of the demo is over and a short flash shows the Shell/WB, the second part is started shortly after. But it doesn't look nice with the flash and should have been avoided. The second part starts with the credits using a low-res water routine, which is OK. I wonder why there are so many musicians involved, the music is of a quite normal length and quality (that is pretty good). Next routine a nice moving bumpmap. Shortly after the same bumpmap rotates. A good picture of Sandra Bullock (pixeled by Pix that is) is shown. After that there's a transparent double tunnel, one zooms away from the viewer, the other towards the viewer. Looks nice and is fast too. The effects in the second part are generally shown for only a few seconds, the voxel landscape which is on next is shown a little longer. The colors are few, it isn't completely smooth, but the resolution good. And furthermore there's a short glance at the sun which results in lensflares... The last

routine is a slow voxel-like 3D-blob, doesn't look very nice and is quite slow. And then the show suddenly ends.

Conclusion: Worth having a look at.

1.236 X-Files / TBL2

Name: X-Files

Group: TBL2

Year: 1997

Event: Rush Hours

Placing: Didn't compete

Size: 0.56 MB

Requirements: AGA, 2 MB chip-RAM

Code: Klusek

Graphic: Juicy Fruit, Rodnej

Music: Asazel

Design: Lazoor

Rating: *-----

+ It's short, nice pictures...

- About everything

Comment: Parental advisory! This "demo" or slideshow contains nude pictures of Gillian Anderson (Scully from X-Files) and a single one of Pamela Anderson (the one with the big... hair...). The scan quality is okay. In between the pictures is a flashing screen with some text on it. The music is hardcore, noisy as hardcore is.

Conclusion: Forget it!

1.237 XXX Video / Apathy

Name: XXX Video

Group: Apathy

Year: 1997

Event: ?

Placing: ?

Size: 0.3 MB

Code: Hellrazor

Graphic: Sunscreeam

Music: Trump

Design: Hellrazor, Trump

Rating: *-----

- + Nothing
- Almost everything, no quit

Comment: This looks like an old A500 demo, a pretty bad one too. Besides from a small bumpmap which only uses every second pixel and every second line all effects are simple and/or ugly. I'll mention them quickly: 3D starfield, slow light sourced vector object, not very smooth wireframe box, simple, jelly vector tunnel with an ugly color, slow morphing vector object. Things that were popular 10-12 years ago, today it's considered simple and old-fashioned. If they at least had made the routines smooth and used a full palette instead of an ECS palette (few colors). But on the other hand I guess it runs on machines without AGA. But I wouldn't say that is positive since the demo sucks pretty much. When it ends there's a text asking you to wait for the end-text. The end-text, which is a horizontal bumpmapped scroller of the same type as before, is pretty nice compared to the rest of the demo, but...

Conclusion: Avoid!

Note: Has probably nothing to do with Haujobb's founder XXX... I hope not! :)

1.238 Y'on / Anadune & Floppy

Name: Y'on
Group: Anadune & Floppy

Year: 1997
Event: Rush Hours
Placing: 1 of 4

Size: 2.76 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD
Recommended: Fast '030 or better (if it runs on better?)

Code: Mr. Acryl, Zig
Graphic: Lazur, Kazik
Music: Revisq, Sixtus
Animation: Green.
Objects: Hightower, Green., Mr. Acryl
Design: Mr. Acryl, Kazik

Rating: ***+--

- + Good graphic and music, some nice routines and changes
- Some slow routines

Comment: The show starts with a picture with a text in the bottom telling the first atmospheric lines of a story. A plasma is on while the groups' names are shown. Another picture is on, including a little animation. After that a transparent env-mapped phong object flies across the screen, and when it disappears the background picture suddenly changes into two transparent tunnel, one zooming towards you, the other away from you. It's fast and looks great! It disappears and a low resolution bumpmap, which

aren't very fast, is on. A picture by Lazur is on, and shortly after this picture is scrolled around on the screen in 2x2 resolution and with three transparent glass balls flying in front of it. The balls stick together when it's possible (like soap bubbles). The balls and picture stop moving and in front of them a blurred phong object appears. The picture and the balls are slowly flushed away because of the blur. Unfortunately the phong is not too smooth, but besides from that it's okay. Later the credits are shown with a little blurred sign moving around in the background, and the credits themselves in the foreground. And afterwards there's even more phong: A lot of small, slow, texturemapped blobs fly around. You'll need a quite powerful computer to make this go smooth. The same goes for the bumpmapped blob that is on afterwards, and for the last routine, a big texturemapped phong object. The pictures in the demo are nice, and the synth/techno-pieces are quite atmospheric and fit the demo well.

Conclusion: Worth having a look at!

Note: The demo's pictures and music aren't packed or encrypted, so they can be shown or played without help from the demo itself.

1.239 Koira / Zenon

Name: Koira
Group: Zenon

Year: 1997
Event: Abduction
Placing: 5 of 6 in the intro compo

Size: ?
Recommended: '040 (if it runs on this processor)

Code: ?
Graphic: ?
Music: ?

Rating: *+-----

+ Nothing
- Music, monotone

Comment: Demos with only one routine aren't really demos, even if the routine changes now and then (but the concept is the same). Koira is one of such demos. The only thing that happens is that we are flying above a landscape or big object. It's red, orange and yellow, blurred and in blitterscreen. Suddenly a transparent circle appears in the middle of the thing, and from now on everything is seen through this circle, so that the colors are changed a bit. Later it starts to get even stranger (I won't try to explain that), and as time passes by (which it does) it looks more and more buggy...

The music is wannabe rock, doesn't sound very good, and keeps looping. Especially the lead tune is irritating.

Conclusion: Stay away!

1.240 Swappers for Everyone / Instinct

Name: Swappers for Everyone

Group: Instinct

Year: 1997

Event: Kindergarten 7

Placing: ?

Size: ?

Code: Punisher

Graphic: Tentacle

Music: Tentacle

Rating: *+----

+ One nice plasma

- Simple routines, monotone

Comment: This production is a so called advertro, the goal is to advertise, not to make a good demo (even though it is some kind of demo). It contains only simple and/or old routines, for example a spinning vector cube, shadebobs, plasma (a nice one too!) and a couple of boring text screens. The pictures and logos in the advertro are average, so is the pop/techno music (strange mixture by the way).

Conclusion: I wonder why their advertisement is so boring...

1.241 Bliskie Spotkania III Stopnia z Disko Polo / Art C

Name: Bliskie Spotkania III Stopnia z Disko Polo

Group: Art C

Year: 1997

Event: Rush Hours

Placing: ?

Size: ?

Requirements: HD, 2 MB RAM

Code: ?

Graphic: ?

Music: ?

Rating: *-----

+ Nothing

- Everything

Comment: Another one of those wannabe funny demos. I admit I hate these Polish strange productions, first of all the language is Polish (not to be understood by everyone else than the Polacs), second of all they are

ugly and irritating all the way through, from start to end. This "demo" consists of Polish text screens, two-frame animations (looks as if they was drawn by a child) and lousy music with Polsih singing. Just like the others of this kind (well, maybe except for the singing).

Conclusion: Crap!

1.242 Ass-Strife / After Eights

Name: Ass-Strife
Group: After Eights

Year: 1997
Event: ?
Placing: ?

Size: 2.99 MB
Requirements: Lots of chip-RAM

Code: (Not) ripped from Assfart by Apathy!
Graphic: After Eights, Psycho/Apathy
Music: Cope/Apathy

Rating: *-----

+ Nothing
- Everything

Comment: A "demo" made just to throw mud at Apathy. In it is, among other things, four Apathy-members who's heads fall of somehow. Also there's a lot of text and ugly graphic, and some Bubble Bobble like music. By the way, they call it a remix of Apathy's Assfart (an intro), that explains all the Apathy-members on the author list. It's pretty much ripped.

Conclusion: Crap!

Inside Information: Strife is an Apathy coder...

1.243 Brain-State-in-a-Box / Cryptoburners

Name: Brain-State-in-a-Box
Group: Cryptoburners

Year: 1994
Event: The Gathering
Placing: 2 of 11

Size: 0.71 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM. To install on HD you'll probably need a patch

Code: ?
Graphic: ?
Music: ?

Rating: **+---

+ Nice routines
- Strange colors, few routines

Comment: I guess this is one of the demos that the true techno freaks love, while the ones that dislike techno also dislikes this demo. It consists of no more than two or three routines, a quite fast color zoomer with a mess of various colors that are zoomed towards you or away from you, a fast fog voxel landscape (the part of it that are far away from you are either hidden in fog or in the dark), and a zooming rotator routine that might be a part of the color zoomer, they are combined, anyway. As mentioned the colors aren't exactly the best combination ever seen (everything from red to blue, from white to black are included), but when a blur routine is added to the zoomer, which happens now and then, it actually is quite nice. The demo changes between the two or three above mentioned routines, most of the time it is the color zoomer that is on, tends to get quite boring unless you've gone into some kind of trance before it starts to get dull. The music surely helps you getting into trance, for that's what it is, while the short flashes with pictures in between the routines probably convince your sub consciousness of something (for example: Vote for Cryptoburners! :)). The demo never ends (I guess), it just keeps looping the same routine and music again and again. Be careful not to fall into a trance when you're home alone, you might not be found again!

Conclusion: Worth having a look at. Is like LSD for some people, others just might get bored.

1.244 Exile / Desire

Name: Exile
Group: Desire

Year: ?
Event: ?
Placing: ?

Size: ?

Requirements: For the HD-installer (which is needed to install the demo on HD) it requires: 0.5-1 MB chip-RAM, 1.5 MB fast-RAM

Code: Riox, Sacha
Graphic: Zoef, Dwel, Giz, Solid/Cryptoburners
Music: Fabian, Antibody

Rating: **----

+ Nothing special as it is an old, quite traditional demo
- Simple effects

Comment: This is an old, quite traditional demo with everything that

follows, good and bad. All the routines are quite simple seen with nowadays eyes, but still there are some of them that are quite nice. It begins with title pictures and the like that are shown according to the music, including the first effect: A fast line drawer routine. A quite nice transition leads us to the next routine, which is a blurred black/white rotator in a little box in the middle of the screen. A picture is shown afterwards, leading us to the next moving things, small three-colored cubes (about 10-12) flying randomly around with small pixel tails behind them. Another picture is on, again a pretty average one which goes for most of the graphic in the demo, and then there's a different scroll text, different because it's wrapped around an invisible ball. It's a bit difficult to read the colorful letters for the untrained scroll-reader, and also the ball is quite small, but the idea is good enough. Pixel effects are almost always nice, and the one in this demo is no exception. Quite traditional it draws different kinds of simple, symmetrical patterns and shapes, with a Desire logo shown next to it. Another picture, not too good, is on, then a fine little triangle-effect where a blurred triangle enters the screen, flies around for a short while, while it leaves a long tail behind it, a tail that doesn't disappear causing nice shapes made from small triangles to appear. The routine is on for a little too long to keep you attention, though. Finally we've reached the endscroller with a simple 3D-starfield in the background. Unlike many other demos (even though it is traditional) I only remember few black backgrounds, different kinds of colors (or what appear to be colors) are used instead. The music is a strange mixture of hiphop, heavy and techno, but it works.

Conclusion: Not a must see.

1.245 Kurva Anyad / Crimson Jihad

Name: Kurva Anyad
Group: Crimson Jihad

Year: 1997
Event: AntiIQ
Placing: ? (Competed in the Lamer Demo Compo)

Size: ?

Graphic: Unreal
Music: Lord
Design: Crimson Jihad

Rating: *-----

+ The thoughts (?) behind the demo are good, multitasking
- Noisy sound, ugly graphic and animation

Comment: One of those very ugly "demos" that contain no code, but small, crappy animations, for example a hand holding a glass of beer, something that could look like Bill Gates and a PeeCee getting smashed by a big shoe. The music is heavy metal, just some samples put together. No wonder why they call it a lamer demo.

Conclusion: Avoid!

Inside Information: Was made in 7 hours at the party place.

1.246 Bebetotefofu? / Depth & Efreet

Name: Bebetotefofu?

Group: Depth & Efreet

Year: 1997

Event: The Copenhagen Party

Placing: 3 of 7

Size: 0.56 MB

Requirements: AGA, '020 or better (don't know if it runs on '040 and '060)

Code: Cytron/Depth, Blueberry/Efreet

Graphic: hund./Depth, Cytron/Depth

Music: Cytron/Depth

Rating: **----

+ Nothing

- Advertising

Comment: The demo is a so called Sponsor Demo, which means that it contains a lot of advertising for random companies, in this case Danish ones.

While a lot of text is written on the screen a simple effect is shown, for example a zoomer, scroller or what looks like to be a bumpy window. The most complicated one is a picture that curls. All the effects are quite fast, but only few colors are used in the demo.

The music is a melodic piece of jazz, quite good, fits the demo okay.

Conclusion: Not really worth wasting time on.

1.247 Zif / Parallax

Name: Zif

Group: Parallax

Year: 1995

Event: Assembly

Placing: 1 of 15!

Size: 1.5 MB

Requirements: AGA, 2 MB chip-RAM, HD

Recommended: A4040/40 MHz

Code: Simply, Debug

Graphic: Mistral, Tukan

Music: Legend

Rating: ***+--

- + Some nice routines, pretty good design
- Better transitions would have been nice

Comment: I guess it's really a matter of taste if this demo should have won the Assembly, personally I like a couple of other demos from that party, but the bottom line is that it did win the party with about 1/3 more votes than the second place. Still, it's a good demo, no question about that, and actually it contains two quite impressive routines, plus a lot of other good stuff. There are no of the routines that are directly bad, but some of them are a bit slow, that's why a '040 is recommended. Also the graphic is pretty good, so is the ambient techno music. All in all everything (more or less) seem to fit

quite okay into the demo which starts with a title picture, which is shortly after used in a plasma. Unfortunately it's a bit slow, and so are the "fire"-letters that enter the screen afterwards. They spell the group name while rotating and zooming with a tale of what looks like a tail of fire after them. Basically it's just some vector letters that are put on fire, looks nice. The credits are up next, not just boring text screens, but two effects: The task is shown with rotating phong letters, while the names are shown with standard letters, then stretched away. The next effect is very cool, one of the best of its kind I've seen! It's a party twister build from what looks mostly like voxel, in fact it looks pretty much like a voxel landscape wrapped around a stick (just to give you an idea). Great. It's even better when colored lightsources start to pass by causing it to slowly change its color where the lightsources are. Both the resolution and speed are good, even on a '030/40 MHz. The same can't be said about the next routine, which is a texture mapped mask. The resolution is good, but the speed is unfortunate on less than an '040. A picture of an octopus is shown afterwards, and soon after an env-mapped glass slowly rotates in front of it. In opposite to the previous phong the resolution is now a bit low, while the speed is quite good. More phong is on next, a texture mapped blob, followed by a nice tunnel with hills coming out of its sides. It sometimes twists and the colors change creating a shadow effect. Another blob is shown next, this time it isn't phong, it rather looks as if it's build from the same routine that the party twister is build from. A little strange (but atmospheric) picture is shown afterwards, then more phong is presented, this time a very original object is used: A WV-bobble! The really exciting about this isn't the object itself, but its movement. It skids into the screen from the left, just like the cars in a good American action movie and exits only driving on its rear wheels... Finally we've reach the last routine, a good one too. At first it's what you'd believe to be a simple bumpmap routine, but shortly after it has started the map zooms away from the screen, and you discover that it's just one side of a column. And there are many columns in the wall-less "room". Very nice indeed. It all ends with a picture with the group's name written across it.

Conclusion: Recommended.

1.248 Alpha Omega / Pure Metal Coders

Name: Alpha Omega

Group: Pure Metal Coders

Year: 1991
Event: Amega Party
Placing: 2 of 6

Size: 0.9 MB
Requirements: Needs a fix to install on HD, my fix needs 0.5 MB chip-RAM, 1.5 MB fast-RAM. Doesn't run on OS'es higher than 1.3 if it isn't patched, needs 1 MB RAM
Note: There are some timing problems with this HD-fix

Code: Copy, Vanguard
Graphic: Ramjet
Music: Peter
Objects: Copy, Vanguard

Rating: ***---

+ Nice routines, beautiful trace
- The music doesn't fit the demo, no quit

Comment: As mentioned above there are some timing problems with this demo when you run it on a A1200 and the like. Originally it's made for the good old Amigas (no AGA), but I haven't had the chance to test it on such. Anyway, it's not that bad and of course it will not affect the review or rating. One of the first thing you notice about this demo is the scrolltext in the bottom of the screen, and the CNN news line right above it. It's present almost all the time.
The first routine is a vector doom routine (or animation?), no textures on the walls or anything, but with some colorful colors (?). After having spend some time walking around in those hallways you take off and discover that the walls are the letters PMC. Nice! Afterwards there are a lot of different vector objects of every kind, and then (after some unpacking I guess) a beautiful raytraced animation appears, reminds me a lot of the one in Phenomena's Enigma, for those of you who haven't seen that one (you really should do yourself that favor to watch it) I can inform you that it's some transparent glass balls that reflect the fractal image beneath it. Simple, but great! And we stick to the fractal and animation, afterwards a little fractal zoomer is shown, it's quite smooth, but doesn't last for long before it is played backwards.
I guess the people behind this demo are Star Wars fans (who aren't?), the 3D vector objects and scenes shown as one of the last things in this demo are heavily inspired by the spacecrafts and the Death Star in Star Wars. Especially a sequence where you fly in a tunnel, then reaching a big room with some kind of pedestal in the middle reminds me of the scene in Return of the Jedi where the Death Star is blown up. Still no textures or fancy shadows are used, but what the hell, that was 1991!
The demo ends with zooming letters that consist of letters that are zoomed that consist of letters that are zoomed that consist of letters that are zoomed, etc. :-)
The graphic is difficult to judge, the timing problems do that the few logos in the demo are skipped, and the music doesn't fit the demo very well. It's way too happy and are unable to maintain the atmosphere that the visual part of the demo invites to. Too bad, but not a disaster. Anyway, as music used only for listening it's fine.

Conclusion: Watch it!

1.249 Q / Newage & Subspace

Name: Q
Group: Newage & Subspace

Year: ?
Event: ?
Placing: ?

Size: 0.14 MB

Code: Coinfidence, Origo, Spite
Graphic: Spot.
Music: Deelite
Ideas: Gorg

Rating: **+---

+ Original
- Short

Comment: This demo is very different from almost all demos ever made, the reason is that it uses only two (2) colors: Dark green and black. All the effects are therefore dithered. Unfortunately there aren't many of them, but the ones that are present run very smooth. After some fast credits and texts the first routine is shown, it's a torus. Sounds simple (and is simple), but it's something completely different watching those raster effects instead of effects with hundred of colors, etc. Next routine is a zooming rotator and the last one is a fractal routine that is difficult to see clearly because of the display. Also, a little naive "comic" is included. The music is a down-to-earth piece of rock, technically good, but nothing special.

Conclusion: Gets a little rating-point extra for its originality

1.250 Duel / Genocide

Name: Duel
Group: Genocide

Year: 1993
Event: ?
Placing: ?

Size: 0.47 MB

Code: ?
Graphic: ?

Rating: *+-----

+ Smooth animation
- Short

Comment: One of the shortest demos I have seen, and it isn't even a real demo. It's rather a short movie, actually a very famous movie: The fighting scene in Star Wars when Obiwan is "killed" by Vader. The animation consists of silhouettes of the fighters, accompanied by the real light sabre sound also taken directly from the movies. Only few colors are used and the movie takes place in a frameless square covering about 70% of the screen, but on the other hand everything moves smoothly and the resolution is quite acceptable. Too bad it's so short...

Conclusion: I'd rather watch the real movie scene, but still try have a look, especially if you're a Star Wars freak

1.251 Episode / Nah-Kolor

Name: Episode
Group: Nah-Kolor

Year: 1997
Event: Gravity
Placing: 4 of 4...

Size: 5.62 MB
Requirements: AGA, 2 MB chip-RAM. 4 MB fast-RAM, HD

Code: Kloo
Graphic: Fame, Lazur
Music: Scorpik

Rating: ***---

Comment: This production is one of those that takes most Amigas beyond what is possible to do. Unfortunately this isn't meant as anything positive, in fact this means that only Amigas equipped with a fast '040 processor or better will be able to enjoy the demo (if it works on those processors at all). The reason for all this complaining is the frame rate throughout most of the show, often it's below ten frames per second on a 1230-40MHz (which was used for this test), but then again I believe that it might have been made for the powerful MC's. Often two different routines are on at the same time (for example a phong object with a tunnel in the background), and the resolution is 1x1 throughout the whole demo (or maybe there are one effect which aren't in this resolution). To try to boost the speed a little Kloo has cut of the left and right edge of the display area, so that everything is shown in a square box. There are some effects that run at an acceptable speed, but without ever being really fast, though. The demo contains many different routines, most of them aren't shown for very long, so you're somewhat entertained all the time. However, nobody seems to have taken care of the design, so the constant stream of effects never really "catches" you, non of visual impressions you get from the demo relate to other of the demo's parts, luckily the techno/house music is there to hold the pieces together, even though it's a difficult job. It doesn't succeed completely, but somewhat saves it from being a total mess. Just to mention some of the effects (I will only mention the most interesting ones) I could describe the very first routine: A nice combination of four or five different effects, that is rotating, stretching, zooming, bumpmapped plasma! In front of this the credits are

shown, or more correctly most of them are shown, because the rightmost letters seem to have disappeared beyond the display area's border. If this is so called design or if it's an error is an unanswered question, but I tend to believe in the last of the two possibilities. The reason why is that some of the later effects have also gone over the border, but instead of just disappearing they appear on the other side of the screen... Anyway, the effect is good, but lasts to short I guess. The title is shown afterwards using a colored bumpmap, almost looking like a piece of tinfoil. One of the best routines in the demo (maybe except for the start effect) is a view over the ocean. Nah-Kolor have made a quite realistic water effect, looks just like if you're standing on a dune near the beach looking over the ocean. Another interesting effect is a voxel vulcan where lava slowly appears from the top of it running down its sides. This routine is slow though, the colors few and would probably have looked better if some small pixel explosions could be added, we want a real eruption (waiting for the PPC to come!)! The last effect in the demo is some kind of Doom routine where you're flying around in a wall-less room filled with square columns with different pictures or animations on them. On the texts that are presented in the bottom of each effect it says something about some bumpmap and mirrors, but to be honest this is difficult to see, maybe if you look very closely, but... The speed is surprisingly good (still it's not more than acceptable, though). The demo is generally rather colorful, but somehow the palette doesn't seem to have been used to its full extend, sometimes causing bad color fades. This combined with the "design" and the bugs leave a not too positive impression of this demo, but the music pulls it up a little. Also the pictures presented drags it up a little, unfortunately non of them fits the demo very well (or else they both do because it's such a mess already!), but seen as single pictures there are mostly positive things to say about them. Especially Lazur's contribution (I believe it took part at one of The Party's GFX compos) is a beauty. Despite the lack of design and the messy look many of the effects are actually worth having a look at, especially on fast machines. A standard A1200 is totally out of the question though, but then again isn't it always nowadays?

Conclusion: Watch once...

1.252 In a World of Ascii

Name: In a World of Ascii

Group: Impact DK

Year: 1994

Event: The Party

Placing: 13 of 22

Size: 0.62 MB

Code: The Priest, Zip, Fazion

Graphic: Morph

Music: Unison

Animation: The Priest

Ideas: The Priest, Fazion, Unison

Rating: **+---

- + The idea is great
- The effects are very old and common

Comment: A very unusual demo. It is a demonstration where the effects that are usually shown with "normal" graphic, are converted so that they use characters instead, and all run in a Cli-window!
After a little introduction text the demo starts with some '*' stars that are formed as a 3D "wireframed" cube in rotation on all of its axis and a dot circular tunnel made with 'O' letters. Then a full window zooming mandelbrot fractal picture, made with ANSI chars that explode in a big ANSI star, is shown. After the credits and a picture (everything is the work of the ASCII artist Morph) a strange partial scrolltext rotates and zooms an "IMPACT DK" logo, afterwards it explodes resulting in hundred of *. Then, after some "shading chars", a great ANSI animation realized with Scenery Animator and converted to chars fills the window. Now the most "difficult" effects made (they say) is on using system routines: Seven ANSI vectorballs zooms and rotates into the window, and a cool ANSI filled and lighsourced 3D cube appears. At last an "endcli" command stops the demo and starts the greetings-part this time in normal bitmap on some dotted fractal backgrounds (hey... and the ASCII?).
The first piece music is a normal piece in demo style well synchronized with effects, and the greetings music is a quite good remake of Martin Galways's Parallax highscore tune from the C64.

Conclusion: Do you work on a BBS screen every day? You'll love it!
Others you won't appreciate it too much. Worth watching only ones.

- Daredevil

1.253 Drug Vanille Syndrome / Darkage

Name: Drug Vanille Syndrome
Group: Darkage

Year: 1997
Event: The Italian Gathering
Placing: 1 of 2

Size: 1.02 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM
Recommended: '030/50MHz or '040/25MHz (if it runs on such thing)

Code: Modem, Washburn
Graphic: Decibel, KaosMaster
Music: FBY
Design: Modem

Rating: **+---

- + Nothing, everything is pretty average
- Strange (non-existing?) design, some routines are a bit slow, pictures are below average

Comment: I must admit that I wasn't very entertained when watching this demo. First of all the "design" is, to be nice, different (to be honest: non-existing), and also the routines have all been seen better before. Every single effect is using colors that don't match anything else in rest of the demo, which results in a big color mess. Only if the effects are watched separately you might think it's nice, but watched one by one as in a typical demo (like this one) there's nothing to hold it together. The many different logos and pictures, different especially concerning style and quality, only make the design worse. The graphic isn't exactly state of the art, to be positive one could say that it's different. Also the pretty well timed music, won't be remembered in the next century, but has its bright moments. It's a piece that consists of both an atmospheric tune and a techno tune, it changes to the appropriate kind of music when needed according to the demo. More or less successful. The routines are a simple tunnel with ugly textures, a nice "old-glass" effect, some kind of plasma that looks like watching a picture through old-fashioned glass, traditional phong and simple 2D-metaballs. The effect that really saves this demo is a transparent phong object (a bend torus) that morphs into a blob and back again a couple of times, while the background zooms and rotates. The speed is quite good which is rather impressive, especially concerning that it runs in 1x1. Still I wonder about the choice of colors. Also worth mentioning is a very short looping 3D-animation where you are walking up a stair, not that it is so very good, but at least you don't see that every day in a demo... All in all a demo where nothing really seems to fit, anyway the parts that works are worth watching.

Dreyer

Comment: This is the first real demo released by Darkage, after many intros, and it is nothing exceptional. Yes, it is well coded, it has good graphics with some woman faces pictures by Decibel made in an attractive and sober style, it contains good music by FBY that mix atmosphere and techno in a pleasant way, but that's all, and is not enough. In this demo you can see - after the intro pictures - a very colourful tunnel, smeared bump mapping on a picture, a really cool 3D env-mapped object rotating on a rotozooming base, a 3D gouraud shaded Darkage logo, a raytraced animation of a winding stair, some blobs (bobs with a good effect of cross light sum), and the final scrolltext. No new effects, and a below average design too. What a pity! Maybe better synchronized music (but not with that music), would be very useful to make this demo more attractive.

DareDevil

Conclusion: A common demo. There are better demos out there for sure!

1.254 Espen bredesen / Dual Crew Shining

Name: Espen Bredesen
Group: Dual Crew Shining

Year: 1997
Event: The Gathering
Placing: 1997

Size: 0.42 MB

Requirements: AGA, '020 or better (don't know if it runs on '040 and '060)

Code: Deetsan

Graphic: B., Blank, Boost

Music: Carebear

Rating: **----

+ Hmmm...

- Monotone

Comment: A strange little demo that only contains (more or less) one effect, phong in yellow and pink colors, butterflies (!?) and backgrounds from beneath the surface of the sea (scans).

The show starts with a zooming and slowly rotating DCS logo which is shortly after taken over by a phong routine with different transparent shapes flying around, and thanks to the few colors used in the demo they look a bit strange, the colors don't fade right. Butterflies are on next, lots of them with fast moving wings. And it continues like this a couple of minutes, phong and butterflies... And then, after the credits, it ends. The music is believed to be some kind of hiphop variation, not a success (hiphop rarely is), but has the same quality level as rest of the demo... I still wonder about the title...

Conclusion: For people that tends to like strange demos, insects and scooping!

1.255 3 Seconds of Delight / Movement

Name: 3 Seconds of Delight

Group: Movement

Year: ?

Event: ?

Placing: ?

Size: ?

Code: ?

Graphic: ?

Music: ?

Rating: *-----

+ "Interesting" reset function

- This is not a real demo, just advertising or similar, no quit

Comment: The name of this short demo is more or less well chosen. More because it really is short, more than 3 seconds, still not much more than 10-15 seconds, less because of the "Delight" word. It sure is not a delight watching this production that is too short to be called a demo, and it does not have any routines in it. The only thing that happens is that three different mostly brown screens with some text on them are shown,

then it starts all over again. The music is a very distorted piece of electric church music, strange. You can't quit the demo by pressing the mouse or ESC, but when you reset another part starts, also just some text, but with a slightly different design, and the music in this part is techno. When you reset again you really reset!

Conclusion: Forget it, I guess it is a 3 second production!

1.256 Strange Days / Venture

Name: Strange Days
Group: Venture

Year: 1996
Event: Intel Outside 3
Placing: 3 of 19

Size: 3.37 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM
Recommended: '060

Code: Noster, Pippen
Graphic: Korbatz, Majkel
Music: Wierza

Rating: **+---

- + There's a message in the demo!
- The demo doesn't seem to be a perfect work of art, the code is a bit slow, the music a class or two below the "professional" demo music (but is atmospheric)

Comment: The demo starts with a black/white movie with a pretty low frame rate and poor picture quality, while an atmospheric piece of music that could need some polishing, plays in the background. A quite violent movie, and that's what the demo is about: Violence, death and destruction. After the moviepart some more "normal" demo effects are shown, spiced up with lots of pictures presenting war, famine, death, etc. The effects are slow phongs, traditional bumpmap, a tunnel with mountains coming out of its sides and the like, pretty much the usual stuff, seen faster before! The music isn't state of the art, but still it's good for creating some kind of gloomy atmosphere that somewhat saves the demo a little. And by the way, this demo really has got a (sensible) message!

Conclusion: For people with fast processors!

Inside Information:

- The pictures in the demo were leechd from CNN's homepage, then processed
- Venture thought about releasing this demo on Somewhere in Holland, but decided not to, as most of the crew was going to IO3 anyway.
- They started working on this demo about two weeks before the party.

1.257 Get Tough / Apathy (UK)

Name: Get Tough
Group: Apathy (UK)

Year: 1997
Event: Was supposed to be released at Kindergarten, but due to personal problems it wasn't
Placing: -

Size: 0.31 MB
Requirements: Runs on all AGA machines

Code: Wizzball
Graphic: Lazur, Sunscreen, various PD libraries
Music: Christian Alfs, Maze

Rating: **----

+ Fast routines
- Mostly simple routines, graphics from PD libraries

Comment: If somebody asked me when this demo was released and I didn't know, I would have guessed it was in the early '90s, but as written above it's from 1997. The reason of this mis-judgement is that the routines are all quite simple, and the only thing that could indicate that this is not a non-AGA demo, is, of course, the colors used, even though I guess it's hard to see that it actually uses a full 256 color palette. The show starts with the demo's name and title fading in, followed by a nice picture exposed to a plasma working only on the y-axis. The next routine is a simple grid cube with a couple of blurry lines after it. This part is on for a long time, unfortunately, because it is so simple and is unable to keep even a hardcore old-Scener interested for very long. After a while it starts flashing from the current effect to one where the cube is checked (transparent/purple) and back again, it does this a couple of times. A very nice picture by Lazur is on, and like the other pictures in the demo it seems to have been chosen randomly, it has nothing to do with anything else in the demo. A simple, low-res "wrap-around-a-ball" routine is the next moving thing, that is, the ball doesn't move, the picture does. After a while small balls start appearing in front of the big ball, quite uninteresting as long as it's just a copy of the big ball instead of mirroring it or similar. Two 3D vector objects (so it seems) are on next, but actually there are more, as one of them starts to fall apart into several spinning fragments. For a demo from 1997 this isn't too fancy, it would have been 5-6 years ago I guess... A scanned B/W picture is on before a fast, low-res rotator takes over. Doesn't look too nice because it is quite "grumsy", but the speed somewhat saves it. Finally we have reached the endscroller, a simple 3D-starfield zoom towards you in the background in this part.
The music in the main part is techno that tends to be quite monotone. In the endpart it's a nice little chiptune.

Conclusion: Not really worth watching

1.258 Ritual / Limited Edition

Name: Ritual

Group: Limited Edition

Year: 1997

Event: Non, was supposed to be released at Assembly '97, but it wasn't finished in time...

Placing: -

Size: 1.56 MB

Requirements: AGA, 4 MB RAM

Recommended: '060

Code: PG, Dew

Graphic: Pad, MRK, Skize

Music: Lord Epithal

Objects: Skize

Design: Skize, PG

Rating: ***---

+ Nice ideas, some good routines, atmospheric music

- Needs a lot of CPU power

Comment: This demo is far from the usual LED productions, both concerning speed and concept. For those who don't know LED's normal style I'll tell you that it's fast, colorful and quite entertaining demos. This demo is almost the opposite, that is slow, few colors and, in my opinion, not too entertaining. But scary! Pentagrams, a ghost and an atmospheric, gloomy soundtrack makes this demo one of the most scary ones yet!

The show starts with some kind of lightsourced plasma (pretty nice) followed by the group's name, credits (shown with a smooth blur morph routine) and the title. A lightspot effect in fog, one of those that points towards the viewer, so that you can follow the rays that appear around the invisible pentagram. Not the best I've seen, but there's something interesting about it anyway, hard to say exactly what it is. A picture of an eye is on afterwards, and shortly after a slow moving animation is shown in the eye, including a clock that lead us to the next effect: A 3D-scene including an old clock, but more important a transparent ghost that looks furious. Everything moves pretty slow on a '030 and '040 I guess, but on the other hand the resolution is quite good. Also, in this scene the very atmospheric, scary music (as taken from a horror movie!) changes to mostly sound effects, rain and thunder. More 3D is on afterwards, a fast tunnel where we're moving around studying the nice texture on its wall. Too bad that you're unable to see very far into the tunnel, but Dew must have given the speed the highest priority, bad for '060 owners, good for mortals :). A texture mapped 3D object in water has been seen before, but anyway it's also present in this demo. Unfortunately this one is not as good as the ones I've seen before, for example it doesn't affect the green fluid it's in, and it just rotates, it doesn't move around. Still worth having a look at. Another 3D-scene is on afterwards, one where you're walking down some stairs, then entering a room with a pentagram (surprise!) on the floor. Suddenly light and things start coming out of this pentagram, followed by lightballs. The speed and resolution is pretty much the same as the previous scene, still I like

this the best, maybe because I find the ghost in the previous scene a bit to comic to be scary...? Shortly after the demo ends with a scrolltext and a new piece of music, a bit more "modern" than the other piece, still quite atmospheric.

Conclusion: Worth watching ones, mostly for people with fast CPUs.

1.259 Anger is a Gift / Kiki Productions

Name: Anger is a Gift
Group: Kiki Productions

Year: 1997
Event: Belgian Scene Event
Placing: 1 of 3

Size: 3.18 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM

By: Momo

Rating: *+-----

+ Nice animation
- No routines

Comment: A production that could not really be called a demo, nor an intro as the author calls it (you might have noticed the size, which is a little big for an intro...). The number of routines can be counted on one finger, most of the show consists of pictures and text, added with some heavy rock. Only one thing raises it above the masses of lousy crap productions: It has some excellent, but short, animated, cartoonish sequences, where you see a hand waving a gun around in a hallway - a really alternative Doom-routine!? Still, that really isn't enough to save the whole show.

Conclusion: Watch it for the animations, then get rid of it!

1.260 Atmosphere / Frame 18

Name: Atmosphere
Group: Frame 18

Year: 1997
Event: AntIQ
Placing: ?

Size: 3.45 MB
Requirements: AGA, maybe more...
Recommended: Fast '040 or better (if it runs on such processors)

Code: Darklon, Dundee, EFT/Impulse (c2p)
Graphic: Flex, Nat, Beast/Impulse, Rack/Majic 12

Music: Pat

Rating: ***+--

- + Some good routines, high quality graphics
- Some routines need lots of CPU power, a little short

Comment: A nonstop five days production the Frame 18 members claim, and even though I like this production, I guess it's true. The five days have been spend rather well, but has also resulted in few routines (about five) and some small (but not significant) bugs. Also, the techno/dance music isn't timed, and could have been performed better in my opinion, and the pictures/textures, which are great, seems to have been chosen randomly, but this is somewhat saved partly because of their high quality, and because the colors are all clear, and therefore nothing is conspicuous. The routines are roughly speaking divided into to kinds: The ones that run near perfect on a '030/50, and the ones that eat up lots of CPU power. Luckily the '030-friendly routines outnumber the hungry ones, but these are typically the ones that run in low resolution (of course). The show starts with a zooming flash, followed by group name, and title. An airplane spinning around is the first moving object, a phong that is, it's slow, a little buggy, but the resolution is good. A picture exposed to a moving lightsource is on next, like bumpmap without the bumps... Also this effect is slow on '030, and again the resolution is good. The credits part is on next, and this is terrific, so good that I suspect it to be an animation!? You see to spotlights, a red and a yellow, lightening towards you, one moving from left to right, and the other one the other direction, with the names and job in front of them. Looks really great as long as it lasts, this part is quite short. A cool plasma is on next, fast too, but the resolution is a little low, still acceptable, though. It's one of those plasmas that appears from one point of the screen and disappears at the same point while it's moving around. Hard to explain, cool to watch. The next effect is great too, a pretty traditional "rings in water" effect, actually one of the better ones. The speed is good, maybe because the effect is copied, so that the same thing happens twice at the same time, but under normal circumstances you might not notice that. Phong torusses have been seen (too) many times before, but I forgive Frame 18 for using one in the next part of the demo, not so much because of the object, more because they've succeeded in running a jelly torus and a moving background in 1x1 near smoothly on a '030/50. That's not a thing you see every day on a medium class MC-chip. A great picture by Beast is shown afterwards, then the demo ends with another plasma, similar to the one earlier in the demo, and a scrolltext. If Frame 18 have chosen to spend a couple of weeks or month on demo making they could really make demo that kicked some ass!

Conclusion: Have a look!

1.261 Voyage in Storm / Impulse

Name: Voyage in Storm
Group: Impulse

Year: 1996

Event: Supposed to be released at The Party 1995, but was five minutes late

for the deadline... Was released a couple of days after The Party.
Placing: -

Size: 4.9 MB

Requirements: AGA, 2 MB chip-RAM, 2 MB fast-RAM

Recommended: Fast '040 or '060 (if it runs on such processors)

Code: EFT

Graphic: Rendall, Thomas

Music: Mr. Pixel

Trace: SLO

Rating: ****--

+ Nice graphic, entertaining, some nice routines

- Some routines need lots of CPU power

Comment: A beautiful fantasy picture appears. The synth-music fades in. In other words: The voyage has begun. A texture mapped logo enters the screen from the left to right, shortly after it appears really close to the viewer moving from the right to left. Pretty slow, though, not all routines in the demo run superfast, this is one of them. On the other hand the resolution is good throughout the whole show, making it ideal for people with fast processors (however, I don't know if it takes advantage of those processors). The title is on next, using not less than three pictures, one for each word, all of them interesting. Talking about pictures and graphic in general this demo is an example of good graphic all the way through. Pictures, textures and backgrounds never get boring! Next routine is great: A spinning, rotating and zooming cube with an wave animation on its sides, looks like it's mapped with moving bumps. And it gets even better (or at least just as good): After the cube exists another cube, this one with three different rotating pictures on the sides, enters. Runs fast too, unlike the gouraud shaded torus that is the next moving object. It's a bit slow, but then there's the logo in the background... For a short time afterwards four balls that dither the background appear, and then some kind of Doom-routine is on. Actually it has not really anything to do with a real Doom-routine, but it looks a bit like, mostly because of the textures on the walls. Imagine that you're driving down a tunnel that waves from side to side, and has no floor or ceiling. That's how it looks, unfortunately that's a little simple and it doesn't give you a "speed-rush" which would most likely have saved the effect. More gouraud is on next, this time a big blob with about 1000 faces resulting in a speed that isn't exactly impressive. A beautiful picture appears afterwards, then a short traced sequence, which lead us to the so called "Mars"-routine, which shows to be voxel landscape that after a while starts to wave up and down. It really needs a fast processor to run smoothly, and still it doesn't fill the entire screen at all. A Chinese scrolltext scrolls to the left of the voxelscape (difficult to read :)). Another picture is on, and then the demo ends with an informative scroller, with the same waving animation as used on the first cube (nice). The music in this part is a remix of a Mike Oldfield score, which is heavily inspired by Irish folk music. The music in the demo is, as mentioned earlier, synth, but also techno elements, sometimes mixed with some blues I guess is heard (strange mixture by the way). All in all a fine presentation by the Impulse crew.

Conclusion: Recommended, should be in your collection!

1.262 Karaoke / Depth

Name: Karaoke
Group: Depth

Year: 1997
Event: The Copenhagen Party
Placing: Didn't compete in any of the compos

Size: 0.54 MB

Code: Cytron
Graphic: Cytron
Music: Cytron

Rating: *-----

+ Funny for Danes and other Danish speaking people
- Not funny for anybody else

Comment: A little short "demo" (or intro as Cytron calls it, a half meg intro, Cytron?) that contains no routines, besides a textwriter that writes the text that is sung, or rather growled, in the heavy metal "music". The text is all in Danish, so only those who understand this strange language will find the "demo" funny. It's about how much the growling person wants DGC to die (I believe Cytron is referring to "Dansk Gruppe af Computerfreaks" ("Danish Group of Computer freaks"), the people behind The Copenhagen Party, which was quite a failure. Depth, who is said to be the most noisy group, has specialized in getting as much attention as possible, really did a good job at TCP...!

Conclusion: A cult demo (?) for Danes only!

1.263 Fairytale / Floppy

Name: Fairytale
Group: Floppy

Year: 1997
Event: Gravity and/or Belgian Scene Event
Placing: 3 of 3 (at BSE)

Size: 5.05 MB
Requirements: AGA, PAL. 2 MB chip-RAM, HD
Recommended: '040/40MHz or '060

Code: Zig
Graphic: Fame
Music: Revisq
Something: Yasi, Def

Rating: ***+--

- + Nice objects and design, the music fits well
- Needs lots of CPU power, (too) much 3D

Comment: A quite nice demo that is telling, and showing, us about the alien visitors from outer space. In it is a lot of 3D, actually too much 3D for my taste, but it is all nicely done, and there are different kinds of 3D. For example texture mapping, phong and bumpmapping (or what looks like it).

The show starts with a nice Floppy logo, which is followed by the first routine and the credits. It's an orange 3D landscape with some balls of some kind (UFOs I suppose) flying around above it. The frame rate isn't impressive on a '030, but I guess when running on '040/40MHz (as Floppy recommend) or better it looks good. On the other hand it runs in 1x1 resolution, which is also the case for rest of the demo. Another thing that is present throughout the entire demo is shaking texts telling the UFO story (that can also be found in the readme file - scary reading!). After the landscape scene there's all this different kind of 3D objects flying around here and there. Later another 3D scene is on picturing the ocean, but instead of just using plain and sharp pictures Floppy has messed it up a little so that it looks a bit like a painting, interesting. Also worth mentioning is a cave/hallway scene where we follow to UFOs flying down a hallway. The walls and water look nice, the UFOs a bit simple, but that isn't necessarily a bad thing. The last effect is a colored bumpmap with a single lightsource.

The music is a fitting piece of ambient/jungle techno, and I must say that Floppy is successful in forming a synthesis with this production. Still, too much 3D, too few other effects!

Conclusion: Especially recommended for people with fast processors!

1.264 Megademo \$B / Gunnars Farvebio

Name: Megademo \$B
Group: Gunnars Farvebio

Year: 1997
Event: The Copenhagen Party
Placing: 2 of 7

Size: 3.43 MB
Requirements: (Tested version) 4 MB fast-RAM, HD, (also available) floppy
(requires 8 MB fast-RAM)
Recommended: Fast '030 or '040 (if it runs on such thing)

Code: MZ1453
Graphic: Johnny Hash, Gandy/IRIS
Music: Boris Bahnhof, Daddy Kool

Rating: **+---

- + Nothing really, it's pretty average
 - Low resolution
-

Comment: Another one of GFB's many crazy productions, this one pieced together from a bunch of routines of different quality. You have to execute a little script too see all of the demo's four parts (more or less), and every time it changes from one part to another you'll see the Workbench or CLI (depending on how you run it...). But that's not a big loss as some of them are quite funny (actually most of the demo is funny, especially if you understand Danish), and most of the demo doesn't look very professional, both concerning design and optimizing. The show starts with a little animation (first part), followed by the real demo part, the one containing all the real routines. A lot of pictures presenting model's faces are scrolled across the screen, while the demo's title is flying around. Then a low-res Doom routine is on, actually more like a real 3D-routine, as you fly freely around having a look at the nice textures (that, unfortunately, are ruined by the resolution). Like most of the rest of the demo this routine is shown in widescreen, the top and bottom has been cut off. Instead a logo is placed in the top, and a silly scrolltext is shown below the routine. Next routine is a 3D-logo with three light sources behind it, causing rays of light to appear from the letters, a quite nice routine, and like the previous and the next routines it uses a low resolution display. A env-mapped torus is on next, then a tasteless 3D-scene is shown (four bending "columns" standing in a circle with a spotlight in the middle), followed by another torus, mapped with pictures of those model faces... The next thing that happens is that we fly through a 3D-tunnel, probably made from the same engine as the Doom scene is build upon, and with the same textures, but with a fast '030 it looks pretty nice I guess. Also, a couple of lightballs (that don't seem to give away any light to their surroundings) is present. Back to the 3D routines, same routine new scene. Luckily this one is a bit more interesting than the first one, for example a spinning, texturemapped cube is present. A plasma routine is on as the next, a transparent one where two plasmas is shown above each other. Nice. A rather slow morphing routine is on as the next, I've seen many better morphers than this one. Also the pictures that it morphs aren't big. Back to the Doom routine, now with some fancy "gimmicks" added, a spinning env-mapped torus and a texture mapped box hovering above a mirror. But that is far from enough to justify that it is on for a very long time, maybe GFB didn't want to cut down the length of the scrolltext in order to make it fit a proper demo duration, at least they could have made it scroll faster then. Third part is a Win'95 (we _hate_ it) look-a-like "shutdown" message, just a lot more funny than the original (in Danish...). Also a scrolltext is present, and later a quite smooth bumpmapped 3D-object appears. For ones the resolution is good. 4th part is a screenshot from EuroChart's 4K chart... GFB wonder why their 4092 is placed where it is... The music in the demo is a piece of synth music, average, and in the last part a techno piece, nothing special.

Conclusion: For GFB fans

1.265 Arte / Sanity

Name: Arte

Group: Sanity

Year: 1993

Event: The Party 3
Placing: 3 of 28

Size: 0.91 MB

Requirements: OCS/ECS, 1 MB RAM, needs a patch to install on HD and to use AGA

Code: Mr. Pet, Chaos, McDeal
Graphic: Ra
Music: Moby

Rating: ****+-

+ Everything
- Is not AGA, is a trackmo

Comment: I admit that this is the ECS demo that I prefer. It could be because of the fantastic music by Moby, the wonderful pictures by Ra or the great code by Mr. Pet and the precise vector engine by Chaos and McDeal, but this demo is a masterpiece. If you watch it on an A500 or on an A1200 the feeling is the same: A perfect work of art where everything seems to dance together to the funky rhythm!

The graphic style of Ra is incredible: With so few colors he succeeded in painting some surreal pictures ironical and fascinating, and the whole demo adapt his flow to this style. A series of strange and absurd messages introduce a very worthy texturized tunnel that ends in the title picture. After that a blue chicken without head (!) turn around an Arte logo that after a while follows the chicken! The effect changes: A scrolltext is wrapped around a big moon, a strange text. Then come an incredible Einstein picture that fades to introduce some rotating starfields. A strange rubber rotator tunnel appears, and when the music changes a deformed chunky copper picture enters, zooming and rotating. This is the last effect of the first part. Some absurd messages terminate the music and introduce the second part. A new funky tune introduces a 3D dots landscape with a message that scrolls and wraps over these dot mountains. When a Hammond organ starts to play, a wonderful sine plasma starts to dance. And a vector bouncing ball, lightsourced, follows the rhythm. Now is time for the distorted electric guitar, and a strange texture rotator wrapped around a sphere. And then a beautiful picture of some of the most beautiful girls ever seen in the Demo Scene appear: Miss Monroe-Shiffer-Crawford, who introduce a color tunnel, a kaleidoscopic flow of colors in chunky copper. After some square columns (the lousy effect in the whole demo) is a wonderful picture, fantasy style, that after a defragmented tunnel, is being explained concerning the anti-digit mode. Time to end, and some incredible vector object animations, well synchronized to the third piece of music in the demo, and a final scrolltext, conclude the show. This routine is very cool if you see on a A1200 + fast mem, but also on a A500 + fast mem is not so slow as you could expect.

What a pity that all this goods is only one disk!
What a pity that Arte is not AGA!

Conclusion: What is a demo? Arte!

Inside Information:

Mr Pet wrote many messages in German hidden into the code of the demo.
If I understood one of these: His girlfriend gone away when he was coding

Arte. What is coding a demo? Sacrifice for Arte!
In the final scrolltext Ra say that Anti-digits mode shows what R.W.O.
can't show. One year later R.W.O. replied with a picture shown in the
same mode in Balance's
 Syndrome
 .

Moby says that the music in this production is some of his work that he's
the most proud of.

Ra's style is unique!
Talks for itself
Top model?
The anti-digit mode ends with this picture

Daredevil

1.266 Riverhorse / Ambrosia

Name: RiverHorse
Group: Ambrosia

Year: 1996
Event: South Sealand
Placing: 2 of 12

Size: 3.49 MB
Requirements: AGA, 4 MB fastmem
Recommended: 68030/50Mhz

Code: Powdihacker
Graphic: Cain, Access, Powdihacker, Shadow Walker
Music: Unison/Impact

Rating: ***+--

+ The intro idea is funny, maybe a bit vulgar, but great
- It's short, all effects excepting intro are in 2 x 2 pixels resolution

Comment: Imagine a country: Blue sky, green grass, some trees, a sweet
piece of flute music and a cow (?!), and you are flying free as a bird
in this little calm paradise. But... What happens??? Hey you! Where are
you going??? No! Not into the cow! Not in THAT hole! AAAAAAAAAAAAAARGH!!!
Great! Simply great! This demo has one of the funniest intro I've ever
seen and it isn't an animation: is totally in 1x1 pixels resolution!!!
Congratulation to Ambrosia for this piece of humor!
Let's talk about the rest of the demo. Now you are voyaging in a "brown
morphing tunnel" (imagine by yourself in what part of the cow you are!)
as you can see at the "cow-display" (which is actually a hippo-
display?!?), and at the end of tunnel you find a blue puddle, water drops
fill it with waves, and a moving light causing a bumpmap effect to the
puddle. Then a rotozooming platform shows colorful shade bobs textures
and also show the greetings in sync with music. Afterwards some credits
in bump mapping mode are shown, interleaved by a multicolor tunnel in

which a star moves around changing the illumination (Looks quite odd and tasteless - DRD). A picture of an Ambrosia logo with a circle moving as a twisting lens on the picture is on afterwards. The next effect is two half part of a 3d brown, blurred, twisting object on half placed in the left edges of the screen, the other in the opposite side. A well-made effect. A commercial spot picture of the Ambrosia game Genetic Species with the same circle lens seen before (lasts too long - DRD). The last effect is a morphing blue bump mapped tunnel, where also the last credits are shown. And finally picture ends the demo.

The graphics are nothing special, except for the intro part, but the music is worthy of some words. When I listened the first time it was a simple demo tune, very pleasant, but not exceptional. From the second time I feel that the refrain begins to turn in my mind, and from the third time I found myself to whistle it very often and without needs! It's worthy! Comment from Dreyer: You may wonder about the title, I guess that has a lot to do with the hippo-radar (the one that's on when you enter the cow). In Danish a hippo is called a (directly translated) riverhorse, that might explain the strange title... Worth noticing is that not all the effects are too smooth, some last a little too long, and there's no really fancy transitions or the like (well, except for the journey into the cow...).

Conclusion: A good demo with many ideas, worthy but short and with a great intro to see.

Daredevil

1.267 Roots v. 1.0 / Sanity

Name: Roots

Group: Sanity

Year: 1994

Event: The Party 4

Placing: 8 of 22

Size: 0.91 MB

Requirements: AGA, needs a patch to install on HD

Code: Chaos, Mr. Pet, Tron (animation player)

Graphic: Cougar, Cthulhu, Sire/Lego (dots objects)

Music: Jester

Trace: Oliver R. Wilke

Rating: ***---

+ Many good ideas...

- ... But the deadline ruined all the work

Comment: Roots is a strange demo. It is incomplete and you notice that something is lost on the way. But it isn't a complete disaster. The effects are very well coordinated to the music (a Jester techno piece, very impressive, but a bit monotone) and also well coded. A very interesting experiment are the Cthulhu pictures in German Expressionism style, scanned by Chaos directly from Cthulhu paints! But also the Cougar pictures are of very high quality. There are many good effects from dot

3D objects manipulation and morphing, to an impressive lens morphing on a scrolling texture that changes into a tunnel and into a human face. Also worth mentioning is great 3D rotation and zooming of some textures that morph. The mountains voyage effect I'm sure to have seen it in another demo (maybe Odyssey by Alcatraz), but this is not good. The voxelscape that follows is OK, though, maybe a bit slow. And now the bad impressions starts. The dots human face that morph into a hand is a bit imperfect however, it is optimized in

Roots 2
)

The plasma is good, but the 3D double scrolltext on it is incomplete. As final effect there's a raytraced anim with giant pixels. It fills some empty disk space (as said in the final scrolltext)... And with the scrolltext appears some realtime morphing faces that originally are the author's faces (you'll see in

Roots 2
)

I want to be clear: all these are not bug, but missing things that ruin a demo potentially cool demo.

Conclusion: What a pity! If you want to see how Roots is good, look at

Roots 2
. This version is worthy to see only once.

Inside Information: What goes wrong? Mr. Pet didn't arrive at The Party and he had much graphics and code to complete Roots, so Chaos, near the deadline, used test gfx and partially effects to complete the demo. The animation was taken from a game in development (as I know was never released) called Jive.

Click

here
to go to Roots 2.

Daredevil

1.268 Roots 2 / Sanity

Name: Roots 2

Group: Sanity

Year: 1994

Event: ?

Placing: ?

Size: 0.91 MB

Requirements: 1st part of the demo is AGA, need a patch to install on HD

Code: Chaos, Mr. Pet

Graphic: Cougar, Cthulhu

Music: Jester

Rating: ****--

- + 19 effects, two pieces of music, nine pictures, one AGA-part and one part ECS, are that enough?
- Too many effects result in a demo or in a mess?

Comment:

Roots
is a strange demo. It was incomplete, you noticed that something was lost on the way! This demo is a remixed and optimized version of

Roots

Many effects are the same but a bit corrected. Technically the evolution is the same: Very well coded routines coordinated to the music (the same Jester's techno piece in the first part, and a rage tune in the second part), very impressive, Sanity's style.

Also to find in the demo is some of Cthulhu's pictures, always in German expressionistic style, and the excellent Cougar graphics give Roots 2 the right touch.

The demo is divided in two parts. The first, in AGA, presents the same effects as in

Roots

: Dots 3D objects manipulation and morphing, lens morphing on a scrolling texture that changes into a tunnel and into a human face, 3D rotation and zooming of some textures that morph into others, a kaleidoscopic tunnel, a sine rotozooming texture (rotozooming is a trademark of Sanity!), an AGA plasma, and (new effect!) a 3D world that morphs into a Sanity logo.

The second part, in ECS, starts with some new effects. A little animated logo appears zooming, a sinus texturized tunnel and a little Wolfenstein 3D labyrinth is on afterwards. Then follow the dots human face that morphs into a hand, and the hi-res mountains voyage effect that I'm sure to have seen somewhere else is also to find. A rotozoomer (they made in AGA, now they demonstrate it in ECS!), a dots spiral galaxy object, a dual plasma and a fantastic (considering it is in ECS) voxelscape in half of screen (under A500 is a bit slow but flows okay). With the final scrolltext the author's faces appear morphing in realtime.

OK, what's wrong with all these goods? That this is a demo, not a compo about "who-fit-most-effects-on-a-disk"! The effects aren't linked by anything and the music isn't timed above the usual. I call this lack of design. And for the authors of

Arte

this is very

strange. Well. Now there are two different points of view to consider. If you watch Roots 2 for the first time the effects are impressive and you'll ask yourself how these guys managed to put so many things in only one disk? If you see Roots 2 after seeing

Roots

you'll ask

yourself the same thing, but with a clear déjà vu.

Conclusion: A big production, is worthy to be seen more than once.

Click

here

to go to Roots.

Daredevil

1.269 Smart / Elven 11

Name: Smart
Group: Elven 11

Year: 1997
Event: Symposium-Mekka 97
Placing: 5 of 14

Size: 1.88 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM
Recommended: 68030/50Mhz, works on faster processors too

Code: Manta, Slat, Dip
Graphic: Mat/Vajrayana, Rio, Manta, Slat, Vision-X/Degeneration
Music: Parsec
Design: Manta, Mat/Vajrayana, Slat, Parsec

Rating: ****--

+ Innovative ideas and effects
- A big lack of design, needs a fast processor

Comment: This demo technically is one of the most interesting I've ever seen. Many effects are in interlace and truecolor. The graphics is nice, but the soundtrack (a techno style tune) is only functional to introduce the effects. But you feel that something is missing, and that's the links from one effect to the next. So, the demo is a show of effects without soul, and the music alone cannot fill this hole, at least not that tune in my opinion.

The demo starts with some interlaced text, and the credits flow on a motion blurred starfield that ends in a big interlace bumpmapped logo. Other effects in the demo are: A cool Egyptian styled triangular bumpmapped tunnel, a 2x1 24-bit truecolor motionblurring cross fade between two interlaced pictures, an incredible 2x2 24-bit truecolor blurred plasma rotator which at the same time cross fades into a picture, some old style copper effects on a picture, an impressive 1x1 18-bit truecolor bumpmap in interlace, a worthy env-mapped torus in a broken glass, an innovative wide-angle distortion on some textures, a bump mapped circular tunnel, and finally a scrolltext. On the truecolor effects appear parts of a message that continues on the next. A try to link the demo a bit better? Maybe, but however, it's not enough!

Conclusion: An incredible demo from a technical point of view, but too "cold" to be very impressive. However, if you like new effects and interlace, you must give a try.

Daredevil

1.270 World of Commodore / Sanity

Name: World of Commodore
Group: Sanity

Year: 1992
Event: World of Commodore
Placing: Didn't compete

Size: 0.91 MB
Requirements: Need a patch to install on HD

Code: Chaos, Mr.Pet
Graphic: Cruiser, Cougar, Olof
Music: Jester, Bit Arts

Rating: ***+--

+ Nice design, good coding, good music
- The effects too common nowadays, but that isn't necessarily bad, is it?

Comment: This demo has historical value. It contains in my opinion the base for complex effects, now so common. There's a full screen "Amiga rules" in realtime zooming and rotating with a persistence effect all in chunky copper, really well introduced thanks to the very good Jesterday's tune. Very impressive is the so called "Escher distorter": A platform in sine-zooming with morphed graphics inspired by Escher pictures, and the Jesterday tunnel: A tunnel of concentric circles in deformation. Very cool are the credits: A simple, but very good 3D texture map made with copper.

In the second part the effects are more common. 3D dots sine field, a picture in rotozooming, some shadebobs, a dot tunnel. The best effect is the three twisting bars on which a ball bounces and deforms itself like a soap bubble. The music by Bit Arts in this part is good.

Conclusion: Such an old trackmo that runs without complication on any Amiga is something special. Recommended!

Daredevil

1.271 Trailway (Assault 2)/ Capsule

Name: Trailway (Assault 2)
Group: Capsule

Year: 1997
Event: Euskal 5
Placing: 2 of 5

Size: 4.4 MB
Requirements: '020 (minimum), 68030/50 (standard)

Code: Kustom
Graphic: .Judas & Zaac
Music: Pink

+ Adequate routines

- Unfinished

Rating: ****-- (recalculated from Generation ratings)

Comment: When thinking of recent Capsule demos being uploaded on the Aminet, one gets the fatal impression that downloading the releases from the Spanish based group around Eystrak might be a waste of time. In fact, before the release of Trailway, they concentrated on "low budget" productions which carried no guarantee for quality standards. Things change, time changes - so why shouldn't Capsule releases change? Released at the Euskal Party 1997 in Spain, it certainly has a difficult way to the wider attention of the Amiga Scene, as Spain isn't known as the most influential Scene country, to put it politely. Maybe with this review, Trailway might make its way into more demo collections. The demo starts traditionally. A Capsule logo by Zaac scrolls in from the bottom to the top, followed by the names of the people involved. These shrink on a gray background as negative zoom into the screen and get exchanged by a futuristic fullscreen picture by .Judas. Disturbing in this intro sequence is only that the soundtrack - a spacefunk module by Pink - doesn't fit what is shown as it just crashes into the scene for the beginning without any kind of spherical appeal; like the upsetting would have demanded. Maybe we here see the first traces of the unfinished state of the demo... The first effect is some kind of "computer" texture running over a centered ball, so that the texture gets deformed and stretched in the middle. The resolution here is low, but the effect itself cores the eye. Additionally, after a flash, three gouraud shaded vector circles start to run over the described background. A highly fashionable effect which only misses shading of the objects on the background.

Usually when demo designers let a lightsource scroll behind static logos for a movietrailer impression, Kustom - who according to our sources (Generation's) shortly after the release joined Abyss - lets his letters scroll up to bottom. The background is light gray, while the letters are held in black. The words throw out their negative shades (dark to light) towards the viewer. In the shades themselves, dark particles as individual sources stress the effect even more. Two sets of words saying "are you prepared" get shown this way. An interesting linking effect follows, but runs too slow to gain more than an uncertain impression at the viewer. Much like the next effect. For a very short amount of time - and I mean very short - a star object comes into sight. It seems to be environmental mapped and gets mirrored in a "fuzzy" way, but more information cannot be given as the whole thing remains on screen for less than five seconds. A timing mistake?

The following face-out-of-a-box effect which we all know from

The Gate

by Artwork stays longer on screen. For quite a long time to be exact. It ←

runs in a standard resolution and uses environment mapping. For some seconds it also seems like it uses bump mapping like in

Megademo IV

but this is just a vague impression. The effect runs on a gray background including a static Trailway-logo. Vector worlds have become an often seen part of 1997 demos after the success of Bomb's The Party 6 winning demo by Ben

Shaft 7

, who used the first Lightwave scene converter

on Amiga ever. The vector world shown in Trailway afterwards looks a little like a clone in design and as it is only shown for a short time before disappearing, one can say with a good consciousness that it also is generated using Lightwave. Why not? Another futuristic fullscreen by .Judas is followed by a second vector world including a Capsule logo in much the same design as the first one. Also this one is shown only for a short period of time.

The end lowers the overall impression of the demo. A fullscreen picture by Zaac of an aggressively looking nude girl in front of a Union Jack is shown for a short time and then it all goes away. The music - which restarted just short before - cuts in the middle of the pattern and the Workbench screen grins at the surprised viewer. Unfinished they said? Now we know what they mean: The demo has no end.

Who expects brilliant programming from a demo might be disappointed after watching Trailway. The code seems to be of standard quality, and even the most "easy-to-impress-watcher" gets in troubles when being asked to find innovation. Trailway, however, is a good demo for the way the show is composed. The way the effects are displayed is nice, the composition of the main palette is suiting and consequently used, although it is not very original. The music doesn't entirely fit the layout, but is refreshing to listen to after all the industrial stuff in 1996 and 1997. There should have been worked more on the intro and outro.

Conclusion: All in all Trailway is a production that features all common requests for a demo in 1997.

Click

here
to go to Assault

RockDaZone

1.272 Dose / Mellow Chips of TRSi

Name: Dose

Group: Mellow Chips of TRSi

Year: 1997

Event: Demolition

Placing: 2 of 9 (mixed Amiga and PeeCee compo)

Size: 2.0 MB

Requirements: '020 or better, PAL, AGA, 4 or 8 MB fast-RAM, HD

Recommended: '040/40

Note: The music's mixing rate (it's an eight channel mod) can be adjusted by entering a number after the start command.

Code: Aivo

Graphic: Ola, Lich

Music: Kalsu/Artificial People, Jogi

Objects: Aivo, Ola, Tequila

+ Magnificent overall impression

- Needs quite some power

Rating: ****+- (recalculated from Generation ratings)

Comment: Once upon a time there was a bunch of sorcerers, combined under the cryptic name of Mellow Chips. With their witty illusionist tricks they became favorable and applauded in all of the Scene countries. Still, not only fame but also critics came their way for rather concentrating on the appearance than on hardcore coding - the coders guard was embarrassed. This must have been blasphemy! The commoners, however, honored and applauded the Finnish magicians and voted them high in every chart. Then came the breakdown. Almost one year of silence from the Mellow Chippers made the people insecure first; then secure that another comet had hit the earth and glowed out. Then in a pixelstorm they came back and brought the right "Dose" with them!

The intro picture makes it quite clear: Mellow Chips has become a subgroup of TRSI; like the simple black/white group logo expresses. This seems to be the only real change from their state of independancy, however, as the next part including the credits, expresses: All the known faces are back. The credits part itself convinces by its splendid composition. A storm of animated clouds wobble through the screen and from its inner dust, the names zoom in, one after another. The resolution here like in the rest of the demo is quite low, which for a change doesn't disturb too much: The show itself excuses this disturbing factor. Another factor being same for all effects are the aftershading of the objects. This effect looks brilliant on fast processors, as the edgy movement gets overlaid, but confuses the eye on slower machines ('020/'030) as the aftershades stay too long on screen.

The music is a sensitive piece of (Goa-)Trance which fits the effects and is well timed as well. It's a multichannel module which also cuts processor time so that on smaller configurations, the mixing rate has to be set down from the standard rate of the optional 20000. This can easily be done by simply adding the desired rate behind the filename in the Shell. 10000 is quite enough so we can recommend that on '030/25 and below. Next we find a rendered Mellow Chips logo in Gray-Green, which looks much like the rest of the drawn graphics in this demo, below standard. It is always strange to see that people with a good sense of composing palettes for effects and to create valuable textures are in need of weak fullscreen pictures. The first "real" effect is a 3D-object rotating over a dark blue background. Here the low resolution and the aftershading only partly enable the watcher to fully understand what he sees. Still it looks well displayed. The next effect is more of a crasher as a polished golden female body (sister of C3PO) rotates and zooms over another bluish background, environmental mapped and illuminated by four separate lightsources. Although we have seen similar effects before, this one simply has its own touch and strongly reminds of well placed PeeCee Demos. On a bigscreen and with a 68060 in the back, certain PC-braggers would leave their mouths opened wide. The next vector world looks much like the highly fashionable scenes we are used to latest since The Party 6. In the middle of the room we find a transparent object which deforms the background in its shape. Only strange that even MC finds nothing more interesting than the Quake-corridors design for their worlds. Looks good, but nothing particularly special here. Now back to the fullscreens. As said before: They ain't so gorgeous, to stay polite. The next picture appearing now is highly inspired by Pam Anderson, but only parts of the picture and its surrounding are drawn well somehow. Especially the facial expression of "Pam" makes it obvious that she suffers from multiple sclerosis. Another world appears: We bet that it's a Lightwave-scene, but

nothing against this as the strange objects are displayed nicely and the overall impression is well. Next follow a female torso walking in 3D-robot motion over the screen, which itself consists of a huge zoom-rotating eye in the background. Quite impressive sight although also here the 030/25 isn't able to enable full beauty. Another rotating env-mapped world enters afterwards and give the background for a transparent MC logo. Another chance for certain demo groups for some design studies.

What would be a demo without the head behind it? Factually nothing. The MC's enable us to get to know their mastermind in the next part and - ouch! - what a strange guy. A bumpmapped head with a strong-red texture comes in and is effected by three or four lightsources. The texture in the background makes it obvious: Yes, this is a colorful effect. What seems to be an amorphe texture mass turns out to be a huge bumpmapped morphing ball effect, zooming in and closing off the viewer. Interesting views here surely, but the effect itself is not so impressive despite for its speed.

That's it. They could have left out and the endpart - just a scroller up with another naked Pam-monster in the background - even tackles and crackles for unknown reasons, before the viewer virtually gets kicked out off the demo. Why can't Amiga coders perform a smooth end like they do on other systems?

MC stay faithful to their pathes and deliver a highly fashionable video-like demo which leaves not many wishes for design and appearance. It's a stunning trip into a world of demo; like Tasslehoff Burrfoot would put it, "The Journey was fantastic!"

This demo doesn't come up entirely with the biggest and most important releases of 1997 technically, but pushes away much what we have seen so far this year. Why did they only get second placed at the Demolition I wonder, not having seen the first rank yet. One surely can make better demos, but - damn! - it would be a hard task. TRSI can only be gratulated to have found a compact subgroup of these abilities.

Comment: Highly recommended!

RockDaZone

Inside Information:

- The demo is pretty much a remix of
Divine
, Aivo was in the army at the
time the demo was made, so he had too little time to produce new effects.
The demo was made in three days (using old routines)
- The music was made in one day
- The demo ought to have one the compo (it is said...)

Source: SeenPoint 7

1.273 Ghost in the Machine / Venus Art

Name: Ghost in the Machine

Group: Venus Art

Year: 1997

Event: Gravity Party 2 (the review is based on the bugfixed version)

Placing: 1 of 4

Size: 3.88 MB

Requirements: AGA, '020 or better, 2 MB chip-RAM, 4 MB fast-RAM, HD

Recommended: CyberGFX, 68060, 2 MB Graphics board

Code: NOE & BJSebo

Graphic: Lazur

Music: Wierza/Venture

+ Support for graphicsboard

- Needs lots of CPU power

Rating: ***--- (recalculated from Generation)

Comment: "And if they lay us down to rest, tells our moms we done the best." If we can fulfill their grammatically important last wish in the demo without lying to the old ladies, this review shall sort out.

Important here that I am biased towards the demo as it supports CyberGFX and may therefore be awarded as one step nearer to a Amiga Scene, using real graphics. Thanks to the Gravity organizers, who seemingly understood the sign of the times and allowed 68060/50 and CyberGFX support in the demo competition. Interesting here that the demo is written using SasC & DevPac. So at least partly done in C++. Maybe there could be patches for PowerPC later on?

After setting the appropriate screenmode, when being in the lucky position of CyberGFX, you wait relaxed for the things to come... Just to get the shock of your life for a very shrill beginning with slightly overdone pompous brasses blasting away your senses. A cinematesque starting with a marmorised female torso (env-mapped) and red letters forming the group's name over a static blue sky. The sounds fade, so does the screen and a darkblue background gets visible as well as the demo's title. A gourauded "triple spoon" object starts to rotate. What first appears as unidentifiable object mass in the first moment turns towards the viewer next and one comes to understand: It's a female comic-character's face in grayscales. The engine features environment shading, movements and one static lightsource. A surely nice object, but already on AGA/320X240, 68030/25 by far too slow to be really enjoyable. This demo uses given resources to the extreme, so much is true. Next follow a very impressive Quake-engine in which a soldier is hunted by a large doberman dog through the corridors until shooting the animal in a final showdown. Especially the textures are very nice here. The 3D-engine features bumpmapping and transparent surfaces and is most probably a Lightwave 3.5 scene. After the screen faded blood red a very nicely designed screen filling bumpmap object gets visible with a large hole in the middle under which a green water surface gets visible. Another object flies through this hole and returns for no particular reason. The subsequently following fullscreen by Lazur is - as hard this may be to believe - rather poor! The polish graphician surely is a brilliant talent, but why does he still release his older and surely weaker pictures? And why does he paint faces all the time, when he has an obvious weakness just there? Even here the author is wrong from the technical aspect, but the picture simply doesn't look good. Especially not under AGA 320X240 as it gets totally scrambled by the viewing routine. At least on the test-configuration (A4030/25, 8 MB fast-RAM, 2 MB Spectrum 24/28 Gfxboard). Under CyberGFX 640X512 everything appears to be normal. Then a roller coaster pops on the screen. Quite complex, but slowly and quality seems doubtful as it surely is a Lightwave

scene and as such not a well designed one.

In contrast to the now following flying saurus. A texture of eye dazzling beauty shapes the Pteranodous on his majestic flight over a blue summer sky. A beauty really. Then the credits in huge blue and white object letters scrolling scrolls screen. Nothing specific to report here. The next fullscreen by Lazur reveals the same weaknesses as the in the one discussed earlier and is replaced by a final Virtual 3D logo formed of single bumpmapped objects, before the cryptic request from the start appears.

The demo exits cleanly to system only leaving a window with "Alles in Ordnung!" (Everything's in Order!) in it. Does this mean they used the system specific catalog as indicator for a final 'Good Bye' in the appropriate language or did they simply use the German sentence for strange purposes (I've seen the demo crash after giving this message... - DRD)? Anyway, it is over.

The demo seems to consist mainly of Lightwave scenes, thus they ought to have found a well converting solution. The design ranges from weak to very nice and gives a sober average impression in the end. The spherical score supports the release well. The best fact of this demo surely is when first displaying it under AGA 320X240 and then again, switching to CyberGFX 640X512 or higher. Of course the demo runs very slow on our test configuration, but it simply looks gorgeous in such a high resolution. This especially goes for the comic girl, the Quake scene and the flying saurus.

Conclusion: Recommended for people with fast CPUs and graphic boards!

RockDaZone

Click

here
to go to the PPC-version.

1.274 Odorless / EMS Design

Name: Odorless
Group: EMS Design

Year: 1997
Event: ?
Placing: ?

Size: 1.2 MB
Requirements: 68020/14MHz, ExSys.library (included)
Recommended: '030/25MHz

Code: Hellrazor & Stan
Graphic: Stan
Music: Trump

+ Some nice routines
- Pretty average

Rating: ***--- (recalculated from Generation)

Comment: After installing the ExSys-library which is part of the archive, one is able to start the demo by running the executable file. Apart from this library, Odorless comes without any external datafiles.

The Norwegian EMS Design presents a quite short demo when it comes to duration. With 1.2 MB on harddisk, however, it isn't the shortest of its kind. After watching the demo, doubts appear in the watcher, where they actually have put all the data in? There are two fullscreen pictures of rather low resolution and a drums'n'bass module called "Soothe me to Sleep" by Trump which takes 201140 bytes of the memory. Although they surely used new textures on each effect, it remains a riddle for what they needed so much space.

The demo starts with an EMS Design logo followed by the demo's title held in brown, blurring and fading out one after another on a black screen. The blurring is smooth and ensures the audience that a fashionable demo is to be started now. The first main-effect is a low-resolution (320X240) tunnel in the same color palette as before. In its center the credits appear and fade out, well timed to the score. Then a hi-resolution bumpmap over an interesting texture fills the screen, followed by yet another low-res tunnel. This time with a pulsating lightsource in the middle and a textured vectorcube rotating and zooming in the middle. All six faces of the cube features the same texture of a fractal. The next effect is another, this time more extreme lightened blue, bumpmap, which somehow gives a transparent impression. Next, an interesting picture by Stan fills the screen, which appears to be a collage of scanned and reworked material, shows a man being pulled into his computer by a hand coming out of the monitor (often happens to me - DRD :)). A short greetings list tosses off afterwards in letters blurring out much the same like in the start. Then the final and most impressive effect already starts. A deformed tunnel with a bumpmap running from the outside to the center - therefore against the main movement of the tunnel itself - with a donut in the middle. Again running in low-res, but surely a nice one here. Basically that's it for the whole demo. The music calms and a final screen with some lighteffects under a simple and white EMS Design logo is shown. The demo exits to system on mouseclick.

With Odorless, EMS Design present a compact demo with a fitting appearance due a dense plot and overall nice display. The production is to be classified far off the top of 1997 demos, but proves a solid basement for coming future releases, which will follow next with a slideshow by their member Maze. The score gives a lot of mood to the release and saves the solid picture. Somehow we miss a real highlight in it, which leaves a trace in our memory and which causes us to run it more often than maybe twice or thrice. Some graphical surprise would have helped a lot, but maybe it could also have interfered the already mentioned compact impression.

Conclusion: Worth having a look at.

RockDaZone

1.275 Paradiso / Drifters

Name: Paradiso
Group: Drifters

Year: 1997

Event: Symposium
Placing: ?

Size: 2.5 MB

Code: Zinko, Vention
Graphic: Clary, Tøf
Music: Zinko

Rating: **----

+ Funny, nice graphics
- Doesn't last for long

Comment: If you've seen some of Drifters' earlier works you will probably have no problem pointing out that they made this little production, even if they didn't write their name in the demo. Actually it's more an animated slideshow than a demo, there are no effects in it. Instead it's filled with cartoon style animations - three or four different ones shown again and again until the end of the show. The animations are short, but funny (I love the one with (among others) Calvin and Hobbes dancing on the beach), the music is a modification of a pop hit from the "real world", somehow it fits the show. Unfortunately the demo is too long, you get bored when the same animations are looped over and over. The title fits the demo well with the paradise atmosphere present from start to end, lots of tropical palms and the blue ocean in the background.

Conclusion: Watch once!

1.276 ASCII Junkie / Juice

Name: ASCII Junkie

Group: Juice

Year: 1997
Event: Scene Strike 2
Placing: 1 of 4

Size: 3.95 MB

Code: Kozmo
Visuals: Loco, Pain, Jamon, Marry-Anna
Music: AlmanActive, Marry-Anna (vocal)

Rating: **+---

+ Good idea, well-timed music
- Quite monotone, gets boring in the long run

Comment: As the title suggests this demo consists of ASCII chars, everything is made from these chars, except for the start and the end of the show that are real graphics. The show starts with some shaking letters, then the show starts. And for people that have followed the Scene productions for the last five years would think of (at least) two demos that are similar to this one:

In a World of ASCII
by Impact DK

and

State of the Art
by Spaceballs, the first one of course

because of the use of ASCII chars, the second because of the (mostly) dancing people present. Yes, Juice managed to make a music video of ASCII chars, a long one too. In fact too long. After a while it gets boring to watch the constantly changing, but very similar, dance scenes. On the other hand, the technical side of the demo is excellent with smooth movement, and blurred edges on the dancers, looks nice. The music is all right if you like techno combined with triphop drums (drum'n'bass), but maybe more important it's well timed to the visuals. The show ends with the credits, pictures with the names and a screenshot of the program used for their task. Nice.

Conclusion: This product is of a high quality, but is to monotone to keep you in front of the screen for long.

1.277 Severed (fixed version)/ Mellow Chips

Name: Severed (fixed version)
Group: Mellow Chips

Year: 1996
Event: Abduction
Placing: 2 of 10

Size: ?

Code: Braindead
Graphic: Lick, Ola, Tequila
Music: DJ Weckro

Rating: **+---

+ Nice routines
- Strange design, bad music, monotone

Comment: I guess this one of Mellow Chips first demos. Compared to their later productions it's quite lousy, but still you see the first signs of talent, especially concerning the code and the graphics (Lich's pictures that is). But the demo itself isn't exactly state of the art. It contains some quite good (but a bit buggy) texturemapped phong objects running at an acceptable frame rate, but in a low, but acceptable, resolution. The objects shown in first part of the demo are medieval items, for example a helmet, a sword and a shield. The background in this parts are a bit ugly, partly because of the resolution, but also because the images used in general are not too successful. This phong part gets quite monotone as the objects are on for quite a while each, and even though the objects are different the code is more or less the same all the times. That changes, luckily, when the demo changes to the next effect, a combined plasma and credits part. The plasma is the kind that looks like rings in water (mostly) with primitive letters in front of them using acid colors.

Next effect is a nice one. A couple of spotlights, blue and red, lights up a wall, and suddenly a face morphs out of the wall, so that it is a bumpmap. The next part is more or less a little slideshow as the only thing that happens is that three pictures by Lich are shown in a row. Looks a bit painted and are pretty nice. A texturemapped map (!) is on next waving around in the wind (this part is also long), followed by a texturemapped head that has been cut of the body, a bit disgusting! After that the demo ends.

The music is not very good most of the time, and doesn't fit the demo's mostly medieval theme. It stretches from techno to synth and heavy rock, non of the genres are very successful. The music could somehow have compensated for the monotone visual, but it doesn't, and the many genres are "unnecessary", one would have been preferred.

Conclusion: Not recommended

1.278 Depthcharge / Corrosion

Name: Depthcharge

Group: Corrosion

Year: 1997

Event: Scene Strike 2

Placing: 3 of 4

Size: 1.21 MB

Requirements: AGA, runs on '020 and better

Recommended: Fast '030, 2 MB fast-RAM

Code: Suffocator, Griffin

Graphic: Asarhad

Music: Dominator

Rating: ***+--

+ Simple, but nice routines, fitting music

- Few routines

Comment: This demo is in many ways a nice little thing, a quality product with rather traditional, simple, but nice routines. Seems as if Corrosion has used the good, oldschool routines mostly, but the way they are performed raises the demo's overall impression a lot.

The show starts with logo, while the ambient techno brings you in the right mood. The first routine is a tunnel made out of a square dragging a long tail after it, one that zooms towards you giving the impression of a tunnel. The title is shown afterwards (seems as if it was made rather fast), and the tunnel routine is shown again, colorcycling. The next routine is very nice, and at the same time rather simple. It's a pixel routine with pixels (!) that fly around in different patterns with a short tale after them. Looks great! This is followed by some kind of shadebob routine, a quite okay one too, which again is followed by a nice picture of an eye, the style reminds me a lot of Cyclone's drawings. A (rather slow) texture plasma is on next, first shown as four small screens, then as close to fullscreen plasma running in a nice resolution. There are two versions of this, a slow one, and one not quite as slow, I can't see the

difference between those two. Anyway, it's nice. The combined greetings and credits part is the next thing on, an original designed as small TV-screens with the author's faces shown. Finally a slow, rotating cube with a smiley on its sides is on. Doesn't fit the rest of the demo, but maybe there is a deeper meaning about it?

Conclusion: Recommended

1.279 SuperPimpero / Spedes

Name: SuperPimpero

Group: Spedes

Year: 1997

Event: Scenario

Placing: 1

Size: ?

Code: ?

Graphic: ?

Music: ?

Rating: **----

+ A few nice routines

- Strange mixture of good and bad

Comment: On one side some parts of this demo are some entertaining stuff, while other parts are as taken from lamer-demo, or at least a low-fi production. The demo looks almost promising when started: To the left is a transparent rotating head (an animation), and to the left is a text analysis. Much a'la for example Blade Runner, the Scene where Bryant introduces Deckard to the replicants. The font used somewhat ruins the illusion, though. The group name and title are shown afterwards and removed using a simple stretch routine. Later there's a very nice plasma, the display is quite strange though, every second line show something displaced, and after that a simple 16 colors partly transparent vector object is on. Finally a little joke, a Bond intro, is shown, while a loud chiptune plays an improvised version of the well known Bond-theme. The music in the rest of the demo is mostly a hardcore piece of techno, not the best choice, but that's quite typical for low-fi demos.

Conclusion: Strange mix of good and bad, judge it yourself! Not really recommended

1.280 Art by Coincidence / Spaceballs

Name: Art by Coincidence

Group: Spaceballs

Year: 1997

Event: Convention

Placing: 1

Size: 2.11 MB

Requirements: AGA, 4 MB fast-RAM

Recommended: '040 (if it runs on such thing)

Code: Slummy

Graphic: Boo, Zack

Music: Duckhunter

Rating: ****--

+ Nice and original effects, good transitions and design

- Long breaks

Comment: Nice to see that Spaceballs after a while in silence are heading back to the top. This production proves that they both have the ideas and the talent to conquer the Scene once again, and Slummy even claims that it just took a week for it to be finished!? The demo contains some rather original effects, and some nice transitions, good design and well timed ambient music with triphop drums. But unfortunately there are a couple of way too long breaks here and there in the demo, maybe because of decrunch time or whatever, it's quite annoying.

It starts with a text telling you where it was released, followed by the first effect, a Spaceballs logo is somehow zoomed away from the screen. The upper part of the logo is zoomed first, then the lower parts are zoomed. The frame rate is low, though. This logo is on for a long time, but finally the demo starts for real: Two zooming, transparent, texture mapped balls appear, moving around. In one corner the letters ABC are shown one by one and exposed to a strange effect (that I won't try to explain here). It's the only routine in the demo that haven't got a colorful background, it's pretty fast, but the resolution is a little low, still quite acceptable. Next on is a gouraud shaded diamond object that is exposed to a smoke/fractal effect, looks really cool. The smoke whirls around making beautiful patterns around the object - very nice, however I'd recommend at least a fast '030 for this particular routine.

Spotlight balls that blinds the viewer has been seen before, but I guess that no one has ever made the spot gouraud shaded? Spaceballs now have. The effect is that these spots twist and turn, and when the light beam points directly towards the viewer (s)he is blinded by it. This routine is on for too long, a bit slow, but nice anyway. Also the picture that is on next is shown for too long, but if you have the patience to wait for the rest of the demo you are awarded with a nice picture displace routine. Again a 3D diamond object is present in the middle of the screen, and around is a picture, not behind it. When the diamond spins around it simply pushes the picture! Nice. Afterwards a strange voxel-like, pulsating, big blob appears (this one is on for to little time), and the background shows up to be some kind of color tunnel/zoomer, a nice one two. The diamond object appears in the upper left corner, while all these colors fly by. When the object disappears the many colors are formed into a tunnel that is exposed to a "drunken-view"-effect, or said in other words it's like when you try to get your eyes out of focus, so that you see the object you're looking at twice. In this case you see the tunnel four times, and you don't have to de-focus yourself, Slummy has already done that for you! Great. This very nice effect is the last one. The demo ends with a picture and some credits.

Conclusion: Original, colorful and nice! Watch it!

1.281 Hate 2 / Fanatic

Name: Hate 2
Group: Fanatic

Year: 1995
Event: Assembly
Placing: 7 of 13

Size: 2.29 MB

Code: SHD, Duster
Graphic: Doc, Brainlock (trace)
Music: Speck

Rating: ***+--

+ Colorful, fast routines
- Low resolution

Comment: I ask my self, after having watched this demo, why it's called Hate 2. I see no indications of hate in this pretty nice demo, what I see are some stylish traced pictures, fast, but low resolution "standard" routines, and a mixture of different colors here and there. It begins with some stylish raytraced pictures that introduce the demo, which are followed by a low-res, pulsating texture mapped plasma. After that we are flying between two flat and endless red planes, unfortunately Fanatic has chosen not to make a horizon, the two planes simply end up in one big mess. That combined with the low resolution ruins this effect a little, but still it's nice. Even nicer is that a flat object and a light ball suddenly appear making it all a bit more interesting. Next routine is some strange kind of tunnel, one that zooms a lot of colors towards the viewer, making it look like a tunnel. After a short 2D pulsating "thing", something with some waves to make a long routine short, another tunnel appears, this time a real 3D tunnel with plasma tendencies. Fast and nice, but it uses, like most of the other routines in the demo, low resolution. Two boring torusses are up next, gouraud shaded (but in 1x1 resolution), and then we have another tunnel once again. This time it's a hexagon-shaped one with a picture of a model's face (original...) as wall texture. Finally the end is near. The demo ends with some texture mapped 3D letters flying through a cow... The music changes from being techno, synth or/and traditional demo music. Not a module that will be remembered after the demo has ended, but it fits the demo all right.

Conclusion: Worth having a look at

1.282 Waste of Space / Tulou

Name: Waste of Space
Group: Tulou

Year: 1997
Event: Hackernight IX
Placing: Probably didn't compete

Size: ?

Code: Dr. Strangelove
Graphic: Razorback
Music: Fossil

Rating: **----

+ A pretty fast rotator routine
- Some slow routines, monotone

Comment: Usually a demo's title doesn't tell much about the demo, but this is an exception, because all in all this demo is a waste of space. It does have some nice routines in it though, but only few, and the last part is way too long. There are about five routines in the demo, these are some kind of plasma that looks like rings in water, a quite fast zoomer/rotator with the letters TULOU flying towards you (this one is actually nice!), another kind of rotator, a strecher with tunnel tendencies, a very slow and not very nice phong torus with a tail behind it, and finally a blurred morph routine that lasts way too long. What it does is to form some black/white pictures or letters, then morph them into something new, always primitive drawings.

The music is an ambient piece of techno with quite some atmosphere in it, but still I don't think that it is the perfect choice for the demo.

Conclusion: Waste of space...

1.283 Remix / Limited Edition

Name: Remix
Group: Limited Edition

Year: 1997
Event: The Party 7
Placing: 4 of 17

Size: 1.83 MB
Requirements: AGA, and probably more
Recommended: '030/50MHz

Code: PG, Hence
Graphic: Skize, Skutt, MRK, Dvize
Music: Steffo
Objects: Skize
Japanese translation: Nicke

Rating: ****--

- + Nice and fast routines
- Small design problems, cartoonish sound now and then

Comment: Limited Edition has always been able to make some interesting demos, this one is no exception, actually I guess this is one of their best. As in many others of their demos the style is fast, but the colors aren't the usual clear ones. The demo is full of nice backgrounds, routines and ideas, making it interesting to watch.

The demo starts with some industrial techno that are synchronized with the letters that pops up spelling the group's name. Soon after the letters disappear and some simple phong objects enter the screen, wrapped into some kind of design, looks quite cool. Also, one of the objects explodes, and is assembled afterwards, but it all happens so fast that you don't really see it. After the title picture a scrolling texture appears in a funny way (something about the screen being flipped), which shows to be a fast 3D tunnel with a phong object and a lot of bright lightballs flying around in it. Also the next effect is impressive, it's a voxelscape where you are flying freely above, spin around and enjoy the ride, there really is something to enjoy during this effect. Next up is the greetings-part, a 3D-scene where you're flying through some octagon-shaped rings with flashing lights in their corners. Next to them are signs with the different group names on them. Nice and fast. Until now the design has been successful, but suddenly there's a picture of a cow!?!... I like cows, but that's just not the right time or place to insert such a picture there! Anyway, it's a nice picture. The credits are on afterwards in front of a "rings in water"-routine with some nice background colors, and finally we have reach what really makes this demo stand out from so many others: The battle scene. Two texture mapped 3D robots are fighting, hitting and kicking each other until one of them dies! Future war? The movements aren't very realistic, but still it's a cute little scene. The last effect is a nice texture mapped phong object. It's a little slow, but the resolution is good, so it's just a matter of possessing the right processor. Light suddenly starts to shine from the object, small beams start to appear from the inner of the blob - nice, but it's on for too long, gets monotone quite fast. Afterwards the demo ends with a little message.

The music is, as mentioned earlier, techno - with some sounds that are a bit too cartoonish (one particular one!). Also, it's quite simple, but on the other hand effective, it generally fits the show well.

I wish LED had used a little more time polishing this demo, there are small things here and there that could have been better, but then again there's no important things to criticize - maybe except for the cow...

Conclusion: Should be in your LED directory for sure!

1.284 Electroboy Inside / Smoke

Name: Electroboy Inside
Group: Smoke

Year: 1997
Event: The Party 7
Placing: 3 of 17

Size: 3.21 MB
Requirements: AGA, runs on '020-'060
Recommended: '040

By: Thor, Devotion, Spite
Music: Fndr

Rating: ****--

+ Original routines, nice graphics, good atmosphere
- Some slow routines, a bit short

Comment: After Smoke's successful intro at last year's The Party it's nice to see that they are still able to deliver a quality product, even though it can be discussed if it actually deserved the 3rd place. The design is different from most other Amiga demos, let's call it fancy fashion, and often there are more than one effect shown at the same time. The show starts with a spinning, texture mapped star, a "Telia"-effect is shown in the upper right corner (letters are blurred away in a special way), and two kinds of equalizers are present too. The title is shown afterwards with a nice colorful logo, while a quite unexplainable effect acts like background, a nice one. Next routine is a slow plasma-like "pulsating rings" effect, which is followed by a motion blurred phong blob that seems to spread some kind of smoke now and then. Also this routine is a little slow, and the colorfades aren't too smooth on the object, but still it's pretty. Up next is a pulsating texture mapped plate, and in the background black/white pictures slowly and smoothly fades directly from one to another. Nice touch that they run more effects simultaneous. A well-drawn picture with the group name on it is shown afterwards, followed by a near unexplainable routine, or rather three, again running at the same time. This part of the demo consists of a wireframe tube with grey moving silhouettes where it covers the screen, while some white, floating streams silently appears here and there in front of everything else. Something really happens here, almost too much some would maybe say? We have reached the last effect, the credits, a phong blob and a rotating tube of toothpaste (?). The show ends with another nice picture. The music is ambient, fits the show quite well. Technically it's well done, but it only works combined with the demo in my opinion, alone it won't really work. But that doesn't matter anyway, as I guess most demo freaks both watch and listen to the demo!...

Conclusion: Different, nice and recommended

1.285 Mellow Yellow / Factor

Name: Mellow Yellow
Group: Factor

Year: 1997
Event: The Party 7
Placing: 5 of 17

Size: ?
Requirements: AGA, some fast-RAM

Code: Booger
Graphic: Booger, Jeanluc, Iceman
Music: Opio
Design: Booger

Rating: *+----

+ Nothing really
- Simple routines

Comment: There's no doubt that there was some cheating with the voting at The Party 7, but who did it not completely cleared up. Let's just say that Factor have a motive...

This piece of banana crap should have been the loser, that would reflect the quality much better. The demo is nothing but simple routines, for example jumping scrolltexts and flying bananas. The most advanced routine is a mosaic effect, not too nice.

The music is rock, not bad, but nothing special either.

Conclusion: Stay away, the authors have smoked too many bananas!

Inside Information: Supposed to be an intro, but because of a problem with the size it's a demo... This could explain some of the lack of quality, but...

1.286 Idoru / Depth

Name: Idoru

Group: Depth

Year: 1997
Event: The Party 7
Placing: 7 of 17

Size: 0.4 MB

Code: Optima
Graphic: Ib
Music: Curt Cool

Rating: ***---

+ Lots of routines
- Low resolution, lacks design, some simple routines

Comment: This demo could might as well be several small demos put together to one long show, actually it is. The different parts don't fit each other too well concerning the choice of colors, but on the other hand there's plenty of different routines, some interesting pictures and a little funky piece of music. First one is a plasma routine using low resolution, which unfortunately goes through the rest of the demo as well. It is followed by a 3D vector scene, no texture mapping, light sources or anything, it's just plain vector - not exactly the most interesting thing to watch, especially not compared to demos like Haujobb/Scoopex's

My Kingdom
with some awesome 3D scenes in it, or last year's Party
winner

Shaft 7
by Bomb. Optima must have taken all his routines and put
them all into one file - this demo (just a theory)? After an interesting
picture the next effect is on: About four glass balls (in very low
resolution) flies around in front of a background texture, and through
each other too. The background is naturally disturbed when seen through
the balls, but I guess the resolution should have been better to make this
routine work. Like most other routines in the demo it's on for only a
couple of seconds. It prevents you from getting bored watching the show,
because most of the effects really are old school, for example the two-
colored rotating bumpmap, different kinds of plasma (including a twirler),
zooming letters in the greetings part, and a quite simple kind of plasma
that like the bumpmap is exposed to a rotator making it a little more
interesting. The end is most likely inspired by the end in

Nexus 7
by
Andromeda, you probably remember the effect where it looks like laser
beams are pointing in your direction, Andromeda's effect is better though.

Conclusion: Lots of effects, both good and bad, worth having a look at

1.287 Lops Kakki / Da Jormas

Name: Lops Kakki
Group: Da Jormas

Year: 1997
Event: The Party 7
Placing: 9 of 17

Size: 1.33 MB

Code: ?
Graphic: ?
Music: ?

Rating: ***---

+ Innovative
- Way too long

Comment: A rather innovative demo that are very different from all other of
The Party 7-demos, and for most, if not any, demo released. Basically it's
a video recording (from a rave I believe) mixed with a lot of different
effects, acid colors, strange display and a repeating piece of techno.
One would think that that s/he has eaten a lot of ecstasy or similar
drugs when watching it. The real problem is that it's way too long.
At least five minutes with more or less the same effects can make the most
hardcore demo viewer sleep I guess, but as pure music video it'll probably
work all right shown at a rave party - but not at The Party or any other

places.

Conclusion: For ravers only

1.288 My Kingdom / Haujobb & Scoopex

Name: My Kingdom

Group: Haujobb & Scoopex

Year: 1997

Event: The Party 7

Placing: 1 of 17!

Size: 7.31 MB

Requirements: AGA, Runs on '020-'060

Recommended: Fast '030

Code: Boogeyman, Fastjack, Speedo, Kenny

Graphic: Visualize, Kid Love, Leumann, Bay Tremore, Jazz, Dice

Music: Jazz, Muffler

Objects: Nomad, Boogeyman

Design: Owl

Rating: ****+-

+ Very fast routines, lots of variation, nice graphic and sound

- Better transitions would be nice

Comment: A fully deserved winner of The Party 7, it got more than twice as many votes as the nearest competitor

Killer
by CNC D.

This is a real quality production from start to end, nice and fast routines, well-drawn pictures (I don't like the intro-logos too much though), and some rather fitting music that at one point in the demo even changes to the better, unlike so many others of those ambient/techno/triphop modules out there. The design can be discussed concerning the colors, it changes from some dark/gloomy ones, in the groovy 3D-scenes, to very happy ones in some tunnel and plasma routines, but I like the way that it is made; Lot's of colors for the non-3D effects, the other way around concerning the 3D-scenes.

After you have executed the little script the demo starts, and you are quickly made aware of that this is a cooperation between Haujobb and Scoopex - their logos, fast 3D phong objects, fly towards you, and is shortly after followed by two fullscreen logos that I dislike, they don't seem to keep up with the standard in rest of the show, and also I think they are too cartoonish. But all that is forgotten when the next effect starts: A fast 3D scene, looks a bit like a torus seen from the inside, but with hands sticking out of the center-pole holding televisions that shows the same as your monitor. It's running in 1x1 resolution, but even though it's fast, and you '030-owners probably wonder if it really is a '030 under the "helmet", or if it's an '040! Also the credits are shown here (as you can see above there's a lot!). The title is shown afterwards (nice picture), then the fast routines continue with a bouncing, jelly, bumpmapped, texture mapped phong ball. Unfortunately the resolution is

not quite as good as in the 3D-scene, but the frame rate is (as the other effects in the demo) good. A really colorful 3D-tunnel is on as the next, lightsourced I guess, a bright light in the end of the tunnel (that are not very far away from the viewer) seems to illuminate the part of the flower shaped tunnel that is near the middle. After all these positive words and phrases about almost everything in this demo I'm sorry to say that the wallwrap look-a-like shown afterwards is a bit ugly. The texture used reminds me of a combination of old 1970s wallpaper and symmetric fractals. The pink color is frightening! But I believe that's the only mistake made, and that's not many for a demo with so many routines in it. Well, maybe not the only mistake: A second file is now loaded from the script, and that's maybe why there seems to be a small error. The sound is more or less cut, and the screen goes black for a little while. Maybe it's just my computer that makes the mistake? The show goes on with a nice picture, followed by a great pulsating blob made of what looks like voxel. A blue spotlight hidden behind the object, pointing towards you takes care of the background. In a hurry we enter the next 3D-"show off", this time not quite as advanced as the credits part, but still as fast. What happens is that a rather tasteless (?) object - The two group's logos combined with a rocket - flies through a row of rings, all of it is texture mapped I guess. I can't help thinking about those Zero Gravity intros from Scoopex when watching this, the phong routine is (more or less) the same as in those ones. A color confusion plasma/tunnel routine is on next (great if you fancy strong colors), then a new 3D-scene is ready to be watched. What makes it interesting is the little "fountain" in the middle of it that instead of spraying water up into the air uses small lightballs. The scene is in other ways quite traditional, but is somewhat saved by these balls (and of course the great speed and resolution). After a really great plasma, the final effect is on - also a 3D-scene: Small hills surround a black hole, and four rings fly around down into the hole, find a nice little phong blob which follows them up to the sky. The demo ends with one of Visualize's interesting artworks, I wonder what those Chinese kanjis mean.

As you should know by now I'm rather enthusiastic about this demo, especially because of those fast routines everywhere, even when the Party crew decided to use an '060 Amiga instead of the "traditional" '030/50 MHz machine. That only proves that you're able to make good productions on limited systems. Those 3D-scenes really are fast! You might get the impression that there are too much 3D, but that's not the case. The routines are balanced so that they are never on too long, merely the opposite is the case keeping you hungry, give you the need to watch it just once more. The cooperation is really successful, but how can it avoid to be with so much talent put into just one production? Both Haujobb and Scoopex are talented groups, but together they reach a higher state (and placing :))!

Conclusion: One of the absolut best demos in 1997!

The Title
Interesting 3D-logo combination
Maybe the fastest 3D engine ever!?
And there was light...
One of the excellent pictures
And another (called Kingdom). This got the 2nd place at The Party 7

1.289 TurboTronic / Instinct

Name: TurboTronic

Group: Instinct

Year: 1997

Event: The Party 7

Placing: 17 of 17...

Size: ?

Requirements: AGA, 2 MB chip-RAM, maybe more. Runs on '020-'060

Recommended: '060

Code: Nuclear Ninja, Dr. Who/Gunnars Farvebio

Graphic: Squid, Angeldust, Nuclear Ninja, TNT, Receiver

Music: Turbocop

Moral support:: Receiver

Rating: **+---

+ Some nice 3D scenes

- Rather slow 3D, monotone

Comment: Strange title for this production, it is quite far from the truth (which is out there). The demo is nor turbo, neither tronic (whatever that means, but it sounds fancy), and 90% of it is 3D-scenes that need quite some CPU-power to raise the frame rate to an acceptable level. Well, there are both HAM6 3D-scenes and ordinary 8-bit, but an '060 is what you need watch the heaviest of these scenes running smoothly (if possible). Also, sometimes the perspective correction isn't working (or is non-existing), which result in oblique rendering.

The show starts with (yes, you guessed it) a 3D-scene, followed by a 3D-scene, followed by a 3D-scene, interrupted by a mismatching picture that is followed by a 3D-scene, where a woman is walking on something that looks like a bridge, followed by a 3D-scene - you're flying from a room to the sky, where you see some 3D-letters (this routine even uses a smaller display area to gain speed, not too successful). And then it's time for the endscroller, and a beautiful and fast bumpmap routine, one of the best I've seen actually, running in the background.

I could explain how the scenes look, but I find it unnecessary to do so, however, most of them are nice.

The music reminds me of Jean-Michel Jarre (the greatest!), the floating tunes is as taken from one of his silent pieces, but unfortunately Turbocop has chosen to add some drums, which works fine in the beginning, but as the demo progresses they get wilder and wilder, the visual side don't, though. Technically it's not too impressive either, but it does its job.

Conclusion: Reminds me of those 3D-PeeCee demos, 3D gets boring!

1.290 Repugnance / Powerline

Name: Repugnance

Group: Powerline

Year: 1997
Event: Icing Party
Placing: 1 of 5!

Size: 1.97 MB
Recommended: Fast '030

Code: Chip, Raylight, Scout/C-lous (C2P)
Graphic: Orhan, Mattias Hellstedt
Music: Wasp
Additional work: Gunrider, Mad Druid

Rating: ****--

+ Fast, colorful, well-timed music
- Could need a little more work here and there

Comment: This must be called Powerline's breakthrough - from just being a little unknown group they've, with this demo, proven worthy to enter the charts around the globe. And that is not without reason: The entire crew has done a good job with this demo, from code to music, even though some more originality and professionalism are wanted concerning the 3D objects, but that isn't a too big problem, as there is only little 3D in the demo. Everything in the second part of the demo - that is after the intro part - runs very fast, both concerning frame rate and the amount of time it's on. One nice effect after another is smashed into your face with 120 km/h. But let's start at the beginning: The credits, group name and title are shown using an "out of focus on the X-axis"-effect, some kind of blur. The music is timed perfectly, some atmospheric synth sounds are heard every time a new word gets shown, or a choir is singing (well performed by the way, but with a sample rate that is a bit low). And then the second part, the main part, starts. The music changes to heavy rock that later changes to techno. The effects shown are some kind of 3D-tunnel, different kinds of plasma (including a cool bumpmapped one), a color zoomer that looks like a burning piece of material flying against the wind seen from behind, a texture tunnel zoomer (or what looks like it) that suddenly splits up into three tunnels, a texture mapped 3D object with a pulsating background - this one is really great! After this stunning fast show the tempo is lowered to a more moderate speed. A picture is shown (beautiful!), the music gets more ambient and a flatscape routine with both floor and ceiling is on. After a while (maybe a bit too long) the "camera" find a hole in one of the planes, and what is more natural than to enter a hole?! Soon after you a flying through a 3D tunnel (a bit fake, but it looks good!)! That's how to make a great transition! Also the music is timed, so that when you enter the tunnel it changes to a more fitting speed. Afterwards a quite ugly picture with 3D letters and a lensflare on it is shown, and now we have entered the demo's 3rd part, which start with a little wide-screen plasma and some text. After that Powerline feels like showing us more text, actually quoting some wise (?) words, while showing a variation of their bumpmapped plasma. Next effect is a blur routine that blurs and un-blurs everything present on the screen, also the 3D object that flies around (the same as before). Next up is a water effect, where you see a texture (some bricks) below the water's surface, while small waves wave... The last effect is both indescribable and also a little slow, but on the other hand the resolution is better than in the rest of the demo I guess. I think it's a colored bumpmap with multiple

lightsources, but I'm not too sure, look for yourself! The whole show ends with an endscroller.

All in all a demo that really is worth spending time watching. It could need a little polishing here and there, maybe the resolution is a little low now and then (to achieve speed, it's designed for '030/50MHz), but that really isn't the point I think. The point is to entertain people, and it sure does!

Conclusion: Should be in your collection!

1.291 Session / Oops!

Name: Session

Group: Oops!

Year: 1997

Event: Bizarre

Placing: 1 of 3

Size: ?

Code: Mentat

Graphic: Shag

Music: Prodigy

+ Pretty nice routines

- Few routines

Rating: **+---

Comment: A little short production made at the party place, Bizarre, if you are to believe the readme-file. Three contributions was needed for the demo compo, so the Oops! guys decided to put this demo together, impressive that they won. Then again the competition can't have been very hard... Only four effects find their way to the screen, but they are all pretty nice. After a short presentation of the crew behind the show, the first of those effects appears: A nice water drip effect with a spotlight shining on it. The resolution is 2x2, but the frame rate is quite good which goes for the rest of the routines as well. Next one is kind of a colorful tunnel (slightly buggy), followed by another water effect, this one with bigger waves, and with the lightsource placed somewhere away from the screen. Finally there is a pixel effect where the pixels are locked in a pattern that slowly moves around with a fading tail behind them. After this the demo ends and also causes a minor crash (maybe I was just unlucky?). The music is somehow laid-back ambient with triphop drums, fits the show okay, but is nothing special.

All in all I wouldn't really recommend this demo, simply because it's so short. Its contents are fine, but the duration stops you from wanna watch it again (much like reading a dictionary, except that is to looong!?)...

Conclusion: Can be watched once

1.292 Prey, The / Polka Brothers

Name: The Prey
Group: Polka Brothers

Year: 1994
Event: The Party 4
Placing: 6 of 22

Size: 1.66 MB

Code: Airwalk, Merge
Graphic: Colin, Pixie, Devilstar, Vandrup
Music: Slide, Merge

Rating: ***---

- + Fast routines, well-timed music
- Low resolution now and then, some simple routines

Comment: The Polka Brothers are infamous for their fast demos, and this demo is no exception. Most of the effects are thrown right into your face at great speed, while the atmospheric, hard beating Prodigy style techno music gets your loudspeakers on the edge of being blown away (that is if you play at a high volume...). Speaking about the music, it's strange, but by some reason it starts half a minute into this rather long demo, not at the beginning. But then again the title is on as one of the last things... Better late than never. Instead of starting like most other demos, with the indifferent title, The Prey starts with some wise words (disguised in satanic design). The first effect is a simple, but fast voxel landscape that zooms towards you at great speed, but in rather low resolution. It's followed by a nice picture, and first at this point the music starts. Some kind of plasma appears afterwards, also a bit of text is made out of it. The next routine is also a kind of plasma, one of those "rings in water"-ones, but the rings doesn't move (must be frozen :)), instead a texture is placed beneath it, and is of course affected by the rings that moves according to the bass drum. This effect, plus a simple oscilloscope line with a circuit board in the background, is shown for a while changing now and then. A colorful flatscape is the next effect on, followed by a simple, colorcycling tunnel that is made from vector graphics - it isn't 3D though, it's made from a lot of plates with holes in the middle that zoom towards you. A low-res color zoomer (including tasteless colors) is on as the next effect, followed by a rather fine plasma. It's fast, still the resolution is good (or maybe you just don't notice that it isn't because of the frequent flashes and changes). Another kind of tunnel is shown next, unfortunately the display is quite messy, every second line is displaced compared to the ones above and below, thus making it difficult to get a good look at the tunnel- maybe that's the point? A double plasma is on afterwards, double because two different colored plasmas are floating side by side, and also through each other. A fine idea, however, the choice of colors could have been better. After a simple wireframe box that moves with a tremendous speed, is a very nice picture by Devilstar, followed by a tunnel-animation, low-res, but in other aspects okay. And then we have the title, followed by the end.

Conclusion: A fast demo that must be watched at least once

1.293 Kinematic / Alien Projects & The Interceptors

Name: Kinematic
Group: Alien Projects & The Interceptors

Year: 1997
Event: Astrosyn
Placing: ?

Size: 6.77 MB

Code: Caustic
Graphic: Def
Music: Revisq

Rating: ***---

+ Fast 3D-scenes
- Nothing but 3D-scenes

Comment: 3D-scenes. There are both fast and slow 3D-engines to create such, and fortunately we have one here that belongs to the first mentioned category. It's very fast actually, the resolution is quite good too, and the scenes used are some interesting ones. The negative part about this is that the only thing there is in this demo are 3D-scenes. Mostly gray-scale ones too, but also some that are a bit more colorful, not much, though. Caustic has made some exciting camera movements/angles, and also the little detail that transparent faces are put in front of the scenes is a plus. But it doesn't change the fact that it's only 3D-scenes, nothing but 3D-scenes. One with a smoke effect in it, some with transparent faces in front of them, and some with moving objects - still too much 3D! However, the demo is rather short, so you haven't got the time to get bored, but variation can't be found here. It has some kind of "wow"-effect when you watch it the first time (I personally thought if it really was only my old '030 in my machine), but it doesn't last forever this feeling. The music is ambient and atmospheric with a bit of noise in it, fits the demo well.

Conclusion: Have a look

1.294 Dreamscape Disorder / Logic Probe

Name: Dreamscape Disorder
Group: Logic Probe

Year: 1997
Event: The Party 7
Placing: 13 of 17

Size: 1.71 MB
Requirements: Takes advantage of CyberGraphics- and compatible GFX-boards, able to use native VGA.
Recommended: '040

Code: Bolt
Graphic: Virulent, Diztinct
Music: Pulse

Rating: ****--

+ Some nice effects
- Lack transitions, the music could be better

Comment: I don't think that the low placing at The Party was completely fair, but it's not a production that makes you wake up saying: "Hey! That's brilliant". Because it isn't. Yet, it isn't a bad production either. More or less all the effects have been seen before, so has the design, the lack of transitions and the triphop-style techno-music that sounds as if it needs a couple of extra kilobytes to sound acceptable. The show starts with a colorful phong object and jumping texts here and there, which is followed by another (exciting) object, at least there is some originality to find: Some of the objects. Next effect is also phong, but not just phong, in the background is a wallwrap-routine running (looks different from others of its kind, as you can see that it somehow is magnified through a lot of squares). In the bottom and the top of the screen is some technological frames to create some kind of atmosphere. After a picture a plasmated wallwrap and some ditto letters appear (hard to read what it says), I guess this is the most original effect in the demo, but it is something. The contrast to this rather original effect must be the torusses that fly around in formation, together with small blobs that flies through the torusse's holes. The only people that aren't tired of torusses are obviously the ones that design the demos?! A Logic Probe-logo designed as the (almighty?) Coca Cola logo is on next, as a colored bumpmap effect, funny that red isn't one of the colors... An environment mapped (that is transparent) blob in front of a little picture is on next, then a fullscreen picture (by the way a quite good one) followed by a cow, it's phong with an invisible lightsource flying around it. The cow itself doesn't move (cows rarely do...). The show ends with a Logic Probe logo, traced. The effects are all in a good resolution, most of the routines require a fast '030 or better to be smooth, though.

Conclusion: Not a demo that'll go into the Scene history books

1.295 Power / SkyTech

Name: Power
Group: SkyTech

Year: 1997
Event: The Party 7
Placing: 12 of 17

Size: ?

Code: Sniper, Shadow
Graphic: X-cell
Music: Orange

Rating: **----

+ Erh...

- Unfinished? Slow routines

Comment: Strange one. Seems to have no end, or rather it just ends half a minute after running out of effects?! Might be an error in my copy. Anyway, the effects that did run weren't too impressive, nor fast: A big, slow, gouraud-shaded triangular torus, followed by another strange, buggy object. A traditional grayscale bumpmap with the credits shown on it. And finally an effect that blurs away the letters that are written, slowly, very slowly. Actually this is an extremely monotone part. And then it happens - the techno music (not very impressive by the way) continues, but no effects, nor graphics are shown, and a bit later it exists. Just like that. I wonder what's going on. This review will be updated if I get my hands on a better version.

Conclusion: Avoid!

1.296 If there was no Gravity / Da Jormas

Name: If there was no Gravity

Group: Da Jormas

Year: 1995

Event: Scenario Party

Placing: 3 of 3

Size: 0.6 MB

Requirements: AGA, may not run on '040 and better

Code: Pekka Pou, RaatoMestari, Vesuri

Graphic: Piirakka Munalla

Music: Piirakka Munalla

Design: Da Jormas

Rating: **+----

+ Some simple, but nice effects

- Short, few effects

Comment: A short little demo with pretty nice design, fast routines, and atmospheric and ambient industrial music. Unfortunately there are only three routines in the demo: Wireframe glenz letters, that is, transparent letters, where you are able to see the wires that they are build around. A weird plasma that uses a strange kind of blitterscreen display (or similar), it's a circular one and the colors are subdued, but kind of tasteless anyway in my humble opinion. The last routine, one that is on when the end texts are on, is a simple. but nice equalizer-style effect that moves according to the music. Unfortunately no more routines are included, a shame, this demo could have been something.

Conclusion: Watch another

1.297 High Anxiety / Abyss

Name: High Anxiety

Group: Abyss

Year: 1995

Event: Assembly

Placing: 11 of 13

Size: 2.39 MB

Requirements: AGA, 2 MB chip-RAM, HD

Code: Moon, Dexter

Graphic: Toxic

Music: Pink

Rating: ***---

+ Mostly fast routines, a very nice intro

- Low resolution, unoriginal objects

Comment: A demo that contains mostly "seen before"-effects, heard before techno/demo-music and technically nice, but old-style space-pictures. All effects are show one after another, except for the start there are only few smart transitions, and the resolution ranges from low to very low, but on the other hand the frame rate is good during most routines. The demo starts by using its best effect by far, and that is even an animation, where you are spinning around something that looks like random placed walls, while the credits are shown with a water-effect in front of the animation (looks great except for the low resolution). The most brilliant about this is that when there are no more credits you suddenly fly above the walls, and you discover that they are actually letters that, of course, spells Abyss. In a flash everything but the letters (which are now white) disappears, then we enter the more ordinary part of the demo. First a pretty nice tunnel is on. It doesn't look like most other tunnels as it seems to be made using six small pieces of graphics that are drawn repeatedly, so that it looks like a tunnel. Gouraud shaded boxes have been seen before, Abyss shows us one again, this one with the advantage that it morphs; From being an ordinary box it changes to a box with depressions and/or spikes coming in/out to/of it (lots of or/or's...). Afterwards the title picture is shown (it's the face of an astronaut), the same picture is used in the plasma/rotator routine that appears as the next effect. Also motion blur is added after a little while, but the (too) low resolution does that it is difficult to see what is actually going on. After a gouraud shaded torus (how original... :) another picture is on, followed by an odd little tunnel/zoomer routine that draws a road, and later adds a grid roof. Doesn't look exceptionally nice, but at least it's more original than the torus... More gouraud is on, some pretty boring objects are used, one of them seems to be made of jelly - those stretching moves are easy to recognize. Two slow objects that looks as if they are texture mapped with a black/white grid texture appears next (one of them a torus), and then the demo ands with a scrolltext with a dark, flower-shaped plasma in the background.

Conclusion: Watch the intro, forget the rest. The low resolution prevents the nicest of the effects from being nice...

Screenshot from the fine intro
A strange looking effect
An astronaut
The morphing box
The end with the plasma

1.298 Breathaker / Virtual Dreams of Fairlight

Name: Breathaker
Group: Virtual Dreams of Fairlight

Year: 1994
Event: Assembly
Placing: 2 of 12

Size: 3.83 MB
Requirements: AGA, 6 MB fast-RAM
Recommended: Accelerator-board, fast HD

Code: Alien
Graphic: Jaco
Music: Alien

Rating: ****--

+ Great 3D-scenes and other effects
- Lack transitions

Comment: A really nice demo that really is able to take your breath away! Unlike most other demos (except wild demos) there is only a minimal amount of code in this one. All of the effects are "just" animations (I strongly suppose) which causes even the most advanced of them to run at a quite good framerate. The resolution is acceptable too, but the animations are made so that they just use one color scale (red, green or blue), some would maybe say that this looks boring, but it doesn't. In my opinion it just adds some atmosphere (same old story: What is best - color photos or black/white ones...). Additionally this saves a lot of HD space :). The animations last for about 8-10 seconds each, and a little presentation text that informs you about the next effect is shown in between. Some nice transitions would have been very nice, but of course this would also require that it all was one long animation. Most of the effects are 3D-scenes where you're flying above the ocean around an island, watch the birth of a 3D object and similar, but also tunnels, gouraud shaded masks and transparent effects are present. All of a high quality. The music is techno, a fast tune that somehow fits the demo, even though I guess a more quiet tune would have been more sensible to use.

Conclusion: Watch this one, it's stunning!

Inside Information: With this demo Virtual Dreams introduced the "graphics only" demo, demos based on graphic and animation rather than code.

1.299 Mortality / Tulou

Name: Mortality

Group: Tulou

Year: 1997

Event: The Party 7

Placing: 8 of 17

Size: 3.22 MB

Requirements: 4 MB fast-RAM, AGA, works on '020-'060

Recommended: '040 or better

Code: Dr. Strangelove

Graphic: ?

Music: Barksten, Temal

Rating: ***+--

+ Atmospheric, different, nice design

- Slow routines, a bit monotone, often quite dark

Comment: This production is different from most other demos. It's very atmospheric and is constantly circling around the themes mortality, life and death. So how do you show that kind of thing in a demo - well, watch this one and you'll find out! Or else just read on and I'll try to create a little of the atmosphere that is present in the demo.

The show starts with a ticking, analog watch. A little poem appears and the watch blurs away in the background, while a choir is heard.

Next thing is that you're driving on a straight road for a while, and suddenly you hit a man (probably a member of Tulou...). The title is shown afterwards using a "spotlight behind letters" routine, an effect where you see the letters in front of a spotlight that causes beams of light to appear around the letters. Unfortunately the routine is slow, and that goes for many of the other routines as well. But then again, it's made for The Party 7 where all productions were shown on a '060. Another thing that goes for many of the routines is that they are using only the grayscale, no other colors. This helps creating a quite gloomy atmosphere, and also the music does its best to keep the atmosphere this way - choir, church bells and big, floating synth-sounds are mixed together more or less successful. Technically not the best, but it surely has some qualities at other points and it fits the demo well.

A picture is shown afterwards, this one, like the others shown later in the demo, dark and scary.

One of those machines that you find on a hospital that tells you if you're alive or not is shown next, and I would have preferred if this part wasn't in the demo at all. The sound is irritating, the graphic a bit simple and actually it's very little interesting watching it, but then again it's a way to illustrate the life/death-theme so everyone understands what this is about. Another spotlight effect is on as the next routine, this one without anything in front of it. In fact it looks mostly as if it is a normal picture slowly moved around the screen, but there are small changes in it that reveals that it actually is a piece of code. Another picture is shown, then exposed to a zoom routine where you're zooming closer and closer towards the laughing, gloomy man at the picture - could be Death. A quite slow and not too nice routine with a flat face that transforms to

a 3D-face is the next living picture, reminds me of those "faces growing out of a box"-routine, except for the missing box. After a picture and yet another spotlight routine - including a pentagram - we reach a tunnel with hills on its sides. Except for the rather slow speed this one is nice, and the resolution is good. A quite original credits-part is on afterwards, gravestones with the some names and info written on them. At this point the music changes a bit, a deep lead tune is added, creating a perfect atmosphere for the final part, the end/greetings-part. At first it's a dark, red voxel landscape, but suddenly it fades to become a nice bright ocean landscape with small islands here and there, and with a beautiful cloudy background. The greetings appear in the horizon. I couldn't have thought of a better way to end this demo, it seems very thought through, and the demo's theme really has a central placing all the way through demo. A speciality that only few master. Unfortunately Tulou haven't quite been able to make the demo varied enough, still it's worth having a look at.

Conclusion: Tale of life, a thing you shouldn't miss!

1.300 Eurochart 32 Intro / Depth

Name: Eurochart 32 Intro

Group: Depth

Year: 1997

Event: The Party

Placing: 16 of 17

Size: ?

Requirements: AGA, some Fast-RAM (A version for standard A1200 is also available)

Recommended: '030/50MHz

Code: Cytron, Blueberry/Efreet, Scout/C-lous

Graphic: hund., Ib

Music: Cytron

Rating: **----

+ Some nice routines

- Terrible design

Comment: As you probably know the Depth's are the ones that have chosen to carry on creating the infamous Eurochart, originally made by Crusaders, then taken over by Static Bytes, and Depth decided to give it a try too. But they also have to "sell" the mag to the hungry, confused Sceners, and I guess that they've heard that any publicity is good publicity. The fact is that this intro is a demo, and also it's quite ugly - completely lack design and good taste - I guess that's the wellknown Depth style :). And not to forget it: It's a commercial demo where the name Eurochart is shown a lot.

But it does contain some nice routines, including some transparent ones that are really nice, they don't even loose speed when transparently fading from one effect to another. The routines are texturemapped tunnels, env-mapped phong objects (also a jelly one), a texture-zoom rotator and

finally an effect that looks as if you take a bumpy piece of glass and look through it. The music is a little melody that fits the show alright, technically it lacks some work... The textures are all old pictures that seems to be more or less randomly chosen for this commercial demo It really is a mistake to do so, they don't fit in anywhere! Does the demo? Anyway, the mag is quite okay!

Conclusion: Any publicity is good publicity???

Inside Information: After hours of desperate work Depth finally got Eurochart 32 put together at The Party 7, but unfortunately they only handed out a few copies, as the party was nearly over...

1.301 Psychedelic / Virtual Dreams of Fairlight

Name: Psychedelic
Group: Virtual Dreams of Fairlight

Year: 1994
Event: The Party 4
Placing: 2 of 22

Size: 2.38 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Code: Dr. Skull
Graphic: Ra, Alien
Music: Probe, Julius/Polka Brothers, Excellate

Rating: ****+-

+ Lots of nice and fast routines, graphics and sound, nice transitions
- Strange music cut off, needs the final touch

Comment: This demo is incredible in many ways. The routines and graphics are amazing, the sound fits the show well, and there are lots of it. Still, the size is kept down, so that it fits on only three disks. It's almost scary to see how much the good Dr. Skull has put in this demo. I've rarely seen a show with so many different effects ranging from tunnels to texture mapped 3D-objects, from starfields to wireframe figures, from voxel to plasma... The list is long. When starting the demo from the little start-script that assigns it to the right location I was impressed from the first moment, not so much because of the routines, but because of the transitions between them - the first part really just floats. Unfortunately the demo - like many others - suffers from the "deadline-syndrome", that is in the beginning everything is near perfect, but when the time is about to run out at party-place the demo-people has no choice but to hurry finishing the demo, which often results in unfortunate design in the demo's last parts. It's not a big problem in Psychedelic, still you can't avoid noticing it. For example at one point in the show the music is suddenly abruptly cut off instead of smoothly faded away (or maybe better: Timed to end). Well, let me introduce you to a little selection of the many routines: The show starts with a texture mapped globe (yes, it's the Earth I believe, home of The Scene). In the background you see a lot of stars which shows to be a slightly motion

blurred 3D starfield, suddenly we land on a green surface, a sun (looks strange, but cool) appears for a short while, before it sets. The green surface shows to be capable of presenting a nice voxel landscape, fast too and in a quite good resolution. And now to something completely different: A great 3D scene. The scene itself is nicely build, interesting modeling work, and the engine runs okay as well, including motion blur. To gain speed (and add atmosphere?) it's all kept in blue colors, and the display looks as if only every second line is in use - but it sure is an experience anyway. After this little journey through the 3D world we're back with a box. A box that reflects the background it is placed in front of, it probably is just transparent, but it's nice. Lightsourced 3D is up next. Big, advanced objects are used for this purpose which means that they don't move, only the lightsources - there are two of them with different colors - move. A shame that objects don't move, but then again I'm not sure I want to see them move, as the lightsources are slow enough already. On next is a simple Doom-routine. Back then it was a rather new thing with those 3D-tours around a stranger's basement, and you can clearly see that on this routine: The walls are thin as papers, and the perspective correction is bad or non-existing, but it's pretty fast. After a simple tunnel flight, made from black/white motion blurred vectors, an infinity box routine is presented. You see a lot of boxes that are locked in a pattern, and when zooming close to one of these boxes you discover that it consists of a lot of small boxes itself, and so on. The resolution is a bit low here, but the idea is good (seen before maybe, but good). Afterwards a "cell division" takes place, the "cells" are colored balls where new balls grow from the existing ones, cute. The following effects are mostly simple, but nice: Wireframe, distorted plasma, texture plasma, stretched plasma, two tunnels - one made from a lot of square vector plates, the other one with transparent balls flying in front of it - too bad the resolution is so low in this part. In between the music cuts (too bad), and a logo is shown. A new piece of music is on afterwards. Later in the demo there are two texture mapped boxes, one of them even with rotators on its sides, and at the same time its jelly. Cool! Also, a bunch of other effects are to find in the demo, it's simply amazing how many there are.

The music ranges from demo/synth tunes to techno, all of a quite good quality, and they even fit the visual part quite well. The show ends without any kind of credits or similar, they really must have been low on time when it was put together! Instead of the traditional scrolltext it ends with a hexagon shaped texture mapped torus which hole's size changes... But I guess that's an end too.

Conclusion: So many great routines, graphics and music in one demo - a hit!

1.302 Enforcing the Law / Powerline

Name: Enforcing the Law

Group: Powerline

Year: 1997

Event: The Party 7

Placing: 11 of 17

Size: 3.06 MB

Recommended: Fast '030 ('060 for the video sequences)

Note: An enhanced version will maybe be released

Code: Raylight, Chip, Scout/C-lous (c2p)

Graphic: Mad Druid

Music: Wasp

Rating: ***+--

+ Some nice and original effects

- Monochrome display, the video sequences are processor hungry

Comment: A demo made with the '060 in mind, like many others of The Party 7 releases. Powerline states that you shouldn't even try to run this demo on an '030 or less, it would simply be too slow, but an '060 should be able to run it with 25-50 frames per second. The truth is that the demo runs pretty well on a fast '030, but still a better processor is recommended for the video sequences that is shown here and there in the demo (in order to stick to the "law enforcement in US"-theme - I guess it's hard to show that using phong ducks and tunnels :-)). Powerline even warns you with a requester before starting the demo about the poor condition of your processor if it's below '060 of course, but you brave demo watchers out there should really press the button if just you have an '030, or else you'll miss a quite good show.

After launching the demo a notice informs you that this demo is non racial, then you are told that it's made for monochrome monitors - yes, the demo only uses the grayscale - and finally you get the definition of the word "law" as taken from a dictionary. A video clip is on next, a fight between police and revolting people, and unless your processor is fast this is very slow. Luckily that's not the issue with the next couple of routines that are smashed into your face with the speed of a McLaren racer: Some cool 3D-columns seen from an oblique angle that moves around and rotates very fast, some nice plasma (even though plasma is nicest in colors), a water-drip effect (the resolution is a bit low here), and finally (for now) what looks like a voxel landscape seen from above. Up next are the group name and the title, shown with a "spotlight behind letters"-effect, a spotlight is pointing towards you while the letters scrolls over the screen in front of it, which gives a nice light beams effect. Up next is a buggy, but fast 3D landscape, where you fly at an insane speed through a canyon. There are lots of black lines here and there which shouldn't be there, and I guess this is one of the routines that really gets an overhaul if the enhanced version of the demo is released. The smoke routine next is one of those that really need some processor power, it's a tough job to simulate something as complex as smoke, but on the other hand it's a good simulation, however I wouldn't mind a better resolution here too. Also, this routine is used for writing some text that soon after blows away, looks very nice. Afterwards one of the classic discolight balls are presented - a ball with spotlights mounted on it, when one spotlight points directly in your direction you are blinded, but unlike many others of this kind of routines this one actually looks pretty much like real light, as it's more "analog" than the once seen earlier. Cool. After a multiple rotation of some kind of net, and a bit of a movie, another spotlight effect is presented, this one more or less like the one used when presenting the demo, just with a texture in front of it instead of letters. Finally there's a water effect again, and at last the credits are shown.

The music is heavy rock, fast, and it fits the demo well.

Inside Information: The film clips in the demo was grabbed from JFK (by Oliver Stone) and Menace to Society.

Conclusion: The better processor, the better demo! Watch it!

1.303 Tear Down The Wall / Union

Name: Tear Down The Wall
Group: Union

Year: 1995
Event: Intel Outside 2
Placing: 1 of 10

Size: 0.86 MB
Requirements: AGA, 2 MB chip-RAM
Recommended: '030/50Mhz with cache burst active, or better processor
Note: Running at to slow processors will cause the music and visuals to stop regularly

Code: Musashi, Mad Mack
Graphic: Musashi
Music: The Wall by Pink Floyd, Roberts
Design: Musashi

Rating: ***+--

+ Great design
- Too big pixels, chunky copper routines

Comment: Incredible! After this demo you can only ask yourself how Musashi has been capable to fit everything in only 868 KB, included the ARexx support! The only BIG drawback is an ugly chunky copper routine that ruins this great demo. Musashi has been capable to pack all of Pink Floyd's "The Wall" music (obviously with data loss), and he has developed the whole intro around this tune. There are few effects (space cut, gouraud shading, simple light shading), but all applied on many simple texturized 3D objects, sounds simple, but it's very original. Then you can see flying 3D letters in space-cutting, a head smashed by two hammers, a human shape in a rotating room, some flying bricks forming a wall, a 3D water closet and the camera that flies into it to show the famous scene of the hammer march from the "The Wall" film. Every scene is (probably on faster processor) quite in sync with words and the music. But the top effect is the voxelscape that appears when the famous guitar solo starts, while a guitar 3D object flies around in the air, followed by some other objects. Then the music of The Wall ends, and the words "Amiga rulez" close this part of the demo. But there's a second part with new music (a tracked demo tune) and more effects! This part is in classic demo style: A little 3D ambient scene rotates on screen. After this ambient coming classic demo effects: Texture morphing on a rotating torus, phong shading, a room with a mirror where a rotating 3D cube is used to show the perfect mirroring effect, a bad bumpmapped cube (the chunky copper routine gets another victim!), a classic tunnel with a texturized polygon flying in space-cut. A good Descent section (something a bit different from classical the Doom

sections) finally introduces a texturized rotating cube that clones itself into many space-cutting cubes filling the screen, and a torus texturemapped with a Union logo enters this space-cutted scene to eliminate all effects. The final piece of music (another one!?) introduce the credits scrolltext (also in chunky copper), and also all objects seen in this demo are represented. All this in only 868 KB. How did they do that it?! It could be a strange secondary effect of that chunky copper routine? :)

Conclusion: A demo with great design, but too big pixels. With a c2p routine it would be near perfect.

DareDevil

1.304 The Tribe / Three little Elks

Name: The Tribe
Group: Three little Elks

Year: 1996
Event: Icing
Placing: 1 of 6

Size: 1.14 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM
Recommended: '030/50Mhz, better processors to run in high-res
Note: The hidden part is the file named: DontRunMe.elk

Code: Explorer, Tabasco
Graphic: Ant, Nude, Tabasco
Music: Coma
Objects: Tudor/TBL

Rating: ***+--

+ Good design, funny introduction, animation bonus and hidden part
- Short, slow routines, especially in high resolution

Comment: This is a funny demo, the usual 3le style. The title is shown on a plane starfield that scrolls vertical, then a 3D green, flat land appears. The camera flies around above this land to see a group of elks dancing around a pole to the tribal rhythm of the music in background. Two human shapes are attached by their hands on the pole as victims of a sacrifice. Then the camera flies away and the tribal music fades out. The music changes to a disco tune and a morphing tunnel dances on the screen. After the tunnel a complex phong shaded object with spotlights on flies in front of a zooming background. The music change again, and we see a wall - or rather a bumpmap showing prehistoric graffiti of a "elkian ship" and an elk that hunts a fat man and his dog. And after a shaded big mask, the end credits are on: Once again the intro routine is used this time showing some elks that appear to be coders, graphicicians and musician of this production. The animation (that you can choose in the startup menu) and the hidden part are some funny jokes and no-sense animation on the elk theme. This demo has a very good design, and its comic style links the various parts well together. But the routines are quite slow and high-res is used

only in the tunnel and phong shaded object parts.

Conclusion: A funny demo, well designed. Have a look.

DareDevil

1.305 Trayanda / Dinx Projects & Skid Row

Name: Trayanda

Group: Dinx Projects & Skid Row

Year: 1997

Event: Rush Hours

Placing: 4 of 4

Size: 3.89 MB

Requirements: AGA, 2 MB chip-RAM, HD

Recommended: '030/50Mhz

Code: Oster, Sachy/Skid Row

Graphic: Dr. D

Music: Xtd/Mystic

Design: Sachy/Skid Row, Tinner

Rating: **+---

+ Multitasking, fast objects in 1x1

- No design, too few effects

Comment: The evident goal of this demo is to advertise for a BBS and send some greets. Nothing else. But why did they use 3.89 MB only for this?

Answer: Because after

Limes Inferior

someone thought that the phong

routines could be faster, and they could do a demo that shows up to eleven complex 3D objects in phong shading on a slow scrolling base painted with some sentences or greetings. Ah yes! There are some beautiful pictures that break the objects show and there also is an intro: Some light balls that become brighter when they cross others, but this intro is very slow and is not too different from the same intro in

Limes Inferior

So all bad in this demo? No: the synth styled music is OK, the pictures are good and colorful, the demo multitasks and the objects move very fast in 1x1. But there's no design and a demo can't be made with only one effect.

Conclusion: Coders could be interested, others could stop this demo before it ends.

DareDevil

1.306 Goatraince / Loonies

Name: Goatraince

Group: Loonies

Year: 1997

Event: The Party 7

Placing: 10 of 17

Size:

Recommended: '030/50MHz

Code: Psycho

Graphic: Laika, Gafkhan, Lemniscus, Tarmslyng

Music: Zoomorph

Objects: Lemniscus, Psycho

Design: Tarmslyng, Psycho

Rating: **+---

+ Funny idea, a few nice effects

- Needs transitions, simple effects now and then, bad graphics

Comment: Loonies is a well-chosen name for this group. Who else would create a demo about trains? But we start a quite different place: The first thing that happens when starting the demo is that you see the test picture from Danish television, channel 1. Afterwards someone zaps to MTV where a torus flies around with a long blurry tail after it. Another couple of zaps leads us back to MTV where a nice plasma effect is on, one that looks as if a ball is wrapped into the plasma. Next thing that happens is that the TV zaps to the info channel of the Copenhagen trains. A texture mapped sign enters the screen afterwards, followed by a lot of those hexagon shaped signs spelling the group's name. A quite ugly title picture is on next presenting a tunnel with a railway leading through it, which is exactly what the next routine is about: Driving on a railway through a tunnel. The routine doesn't run completely smooth, and basically it's just a texture zoomer, but it works. A train wagon is on next, not the last "trainy" object in the demo, and those objects are rather boring to watch - even though they are either gouraud or phong shaded it quite old-fashioned just to show a rotating object. Greetings are on next, or rather on a train seen from the side with the greets written on them (all that graffiti...). Some rather basic effects are on next, for example a bumpmapped railway lit up by a red and a blue lightsource, a nice twirling tunnel that also sometimes split up into two tunnels, ugly pictures (a matter of taste of course, but...), and a voxel landscape with the little touch that some railways are crossing through the terrain, ending up at a train station, and soon after a simple video sequence is shown with film from a station. The colors here are blue and red, looks pretty psychedelic. After a very simple texture plasma, a flatscape and some minor 3D objects the show ends with a reversed scrolltext... The music is - as the title suggests - goa techno, spiced up with the sound of an old locomotive... Quite okay.

Conclusion: For train freaks only!

1.307 Dirt / Mystic

Name: Dirt
Group: Mystic

Year: 1994
Event: None
Placing: -

Size: 0.37 MB
Requirements: OCS/ECS, needs a patch to install on HD

Code: MSS
Graphic: C.I.A., Gunman
Music: XTD
Design: XTD, MSS

Rating: **+---

+ Good code, simple and clean design...
- ... Maybe too simple, old effects

Comment: What a strange name "Dirt" is for one of the most "clean" demos I've ever seen! There aren't great effects in it, only some old vector- and dot routines. There aren't colorful graphics: Only four pictures in naive style (especially Love by Gunman). There aren't screaming sounds: The XTD's tune is a simple demo tune, sometimes also a bit boring. But every effect is synchronized to the music, and every effect's exit is made with vector planes moving or rotating as flying pages. Simple but efficacious.

In this demo you'll see vector titles, some dot spheres pulsating to the music, then imploding to explode as a starfield, a vector football field on which a dot ball jumps, a very fast and clear rotozoomer, some vector filled squares rotating in 3D with persistence and mirror reflection, some vector filled fullscreen squares rotating, color cycling, and a classic flatshaded 3D big cube.

Conclusion: A simple, but nice demo. Have a look.

DareDevil

1.308 Embraced / Floppy

Name: Embraced
Group: Floppy

Year: 1996
Event: Intel Outside 3
Placing: 2 of 19

Size: 3.61 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD
Recommended: '030/50Mhz or better processor

Code: Zig, Thorus
Graphic: Fame, Grid, Gabi
Music: Revisq

Rating: ***---

+ Cool code, great graphics, good music
- No design, too many tunnels

Comment: If the goal of this demo was to embrace all categories of tunnel effects, then the goal is perfectly reached! Imagine as many tunnel effects you can: Deformed, rotating, with or without 3D~objects in phong shade jumping or flying into them, with stormlight effects, bumpmapped with moving lights in a strange alpha channel mode. Yes, you'll find them in this demo. But it would be really boring to see only tunnel effects, so there is also a great phong shaded mask changing color while moving, a ripple rotating effects (this effect is circular like a tunnel :-), a pair of bumpmapped logos, and also a bumpmapped 3D object. A demonstration of powerful code like few others, obviously better if you have a fast processor. Also the pictures are great, all in hi-res interlaced. The music (two average demo tunes)~is added only because that without them this demo would be incomplete.

But there are no links between the effects. There's no design at all. This demo is and remains so boring! It's waste of this good material. What a pity!

Conclusion: If you like tunnel effects this is the demo for you. Others can find something better.

DareDevil

1.309 Ilex / Mystic

Name: Ilex

Group: Mystic

Year: 1994

Event: Intel outside 1

Placing: 1 of 1

Size: 0.77 MB

Requirements: AGA, 2 MB chip-RAM, need a patch to install on HD

Code: Charon

Graphic: C.I.A., Trocek

Music: XTD

Design: Charon

Rating: *+----

+ Good code, fine music, a pair of simple but original effects
- Lacks a bit of design, some effects are not very original, some backgrounds are taken from Scala...

Comment: Like many other demos from the same year, this one is nothing new under the sun. There are some common vector based and dot based effects,

but also a couple of interesting effects. There's a chunky copper anim which a vector starship seems to fly into, some digitized karateka's fighting anims (taken from a game they were developing), an opaque glass on which a hand is writing "Intel Outside", some dot morphing objects and curves that seems very much like the same in

Desert Dream

, a classic

3D cube with some vectorial "holes" effects on the faces, a very interesting picture shown as waving pages. A flat logo flies out of screen and the classic final scrolltext ends this demo.

Conclusion: A common and average old style demo.

Inside Information: This is the 2nd Mystic's trackmo.

The game with the fighting anims is TaeKwonDo Master from Mirage Software

DareDevil

1.310 Ilyad / Alcatraz & Asphyxia Design

Name: Ilyad

Group: Alcatraz

Year: 1994

Event: Assembly

Placing: 4 of 12

Size: 3.21 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD installable

Recommended: '030 or better processor using patched version v1.4

Code: Hornet, Shagan/Asphyxia Design

Graphic: PGCS, Cookie/Asphyxia Design

Music: Zoltar

Rating: ***---

+ Very impressive intro, many good raytraced anims, involving sound effects

- After a great start it's only a sequence of old effects

Comment: Delusion. After

Odyssey

you should expect something great enough

like that production, maybe better! And the intro part seems to be a good start! A morphing dot face saying some words (well digitized) in heroic tune, then, after a laugh, explodes. Therefore a big picture of a starfield enters to introduce a planet, locked as in a star map on screen to show some data: An effect better than the same in

Odyssey

! Then

some raytraced anims starts that are the same scenes of the starship exiting from a hangar as seen in

Odyssey

, interleaved by screenshot

of titles and credits. Also this part is great with good graphics and involving sounds. Seems to be a film intro, and you expect that more quality production will be shown later!

Well, the demo starts and what do you see? Another boring show of effects without design!!! Aaaaaaaaargh! What happened? Where are the raytraced anims? Where is that cool intro design? Alcatraz's guys wasted something great! Ilyad could have been a legendary demo, the right sequel of

Odyssey

Instead it's a delusion! The effects are a bit old but well coded: A vector tunnel, a texture mapped sphere, a dot rotating object (a galleon), raytraced bobble bobs with transparency effect, twisting flat shaded torus, deformed rotating picture called water rotation, a texture mapped torus, fractal fern, interlaced. But is design to show an effect after another, separated by a picture carrying the name of the last shown effect? I say no. And also the last effect, a wonderful 3D flat shaded flight simulator is not enough to save a so badly designed demo. Reading the final scrolltext, you have the sensation that they started a big project, but finished it a hurry because of the deadline.

Conclusion: A lost chance for something better.

DareDevil

1.311 Lethal Dose 2 / Faculty

Name: Lethal Dose 2

Group: Faculty

Year: 1994

Event: The Hammering

Placing: 1 of 3

Size: 1.8 MB

Requirements: AGA, 2 MB chip-RAM, need a patch to install on HD

Code: Scribe

Graphic: Frame, Shark, Airsmith

Music: Snotty

Rating: **+---

+ Fast routines, good raytraced pictures and animations, good music
- Old and very common effects

Comment: A well coded production is always welcome. If also it shows some good raytraced pictures and animations, it's even more welcome. This demo has all of it and can also offer a design that is not too bad. But even when they've tried to the traditional effects that is in this demo different, they are still very traditional, and that's a drawback. Two big objects rotates in spacecut with a bit of transparency, or credits shown with a waving plane of dots cannot be called "something original". A fast rotating picture of Cindy Crawford with a vertical mirror and a very large and fast dot landscape showing a Faculty logo are very well

optimized, but still it's old stuff. The Cindy Crawford's face could be useful to stretch, twist and morph as much as you like, but something else shows that the same results could be obtained with any other picture. Finally the colored big ball with transparency effect and a jumping vector object twisted, completes the show of this effects-not-too-original-but-very-fast section of the demo.

So they tried to include some original effects, and the results are an interesting dot tunnel with 2 layers of stars in 3 bitplane on which some vector rotozooming words appears to presents some Bezier curves... - That are not too different from any other dot lines morphing seen in other demos!

Then they thought: "Why don't we let in a lens effect on flat shaded rotating 3D cube?" and they did it, but the result is a bit raw. So they included a classic morphing dot cube, and that's quite nice!

Finally a cool raytraced anim of a little rabbit-toy playing guitar while walking is, by far, the best and most original effect of them all!

Ah! Obviously there is the classic final scrolltext!

I'm beginning to understand why this demo is named "Lethal Dose"... :-)

Conclusion: Worth having a look at, but it's not original.

Inside Information: This demo is the first Faculty's AGA production.

DareDevil

1.312 Not Again / S.C.A.L.A.

Name: Not Again
Group: S.C.A.L.A.

Year: 1994
Event: None, just for fun
Placing: -

Size: 0.91 MB
Requirements: AGA, 2 MB chip-RAM, need a patch to install on HD

Code: Chaos/Sanity, Crash + Argon + Crazy Crack/Complex
Graphic: Sire + DSN/Lego, Agent T/Cream, Fashion/Static Bytes
Music: Tommy/Avena

Rating: **----

+ Good coding, fun graphics, nice music
- Few effects, no design, ugly chunky copper routine

Comment: What happen when you put together nine guys from the best German groups in a room for two day? They make a demo! But two days are too few to release something cool and Not Again suffers from this problem. This demo starts with titles appearing on a fast zooming base and suddenly introduce a very fast Wolfenstein labyrinth, but without ceiling and floor and with very big pixels. Then a rotozooming picture of a chicken jumps on the screen and in the background of this chicken a pseudo plasma is composed, while all this rotozooming is stretched and deformed. Second rotozoom effect: On the logo - Not Again - some

transparent shade bobs are drawn. Final effect: A digitized animation of all 9 Sceners sitting in front of the camera. That's all.

Conclusion: Watch it only if you want to see how it looks when 9 Amigas and 9 of the most famous german sceners meet.

Inside Information: The S.C.A.L.A. "party" was held from 25 to 27.02.94. If you run this demo on A500, after the Wolfenstein parts, a picture will inform you that this production cannot continue, because you have "not AGA-in"!

Note: S.C.A.L.A. is short for Sanity, Complex, Avena, Lego And others

DareDevil

1.313 Switchback / Rebels

Name: Switchback
Group: Rebels

Year: 1994
Event: Doom's Day
Placing: 1 of 5

Size: 1.56 MB
Requirements: AGA, 2 MB chip-RAM

Code: Zulu, Gray
Graphic: Kris, Slime, Teevaan, Demon, Eracore, Grey, Srl
Music: Chromag, Vocal
Trace: Excess

Rating: ***+--

+ Good effects, good graphics, great music, good design
- All effects are in chunky copper, this means BIG pixels

Comment: This is the first AGA demo by Rebels and it's a good start for the them. The effects aren't really innovative, though, but they are very well coded. The demo starts in a wireframe tunnel, but the choice of colors are quite bad which makes it almost invisible. The title graphics are on next that appears and disappears in random positions on the screen very well synchronized to the music (a cool demo style tune by Chromag with a very good rhythmic base). Now the effects start: A picture twisted in whirlpool mode, a very cool picture by Kris, a five pointed star zooming with a strong shade effect, a distorted tunnel, a big Rebels logo twisted in sinus mode, a kaleidoscope, a very impressive 3D dot routine, Julia fractals deforming, and a distorted interference effects - really cool. But many of these effects are in chunky copper with too big pixels. Then the demo ends and the end scrolltext... No, it was a joke! The demo is on again and a blue fire effects introduce a very impressive raytraced animation of a roller coaster (a masterpiece by Excess) seen as if you are tripping on it. The coolness of this effect is that animation play is controlled by the music's rhythm. And I grant you, the distorted guitars of Vocal's tune make the voyage on roller coaster

very involving! What a pity for that the pixels are so big in during the animation and also in the fire effect. The final scrolltext and a short funky tune (really) ends the demo. It's a very good and innovative way they've used the animation, but it's not enough to make the demo a masterpiece.

Conclusion: The roller coaster voyage is something to experience more than once!

DareDevil

1.314 Tenebra / Biosynthetic Design

Name: Tenebra

Group: Biosynthetic Design

Year: 1995

Event: Somewhere in Holland 2

Placing: 4 of 6

Size: 0.83 MB

Requirements: AGA, 2 MB chip-RAM

Recommended: fast-RAM

Code: Hedgehog, Metal Designer

Graphic: Lry, Parsec, Dixie Flatline, Fra

Music: Parsec, Stun

Design: Parsec, Metal Designer, Hedgehog

Rating: **----

+ Good code, involving sound effects, quite good design

- Old and common effects

Comment: Tenebra is an Italian word that means darkness. A good theme to build a demo around. Some text pictures explain various meanings of what "Tenebra" is. With "dark" music, strange style, it forms sort of a logical link between the effects. The design isn't excellent, not bad either, but there are some seconds with complete blackout after the intro pictures: Seems that the demo crashed! I think it's a practical demonstration of what Tenebra means...

After this "crash" the effects start. A lousy "tunnel" (it's a picture with a simple color cycle) introduces some morphing dot objects. The first shapes are the BSD logo, the second is the Intel Outside logo, then a torus and a ball appear. This ball begins to bounce around, and when the music changes, a full textured bouncing ball appears. Next effect is a little 3D~textured cube with some animations as texture that morphs into a pyramid with some other textures on it. The music changes and a rotozooming picture smash on screen very fast, followed by a classic tunnel effect with big pixels. Finally some pictures of the authors of this demo are shown as credits, and after a very fast, but very low-res fire effect, the final scrolltext ends this demo.

Conclusion: Nothing exceptional, but not bad at all either

DareDevil

1.315 The Hoi Saga 3 / Team Hoi

Name: The Hoi Saga Part III
Group: Team Hoi

Year: 1994
Event: None
Placing: -

Size: 2.24 MB
Requirements: AGA, 2 MB chip-RAM, need a patch to install on HD

Code: Price/T.F.A., Rhino, Ritgore, Schwarzenegger/T.F.A.
Graphic: Metin 7
Music: Ramon
Design: Metin 7, Rhino, Ritgore, Schwarzenegger/T.F.A.

Rating: *+-----

+ An impressive 3D multiscrolling plane
- Too long and old effects, lacking design, boring

Comment: This is one of firsts AGA demos ever made. That's important to keep in mind. But that doesn't justify the big lack of design in this demo. The first effect is a Wolfenstein labyrinth without ceiling and floor but with mirror effects like on water: Ugly and slow. But it's one of firsts Doom-like effects in 256 colors and with animated textures. The second effect is a fast and impressive 3D multiscrolling plane enhanced by a funny sprite of a character with a jetpack floating on this base, and some scrolling bobs and stars that enhances the depth. Everything is very well synchronized, but it takes too long and of course it gets boring. Then it's time for some promotional pictures for the game Moonchild (I don't know if it was ever released) appearing with some old copper effects, but also this gets boring. After that there's a funny moment: With some texts they caricature Star Trek's characters (Captain Jerk, Miss U-Whora, etc.) to present a rotozooming effect with two "sexy" pictures, especially when zooming closer to some female anatomic parts... Obviously also this effect is shown for too long, but at least it's a bit more attractive! The final effect is once again that 3D multiscrolling plane fly with a new texture and new music, and (aaargh!!!) also this is shown too long! Then, after greetings and credits, there's no more. The "link" between effects is a boooooooring little animation of three wheels. Tunes are in classic demo style, but nothing exceptional, the same goes for the graphics.

Conclusion: Its only worth is the historical value.

Inside Information: In the bootblock of disk 3 a hidden message say that near end of demo there's a hidden part, but I haven't found it. Have you?

DareDevil

1.316 Naked Ace / Cirion

Name: Naked Ace
Group: Cirion

Year: 1996
Event: Juhla
Placing: 8 of 12

Size: 1.9 MB

Code: ASA
Graphic: Mindeye
Music: Amber

Rating: **----

+ Some nice routines
- Short, some blittersscreen used

Comment: A very short, little demo this is. It contains only three or four routines, one or two of these use blittersscreen, and all of them are fast. Cirion must be movie fans, the demo starts with something that looks a lot like the 20th Fox logo (the one with the letter monument and the spotlights shining towards the sky). Of course the spotlights are in the demo too, however, they are more simple than the "real" thing. The first real routine is the credits part that introduces some simple letters formed from a few dots, thus making it hard to read, and when a nice fire blur routine is added it's almost impossible to read - but what the hell: It looks nice! Also the next routine is nice. You're flying through a lot of texture mapped columns that raises from the bottom of the screen to the top. It's a fast routine and the textures are well drawn. Last effect is three lensflares flying around, nothing particular to see here, but not bad either. A picture is shown now, an average one that has nothing to do with anything previously, or later, in the demo (I guess). The music is hard to define. I guess you could call it experimental, traditional, demo techno?! I've heard better music for sure, but then again: I've seen better demos for sure!
It all ends with an ugly textscreen written in Finnish language, not to be understood by everybody else than themselves!

Conclusion: I guess they should have waited to release the demo till it was finish!

1.317 Shakka Lakka / Digital

Name: Shakka Lakka
Group: Digital

Year: 1994

Event: A hot day in June
Placing: -

Size: 0.93 MB

Requirements: AGA. To install on HD it needs a patch, my patch requires:
2 MB chip-RAM, 1 or 1.5 MB fast-RAM, and a HD...

Code: Dillenger
Graphic: GFX-Twins
Music: G.T.O.

Rating: **+---

+ Nice dot routines
- Many simple or primitive routines

Comment: The show starts with some pictures that tell you the name of the demo and group - the quality of these pictures are okay, but nothing exceptional. One thing you notice quite fast is the little rotating logo located in the upper left corner of the screen, it's there throughout the entire demo. The first routine is a slightly blurred dot tunnel, looks good with that blur, it somewhat raises this tunnel above many other dot tunnels. The credits are up next, also this is a dot routine: A rotating cube shows the tasks, while the names are shown in the corners of the screen. Like many other demos this one also contains a doom routine, but as this routine wasn't very well developed back in 1994 (especially not on Amiga) this one is rather primitive. The display area is small, so is the dungeoun that has no ceiling or floor and only one kind of texture on the walls. On the other hand it's quite fast. Next up is a small jelly vector cube, followed by a fractal generator that makes lightning look-a-like fractals. After having drawn a couple of those (quite fast) another dot cubes zooms towards you, and it shows that it has a hard to read scrolltext one it. Dillenger is really happy about those dots? After a picture a you are presented to a zoom/rotator/stretcher effect. The only drawback about it is that in order to get it running fast enough the resolution is made (too) low. Too bad! After some text a torus is on, and, yes, you guessed it; it's a dot torus making some interesting morphs, thus still being a torus.

Suddenly the demo-style music is cut of abruptly, making room for a quite piano piece and a scrolltext, better known as the endscroller.

Conclusion: Even for a 1994 demo the standard is quite low I suppose

1.318 Ninja / Melon.

Name: Ninja
Group: Melon.

Year: 1994
Event: The Party 4
Placing: 7 of 22

Size: 0.8 MB

Code: HeatSeeker (Ivar)

Graphic: Joachim
Music: Jason

Rating: **----

+ Nice cartoon style animation
- Lack of plot

Comment: A cute little animation - not demo - from Melon. that obviously was a hit at The Party as it entered the top 10 there, despite of its simple story. But the stylish drawings and the atmospheric film-like music somewhat saves the show anyway.

As you have probably guessed by now its about a ninja. He wakes up when there is the need to do so, and this is now. It could be funny to know who the victim is (if any?)!

Conclusion: Have a look! Reminds me of cheap, but professional cartoons!

1.319 Boggledop / Sanity

Name: Boggledop
Group: Sanity

Year: ?
Event: ?
Placing: ?

Size: 0.36 MB

Code: Tron
Graphic: Havok, Sire, Christine
Music: Jester

Rating: **+----

+ Funny style, nice music
- Simple routines

Comment: The thing that really makes this demo different from most others is the way that Sanity has used a cartoon style to introduce the whole thing, and mixed it into the demo here and there. For example the whole show starts with a mix of cartoonish sounds, nothing happens on screen: "It's boggledop time"! You might remember Sonic the Hedgehog. His our host, the one that introduces us to the Sega style logo. It's all a nice little animation in this first part.

The second part is a classic "effect after effect"-part, where we have a logo in top of the screen, the effect in the middle and a scrolltext and a little game in the bottom - the game is about getting a potato with legs to the other end of the screen before the water melon gets there by jerking off the joystick (connected to the computer). Hint: connect the mouse to the joy-port and move it quitely around, that'll have a much greater effect than tearing the joystick apart :)! Most of the effects are just as exciting as the game, seen with nowadays eyes. It's different kind of box-objects exposed to different kinds of effects (shading, glenz, morph to other objects and simple vector objects on their sides).

Also, there's a little, simple plasma, and as the final effect (which is a fine raytraced animation): A cute chicken walking across the screen, made by Sire. The demo ends with a picture drawn by Jester's girlfriend, Christine, presenting Spirou and his teacher... And then there's the scrolltext. All in all the demo seems to be a little too long, but Sanity's odd humour really seems to help making it more interesting than the average oldschool demo.

The music is a little amusing tune, today a pretty famous one too. Tends to get on your mind - not on your nerves...

Conclusion: Not a technically good demo, but worth having a look at

1.320 Extension / Pygmy Projects

Name: Extension
Group: Pygmy Projects

Year: 1993
Event: Assembly
Placing: 1 of 8

Size: 0.7 MB
Requirements: OCS or better, 1 MB chip-RAM, Backstab.library (included)
Note: Exists as both disk and file version

Code: Coconut, Flame
Graphic: Cenobit
Music: Jester/Sanity

Rating: ***---

+ Nice vector routines, good music
- Small bugs, resets on exit

Comment: Pygmy Projects hasn't lived for nothing, this demo proves that. The pace is high, the routines mostly simple, but nice and the music quite catchy. After a loader picture and a Pygmy logo the first routines appear together with the credits. It's a square dot tunnel, a little change from the often round ones. The demo demo's name is presented in a highly original way: The name is written with big black letters across the screen, while in the background a vector cube is pushing part of the letters from behind, so that they wrap around the cube thereby getting nearer towards the viewers. Dotscapes is up next, some colorful and fast ones that is, but unfortunately there's a bug here that makes the music loose its beat. Next on is a "cube in cube in cube"-effect, that is a lot of cubes are placed as if was some kind of Chinese box. The inner one twists around, but as it is somehow tied together with the one in the next layer it fails to move much, instead it pulls the other one with it around (I suppose it's easier to understand if you see it for yourself). Two versions of this routine is presented, and they are really worth watching. Afterwards some 2D vector morph is on the screen, transparent too, so that you can sense the background through the objects. The routine is fast, but also a bit buggy. The next one is my favourite: It's a combination of the just mentioned morph routine and the silhouette of a 3D city rotating in the background (actually looks like 2D). Furthermore

noise is added to the picture to make it even more interesting. Next up is a series of flatshaded 3D vector objects, shown as a pair of two, a big one and a little where the little cast its shadow on the big one. At this point the good, traditional demo-pop music (you've probably heard it before: Cyberride) changes into a more quiet and atmospheric tune, which fits the night-flight over a 3D vector city pretty good. The only thing you can see is some white dots representing windows in the big buildings, but still the illusion is quite good, considering... Last effect is cute, 3D vector, and also original, not ingenious though. A rotating cube is placed below a line of falling pixels, and as the pixels hits the cube they are smashed into a direction that matches the way the cube turns. Looks good. Finally there's a lot of textscreens and then the computer resets.

Conclusion: Worth having a look at. Many simple, but nice routines.

1.321 Quite Unusual / Razor 1911

Name: Quite Unusual
Group: Razor 1911

Year: 1994
Event: The Gathering
Placing: 6 of 11

Size: 1.65 MB

Code: Colorbird
Graphic: Danny/Spaceballs
Music: Lizardking (and maybe Chorus & Sid?)

Rating: **+----

+ Good music
- Only one "routine"

Comment: A quite unusual demo that only contains one routine, or rather an animation, maybe (yes!)? What happens is that you fly around in a small 3D-world, and that's it. The show are colorless, only the grayscale is used, and the display is a bit "unclear". Also the resolution isn't the best, but acceptable. As this 3D-scene is the only effect it gets rather boring to watch after a while (and it's on for a long time), but the brilliant music somewhat saves this (that is if you like Lizardking's style - in my opinion the module in this demo is one of his best!). The demo ends with a scrolltext containing credits, criticism of The Gathering and commercials, just to mention a few topics.
Two questions pop into my mind: 1) Can you call this a demo? 2) Is this actually coded - most likely not I guess, but on the other hand noone gets credits for animation...

Conclusion: If you like Lizardking music this is the demo for you!

1.322 Prurient / Rebels

Name: Prurient
Group: Rebels

Year: 1994
Event: ?
Placing: ?

Size: 0.3 MB

Code: Zulu, Grey
Graphic: Smoke, Grey
Music: Chromag

Rating: **+---

+ Some simple, but nice routines
- Some routines are "too simple"

Comment: As they say themselves in the demo is is a mix of old routines, which have been put together to create this little simple demo. Five or six routines are to be found in it, some simple, but nice, others too simple. The nice ones are a interference effect, where three points attached to the box's sides they move within causes a nice effect (hard to explain, but infact it's quite simple to understand when you see it...). Another one is a cute text plotter that presents text on a textscreen in various ways. The "too simple" ones are a 3D "box world", where simple vector boxes are placed here and there. The positive thing about it is that you can control the "camera" yourself using the mouse and a joystick. Also the last routine, a rotator, is what you could call below average simply because of the low resolution and the small display area used. The music is a happy calypso-like tune, makes you dream about long white beaches, the blue ocean and nice women (or men if you're a woman?!) in bathing suits (in worst case), or if you're a women in shorts (or less)... :-)
Even though it's a fine tune (especially the technical side of it) it doesn't match the demo quite well. It's simply too happy.

Conclusion: Old routines can be nice, just watch this one (once)

1.323 Lurking Shadows / Suburban Shape

Name: Lurking Shadows
Group: Suburban Shape

Year: 1994
Event: ?
Placing: ?

Size: 1.21 MB
Requirements: ECS or better, 2 MB RAM

Code: Randall, P. E. N.

Graphic: Eracore, Sniffer
Music: Randall
Design: Randall, Sniffer

Rating: **----

+ Different
- Some tasteless effects

Comment: This demo is somehow different from most others. Firstly, there's a quite unreadable font that is used a lot for some fast textscreens here and there. Secondly, most effects are totally acid! The show moves at a great speed, you have to be an experienced watcher to enjoy the show, but on the other hand if you are experienced you'll find out that the demo isn't exactly state of the art demo production. The before mentioned effects are fullscreen rotating, galaxy-shaped, colorcycling "things" that'll make you go insane within a few minutes if watched intensely. Also, there's a line effect that looks a little like when you move a laserbeam quickly around through smoke. There's also a tunnel animation, but like all of the other effects the number and choice of colors are quite tasteless. Of positive things there are some signs of design here and there that helps on the overall impression, still it can't hide the lack of quality in the effect area. The music during the demo's mainpart is a medium piece of drum'n'bass, and when the endtexts appear a good techno tune is played.

Conclusion: Not recommended, unless you like hypnosis-effects

1.324 Code 187 / Sunshine Productions

Name: Code 187
Group: Sunshine Productions

Year: 1996
Event: -
Placing: -

Size: 0.46 MB
Requirements: '020, AGA, 2 MB chip-RAM
Recommended: '030/50 MHz or better, 2 MB fast-RAM

Code: Mr. Coke
Graphic: Grid/Balance^Freezers, Mr. Coke
Music: Digit

Rating: **----

+ Nothing particular
- Needs variation, mismatching music

Comment: After starting this demo the first screen that appears is a drawing that looks as if it was drawn by a child with the group's name on it. I thought something like: "Åh nej, er det nu endnu en af disse spille dum demoer?", which means something like: "Oh no, is it once again one of those playing stupid demos?", but fortunately I was wrong. The

next thing that happen is that the sun on the picture becomes a phong object while the rest of the picture quickly disappears. Another background is added and the object flies around with a short blur tail after it. So far so good, but the problem with this production is that that's almost all there is: Phong objects flying around one by one. The Exception is some texture mapped cubes with a picture on their sides, but that's all. On the other hand it's a short production, so you don't really get bored, it's just so very uninteresting when that's all there is. The routine running those objects is okay, not the fastest ever seen, not slow either, and with no sorting errors observed, but that's far from enough.

The music could be good, but because of a noisy bunch of rhythms running at a lot of BPM's it's not. First of all it doesn't fit the visual part's steady speed, and secondly it doesn't sound good.

Conclusion: Not recommended

Inside Information: Code 187 is the code used by the police when someone has been killed. The demo's textfile accuses someone for not spreading demos that are not released on a party, but just for fun, and they find it very devistating towards The Scene (which is quite understandable). That's most probably the reason for the demo's title (interpret that!).

1.325 Panta Rhei / Talent

Name: Panta Rhei

Group: Talent

Year: ?

Event: ?

Placing: ?

Size: 0.62 MB

Code: Stripe The Gremlin

Graphic: Zytron, Mace, Jackass

Music: Jukebox

Design: Zytron, Mace, Jackass

Rating: **----

+ Fast routines, refreshing speed, nice design, perfectly timed music

- Simple routines, short

Comment: An oldschool like production with some fast, simple routines, traditional and good demo music (perfectly timed) and nice logos. Everything runs quite fast, so you're never bored, but that also means that the show doesn't last for very long. A couple of minutes and it's all over. It starts presenting the group and the title (shown with nicely drawn logos), followed by the credits that are placed in the middle of the screen, while transparent chess-like squares slowly moves away from the text in the top and the bottom of the screen. Everytime a new name is shown the music makes an appropriate beat, and that goes for the rest of the demo as well too: Good timing! Next routine is also those checked plates, but this time you are flying through them. There's both a "plain"

version and a transparent. After a not too nice picture Stripe is proud to announce: "For the first time on the AMIGA: realtime 3D fractals, 16 colors". Looks like voxel... You're flying above the ocean looking at some small islands. The display area used is very small, but on the other hand it's fast (at least on my computer). Afterwards a 32 color glenz diamond is on, followed by a very simple 3D-rollercoaster, that is it's vector graphic (of course), you see no sign of any trails, but just simple plates, blue and yellow. Even though it's extremely fast it's not quite enough to give you the illusion of actually being in a rollercoaster wagon.

Conclusion: For those who like the demos from late '80s, early '90

1.326 Talentiaden / Talent

Name: Talentiaden

Group: Talent

Year: 1994

Event: ?

Placing: ?

Size: 0.16 MB

Code: Scourger

Graphic: Mace

Music: Sundance Kid, El Loco

Support: Cindy, Lord Stradh

Rating: *+----

+ Fast routines

- Simple and few routines

Comment: Very few routines is included in this dentro, and those that are included are simple. Actually it mostly looks as if Talent wanted to make a greeting production instead of one worth watching except for the ones greeted. The few, simple routines are a glenz object with a glenz cube inside it, pulsating color bars with small color differences adjustd after its width and finally transparent and lightsourced cubes, a red and a blue. During the pulsator routine a scrolltext including the credits and some greetings are shown, and when the demo is over more greetingss and credits are shown on a lot of textscreens. The music reminds me a little of the music froma typical gameshow, but I guess it fits the demo okay anyway.

Conclusion: Not recommended

A cute little routine

1.327 Showtime / Talent

Name: Showtime
Group: Talent

Year: 1994
Event: ?
Placing: ?

Size: 0.1 MB

Code: Cindy
Graphic: Mace
Music: El Loco, Sundance Kid
Design: Cindy

Rating: *+----

+ Interactive
- Simple all the way through

Comment: A very short and very simple dentro. After a couple of nice logos that present the group, a scrolltext explain you how to control the dentro, it's somewhat interactive (that means that by pressing the mouse you either skip to next routine (LMB) or pause it (RMB). After that a vector logo is on, lightsourced, and after that a couple of 3D vector objects, also lightsourced. Finally there's some end texts with a 3D starfield in the background, and yes, you can control it by mouse. The music is a little happy tune, easy listening I guess.

Conclusion: Very short and very simple, avoid!

Simple 3D

1.328 Yul Brynner was a SkinHead / Universal Soldiers

Name: Yul Brynner was a SkinHead
Group: Universal Soldiers

Year: 1994
Event: ?
Placing: ?

Size: 0.42 MB

Code: ?
Graphic: Suny, GFX-Twins
Music: ?

Rating: **+---

+ Good music
- Some routines are simple

Comment: After some logos introducing us the the show (among them a traced US logo), the title is shown on a funny picture by Suny. Next on is a

hypnotic effect consisting of some rotating two colored circles in the background and rotating lines and growing circular lines in the foreground (pretty hard to explain and understand). Some messages are printed at this screen. After that a simple gouraud shaded figure is on, followed by a worm hole. That means you see a whole in the ground from an oblique angle that (in this case) spews out a lot of texture (ugly texture too). The hypnotic effect is back followed by an excellent picture by Woody Allen. Finally a buggy and simple 3D-logo is shown, which ends the demo (or is it just a bug in my version?).

The music is a good, laidback and quiet piece of funk.

Conclusion: Some of it is worth watching, but as an overall it fails

Inside Information:

The title refers to the American actor Yul Brynner (1915-1985) born in Russia. He was of Swiss-Mongolian gipsy stock. But was he really a skinhead? :)

1.329 Idea / Depth

Name: Idea
Group: Depth

Year: 1997
Event: Compusphere
Placing: 2 of 5

Size: 0.93 MB

Code: Pigeon, Omen
Graphic: Sprocket
Music: Brainstorm

Rating: ***---

+ Some fast routines
- The music isn't too good

Comment: Depth is in general known for their crazy productions, but as it's a group of many facets they have actually made a quite nice, serious demo here. It starts with a collage where also the demos name is present. The first routine is on shortly after, it's a tunnel using a few red colors, while the group's name is jumping around in the middle of it all. The tunnel disappears and the credits is shown, also with restless letters. Afterwards a duble bumpmap routine is on, that is two transparent bumpmaps that runs over/under each other. This routine is fast, and so so is the next one: A lightsource zoomrotator. The lightsource is a spotlight that brighten a little part of the blue texture, while it spins around and slowly zooms in and out. The coders have done a very good job here! Untill now the music has been a quite noisy piece of techno with fast triphop drums, but now it changes to some silent tunes and sound effects. The reason is that a plasma effect appears on the screen, a nice one too, but it seems to move to fast compared to the music. And it's on for a little too long. A transparent twin tunnel is on afterwards, together with the noisy music. It's just like with the bumpmap where you see the same effect

running twice at the same time. Nice! The final effect is a rings-in-water effect with the title collage as background. This routine is quite slow, but in a good resolution. Finally there's a textscreen, and clicking the right mouse button ends the demo.

The demo is put together in quite a hurry, which is the reason why the design is a bit strange, but then again design isn't everything...

Conclusion: Fast routines, but needs some polishing here and there

1.330 T. L. A. / The Experience

Name: T. L. A.

Group: The Experience

Year: 1997

Event: Coven

Placing: ?

Size: 0.67 MB

Code: Raven

Graphic: Epsilon, Traksion

Music: Epsilon

Trace: Raven

Rating: **+---

+ Some fast routines

- Bad music, bad design, short

Comment: T. L. A. is short for "Three Letter Acronym", but no matter what that means I can't see what it has to do with the demo... There are no innovative effects, music or graphics in it, and only the code is really worth mentioning. The house music is quite bad, while the graphics ranges from bad to average. Both the demo and the effects run fast, and they have to in order to keep one's attention as it is quite common routines, but wrapped into quite bad design. To mention is a tunnel zoomer, two different "texture disturbers" (like looking through bumpy glass), a fast rotating Sierpinski triangle build from dots, and finally a wallwrap routine with a glass ball in front of it (a texture is moved around on the screen, and the parts of it that are near the screen's borders are close to you, while the center part is away from you). The ball is a nice touch, and the speed is excellent. The demo ends with some textscreens.

Conclusion: You sure can live without it

1.331 Inside / Polka Brothers

Name: Inside

Group: Polka Brothers

Year: ?
Event: ?
Placing: ?

Size: 5.1 MB

Code: ?
Graphic: ?
Music: ?

Rating: *-----

+ Beautiful message
- Booooring

Comment: Polka Brothers are wellknown for their strange productions, this demo, however, is a failure. Or rather this slideshow. What happens is that a lot of pictures presenting more or less random chosen people faces, common for them all is that they don't exactly look like super models. All pictures are grayscale, no colors are used. This slideshow goes on for several minutes, while hypnotic drum'n'bass sounds and rhythms are heard in the background. But there's a point to this madness: If you are patiented enough to hang on to the end of the show you'll be asked: "Where does real beauty come from?", and to guide you a big, red, pulsating, cartoonish heart is placed in the background (hint, hint).....

Conclusion: Most people hasn't got the stamina to go through this!

1.332 Water Whisper / Chryseis of Hoodlum

Name: Water Whisper
Group: Chryseis of Hoodlum

Year: 1995
Event: -
Placing: -

Size: 5.1 MB
Requirements: AGA, A lot of chip-RAM, runs on '020 and better

Code: Unix, JMS
Graphic: Unix, Dr. Pat, Angel
Music: Unix

Rating: ***---

+ Pretty nice design, fitting music
- Short, a bit boring

Comment: This demo is one of the few silent demos that is out there. Both the speed, choice of colors and music seems to be considered when making it, and it surely pays off. The effects are common, but pretty fast, which isn't that odd since the whole show runs in widescreen, only about half of the screen is used for the demo part. It starts with a nice Hoodlum logo with a red "ocean" behind it. Looks

like a big sea of slime slowly waving up and down. The perspective is perfect. The title screen is on afterwards (quite ugly) and another plasma like effect is presented, this time a texture moving around behind some rings (looks like rings in water that has been frozen, so that they don't move). Next up is a fire effect, except that it doesn't look like fire, but water, both because of the color and because of the way it has been used with a lot of blur on it, and a lot of X-axis movement. This routine is on for too long, though. The last effect, except for the credits, is a pulsating bar that looks like morphing chess pieces seen from the side. Quite nice in all its simplicity. And then the credits is shown for a very short period of time using a zoom/rotator routine (not the fastest in the world). Back is the endscroller with a beautiful logo in the background. The music is a very quiet piece of acid inspired techno, fits the demo very well. Except for a part where Unix tries to make a melody in it (I think) it's enjoyable, also without the demo.

Conclusion: A relaxing demo, try it if you feel like it

1.333 Tetsuo / Depth

Name: Tetsuo

Group: Depth

Year: 1998

Event: Scene Meeting

Placing: 1 of 2

Size: 0.44 MB

Requirements: AGA, runs on '020-'060

Recommended: Fast '030

Code: Optima, Blueberry/Efreet (system code), Cosmos/Sanity (player)

Graphic: Optima

Music: Curt Cool

Design: Optima, Corial

Rating: ***---

+ Lots of routines

- Lack of design

Comment: This demo was released at a small party in Denmark, about 43 people attended (I know because I was there). And compared to the party's size I must say this demo is rather good. It got the first place with just one point more than its competitor

Mental Brain Disorder

by Loonies, even

though I guess it should have won. But that's the way it is... The demo features a lot of different routines, strange soundtrack with a mix of many different styles of music: Triphop, jungle, easy listening, fusion. The few pictures that are used as fading backgrounds are scans of asians taken from some Internet porn-site (but you only get to see the faces, so relax :)). It all starts with a flickerscreen where you see the group name, title, a wireframe object and one of the before mentioned pictures fading in for a short while. The first "real" routine is some meta-like

lightballs flying around with a simple starfield in the background, but I don't think that it looks very nice, but interesting it is. Tunnels are common, and of course there's also one in this demo (with all the many routines it would be wierd if it wasn't there!). The tunnel is actually a texture zoomer which has been seen before, but this one is with a spotlight in the end of it that shines towards the viewer. Looks quite good, even though I would have preferred a better resolution. Also torusses have been seen before (actually way to many times), but the one Optima uses is a bit more interesting than the common torus: It's made of wireframe, and it got a dense blurred tail behind it. Next on is a flatscape (planar), grayscale, with one of these asian women pictures as transparency effect, fading in and out. The greetings are on next written on a boring textscreen (might not be so boring for the IRIS memebers...), followed by more meta-like balls, just with another color and a new filled vector background. Next on is a flower-shaped plasma (nice, but like the tunnel the resolution is a bit too low), then wallwrap (the part of the texture nearest to the edge is close to you, while the part of the texture that is near the middle of the screen is far away from you). An interesting bumpmap routine is next: The wireframe torus is back, but this time exposed to bumpmap and what follows (that is a spotlight). Quite nice! Another wallwrap like routine is on afterwards, but this one has a ball in the middle with the background's texture wrapped around it. Unfortunately it lacks colors I think, more of them would make smoother fades between the colors. The last routine also suffers from this concerning the background, while it is fully intended on the primary routine as it is a simple, filled, pulsating vector column. Not too interesting and on for too long. All in all a bad ending on an on many points quite okay demo. The routines has all been seen before, runs at a good framerate (measured on a '030/50MHz), the design is, let's say, mixed... The music fits it all okay.

Conclusion: Lots of routines, lots of different design... Try it if you feel like it!

1.334 Your Astral Pilot / Johan Alpmar & Co

Name: Your Astral Pilot
Group: Johan Alpmar & Co

Year: 1996
Event: Remedy
Placing: 6 of 6...

Size: 1.86 MB
Requirements: AGA
Recommended: -

By: Johan Alpmar, Mikael Kalms, Bjorn "Mr U" Flink, Martin Kalms

Rating: *+----

+ Trancing, multitasking
- Monotone, few effects

Comment: I'm not sure you could call this a demo as it contains only one effect, a colorcycling strobe light... That doesn't mean that the screen just flashes in different colors. It is designed to look as if you look directly into a flashing spotlight, and to make it a bit more interesting some lines of different colors is merged into the light, which results in a star shape. All the time through the whole "demo" the screen flashes, and if you read the readme-file (which is addressed to "earthly or otherwise") you'll find out that the goal with this production is to meet the alien within yourself... With a good help from the fairly good trance techno you might succeed in finding that alien, but I suppose that you have to inhale some LSD or the like while watching the "demo" to make that happen. Except for the colorcycling there's actually a picture included in the show, which (of course) also flashes, but you have to be really patient to get to that part, and even more patient to see the short credits in the end. No wonder they warn epileptics before the show starts! I would say this production belongs to a techno party rather than in The Scene.

Conclusion: Trance freaks: Put on your sunglasses (the rest of you look elsewhere...)!

1.335 Relic / Nerve Axis

Name: Relic

Group: Nerve Axis

Year: 1998

Event: Assembly

Placing: 1 of 7

Size: 5.92 MB

Requirements: '020 or better, AGA, PAL, 1.7 MB chip-RAM, 4 MB fast-RAM,

Recommended: '060

Note: Following parameters can be used:

Code: Schlott

Graphic: Meson, Wade

Music: Ganja

Additional design: Zone, Crash, Halflob

Rating: ****+-

+ Very nice 3D scenes, good graphics and music, atmospheric, magnificent!

- May be a little boring to some

Comment: When Nerve Axis released their first great demo at Assembly 1997 all Sceners were stunned. The English based group had been very quiet before that release, and the only thing that they were known for was the diskmag Pressure of which they've published just a single issue. Nobody, or at least just few, though that they could be a "threat" to the more established and wellknown Scene. But they sure could.

Pulse

, their

Assembly 1997 demo, beat all other demos by far, and was to find in the top of all demo charts quickly afterwards. At The Gathering 1998 Mellow

Chips/TRSi made a, for Amiga, completely different demo called
Rise

. A lot

of different opinions among Sceners were heard, because of the fact that the demo consisted of 3D scenes all the way through, more or less. The technical scene of that demo was good, no doubt about that, it was the contents or lack of it that was the big question. However, Nerve Axis doesn't seem to have been affected by all the arguments about Mellow Chips demo. What they've done is to create a demo consisting of 3D scenes all the way through, more or less. And the result is magnificent! The demo is the story about the end of the world. The year is 10191 (so don't worry). The story starts in space - of course - when a spacecraft appears in a flash near the Earth. A lot of time we fly around this craft, so that we can enjoy the Star Wars-like textures. In between the group's name and credits are shown with some kind of blur routine, which make them quite unreadable, but it looks okay. The spacecraft suddenly power up an external power supply that causes three big artificial lightnings to dance outside the craft, just to be gathered and concentrated below it, where a ball shaped object appears, some kind of probe. Soon after this probe flies towards the Earth. All you until now have seen has been 3D, except for the blur texts. Now it's time for some 2D, the title: It's actually a quite simple effect, but as simple it is, as cool it is. At first you see sand, but this sand is slowly blown away and reveals the title of the demo. Looks great, but a'060 is definitely recommended, that goes for this effect, as well as for the rest of the Relic. The next part takes place at the surface of the Earth, where we're flying above a green slopy 3D-landscape. Out of the fog appears an old Inca temple, and you can now see that there's a bit of motion blur added to the scene. The moment after a new scene is on, and we're flying through the clouds, observing the probe that is getting nearer and nearer to the Earth, more precisely to the temple's location. Soon after it arrives, and while hovering above the old Inca building a powerful beam of light is generated between the probe and the temple. Powerful enough to make some until now invisible windows in the temple shine very bright. What happens next is - believe or not - the entire building breaks loose from the ground, chunks of soil is falling from it while it in full majesty leaves the earth. And now you discover that the temple is only the top of a big arch. Nerve Axis sure is heavily inspired by the story about the arch of Noah, this one is just more intergalactic! Again we break through the cloud cover, and as soon as it exits the Earth's atmosphere it takes of in a flash, similar to when the other craft arrived (just the other way...). "So", you might think, "isn't it the story about Judgement Day? Where's the destruction?". Here it comes: Suddenly a big black hole opens close to our dear planet, and explodes in a gigantic and very beautiful flash that sends a big heat wave out into space, and big fireballs towards Earth. And you are now about to see some of the greatest explosions ever made on a computer! The fireballs hit the surface of the planet, big lightflashes and heatwaves are seen. But even better is when you see how big cities filled with skyscrapers are made into dust when hit by the explosion. If you've watched films as Independence day and Terminator 2 you have a pretty good idea of what this looks like. Awesome! The big finally is when the planet Earth itself explodes, spreading glowing rocks in all directions. Simply amazing, I'm out of words... All left is the Arch that floats away with the light from the exploding Earth in the background. Now comes the big question: Is all this just an animation? The destruction of the cities sure could look like it, but then again Schlott has proven

his great talent before.

The music is performed very well, and adds an extra dimension to the already highly atmospheric demo. When you're slowly observing the spacecraft or the temple the music quietly floats with you, and when the action starts it develops into some well controlled techno. Another good thing about is the sustain and echo effects that makes it sound as if a lot more of channels than the Amiga's four standard channels are used, maybe there are? Also the many sound effects are perfectly timed, not least the explosions. And as mentioned before the textures are very nice, and also the single picture there is in the demo (by Wade) is well drawn.

Now for another big question: Which one is the best, Relic or

Rise

? The

two demos have the one big similarity, the 3D scenes, while the contents are completely different. Personally I like Relic the best, but closely followed by

Rise

. I guess Relic's story is best, while

Rise

has the

advantage of a bit better code (?) and more colorful textures (not to forget the babe :-)). Relic's soundtrack fits it great, the same can be said about Mellow Chips' demo, but the Relic sound is a bit more perfect, I guess. On the other hand you can use some of the music in

Rise

as both

demo and listening music. In the end it's a matter of taste, as always.

Conclusion: One of the best demos in 1998!

The graphics is great, the code and music ditto!

1.336 Scraps of Beings / Mankind

Name: Scraps of Beings

Group: Mankind

Year: 1998

Event: Mekka/Symposium

Placing: 3

Size: 1.14 MB

Requirements: AGA, 2 MB chip-RAM, 4 or 8 MB fast-RAM

Recommended: Fast '040, enough RAM (if not it'll crash!)

Code: Krabob

Graphic: Krabob, Grenat

Music: Tex

Objects: DDG, Seven/Ramses

Rating: ****+-

+ Amazing transitions, very good code

- The music and choice of colors could be better

Comment: This demo is one of the most overlooked demos I know of!

It really deserved the first place at Symposium, but when competing with well-known groups like Haujobb (that won the compo) and Abyss (that took the second place with their demo

Extra Life

) it can be difficult to

convince the masses that this demo should win. But it didn't, it was ranked third despite it's great transitions and code. But there are also some things dragging it down, for example the music that does not seem to fit the demo too well, and is of a low quality compared to the demo's high standard at other points. It's a mostly drum'n'bass tune that is played a low speed, added with some interesting sounds here and there, but it's not enough... Also, the demo has some problems with the color choice. I don't know if the Mankind-members couldn't agree, but it looks as if everyone got what they wanted - in small amounts spread all over the demo! Generally it all looks quite nice, but even though the colors are dimmed to be more dark than many other demos (compared to for example many of The Black Lotus colorful demos) the mix of them is a little odd. But besides from these two points there's nothing negative to say about this great demo! Let's start from the beginning: A dark blue picture is smoothly zoomed towards you while the sound of something odd is heard, and I really mean smoothly because it's a bit blurred which means that there's a very short tail after it. In front of this some text are faded and stretch, looks cool. After this little and atmospherical introduction the music starts for real and a fine plasma is presented on the screen. In most other demos that would be it, you'll watch this plasma and just wait for the next effect to follow, but Krabob does some magic things and succeeds in getting no less than two other routines on at the same time! Firstly an eye is moving around in the lower right corner of the screen, which means that the picture fades into the plasma, and secondly a pulsating skull is slowly zoomed towards you, motion blurred and transparent! That's impressive! The secret to run all these routines may be colorcycling, but if so it's cleverly used. Looks good, no doubt about that! Afterwards the group's name is also zoomed and then we continue to the next routine, which is a amazing morph routine. I guess it's the same kind as used in one of Madonna's music videos. The idea is that you have a picture - Mankind uses photographs of (among other things) a monitor - and you take a part of this picture and morph it so that it fills the entire screen, then you take the new picture and do the same and so on and so forth. Looks great, and compared to the amount of graphic the computer has to move it's really fast (however, not as fast as Madonna's video...). Also the way the routine is used is great. The monitor on the picture is (of course) used to present a new routine. That routine is a new plasma with a transparent eye located in the middle of it, followed by another plasma with the shape of a flower and the colors of a lot of flowers! There seems to be no limit of how strange (and tasteless) the color choice is during this plasma! And "as usual" some other effects are presented in front of the plasma, this time a texture mapped hand and some lightballs. The transition to the next routine is amazing: The plasma is whirled away like ink in water. The routine is used elsewhere in the demo for quite a long time, so that you really get a chance to enjoy it in it's full pride. Looks great! Behind the plasma that has now disappeared is a zoom/rotator effect and a couple of lips, nice! After a while this routine is flushed away to the left just to reveal a nice and colorful bumpmap routine. The transitions are at this point quite simple, but very effective and

entertaining! There is no smart transition to the next routine, though, which is a fade between two pictures and a moving background (as the pictures naturally are transparent). At this point the techno music is very slow and silent, but suddenly it starts moving, and so does the visuals: The morph routine is used once again, and greetings are shown in front of it. Then a slow flash is seen, actually it shows up to be a spotlight that is blinding you. And when a spotlight is present, why not use? A Mankind logo moves from the top to the bottom of the screen in front of the light with a colorful torus (sigh...) right after. You see the arms of light from the spotlight where there's no letters or torus to stop it. Beautiful! And what is a demo without a 3D-scene? The one in this demo is first of all quite nice, and colored lightballs fly around in it. The camera doesn't move from its location, but slowly turns around so that you can enjoy the scenery. The end of the demo is getting close, but before it's all over Mankind demonstrates their lack of color design once again. They use an eye for the purpose that is placed in the middle of colored beams of light. A nice routine, but those colors are not exactly helping it to be perfect! We almost end where we started with a zoom routine. A blue circular shape is zoomed back and forth while credits are shown in the bottom of the screen.

In my opinion this is one of the best things that has happened to the Scene in 1998. Much of the code seems to be inspired by

Art by Coincidence

by Spaceballs, but this demo has so much more to offer than ABC, ←
even

though ABC is still a good demo. I'm really looking forward to see Mankind's coming demos, if they just adjust those colors it could be a real killer!

Conclusion: One of the best demos in 1998!

1.337 Phase One / Capsule

Name: Phase One

Group: Capsule

Code: Peskanov, Dr. Slump, Oops!, Keved

Graphic: Humphrey/Centolo!, Cyclone/Abyss, Danny/Ex-TBL

Leunam/Network, Dvize/Limited Edition, Made/Bomb

Music: Estrayk, Evelred

Objects: Oops!, Peskanov, Alvin/TLOTB

Year: 1998

Event: Abduction

Placing: 1 of 8

Size: 3.14 MB

Requirements: '020>, 8 MB RAM

Recommended: '060/50MHz

+ Lots of different routines, nice pictures

- The design disappears quickly

Rating: ****--

Comment:

A couple of years ago Capsule was for most people either an unknown group or a group who's production was of more or less low quality (the first was mostly the case). However, last year at the Euskal party in Spain they managed to conquer the second place in the demo compo with Trailway, a demo that, without being highly innovative or in other ways superior, was worth having a look at. And with this new demo Capsule has moved a step up on the latter of fame.

Most of the routines have been seen before, we know the pictures shown, and the music is the kind of industrial mix of different electronic genres that you forget as soon as the demo is over and you return to reality, not that it is bad, it isn't, it fits the demo very well. But two things make the difference: 1) The design, and 2) The amount of everything! Let's start with the first topic, the design: Capsule has worked very carefully with the design - in the beginning of the demo (as seen several times before in various other demos - of course caused by those always early deadlines!). It's in short terms a very nice demo start. The background is black when lines are drawn here and there which results in the outlines of what is to be on screen shortly after, the group's name in the bottom of the screen and a nice lady placed to the right. The rest of the screen is used for hard to read text, as it is flipped 90\textdegree{}. Everything seems to be worked through, and also the change to the first routine is well figured out. The screen simply scrolls just to reveal another beautiful lady, now to the left, and different texture mapped 3D object entering and exiting the screen from the right in a great hurry. This part is wrapped into a very modern and fancy design, but it doesn't last long before it all turns into a more traditional look. A shame, but trust me: Despite of that you're not bored watching this show, which leads me to the second point of the demo's charistica, the amount of contents. Only few demos contain that much of everything! Especially the number of routines and pictures are amazing, and if you look at the credit list you see why. Four coders and five graphicicians is not normal for a demo, and Capsule seems to have had some difficulties making it all fit in the same production, but has done it anyway, which I believe is the main reason for the "variated design". Also worth noticing is that non of the graphicicians is member of Capsule... The pictures are almost all of high quality, and a many of them has been seen before at different occasions, among other Cyclone's MS'97 winner picture. After the good beginning sequence the style changes a bit, and different blurred wireframe objects are shown, beginning with a torus (will they never learn...?). Afterwards the style changes completely as a zoomrotator hidden behind what looks like a bumpy window appears. Looks nice, but with all it's colors it simply doesn't match with the start's bright "clean" colors. I won't say that these changes are fatal, but you can't help taking notice of them. One of Cyclone's creations are on next, followed by a fast free flight tunnel routine, unfortunately with a quite ugly texture as tunnel walls. Rapidly another picture appears. This one is on for quite a long time. The zoomrotator with its bumpy window is back, this time with some quite unreadable text bumped into the glas. This is followed by yet another picture (by Danny), and many more will follow here and there later in the demo, so I'll stop writing everytime that happens (would almost be easier if I wrote when it didn't happen :-)). Well, afterwards we have two routines in a row (that means with no pictures in between), the first being a shadecluster build from small dots, and with a background that looks like a monitor with a music program running (not Protracker). Looks okay, even though Peskanov and Slump aren't too happy about it themselves they say in the readme-file that covers a range of the routines in the demo (tech-stuff

for the interested ones). The other one is inside a texture mapped torus, with transparent lines of data scrolling across the screen. Not super original, but nice. Now there's a fairly long brake (while watching a picture...), and afterwards some lightballs with metaball tendencies appear. More interesting is the zoom rotator that is shown a moment later, followed by another one, both of them are very fast and enjoyable. At this point in the demo many seen-before effects have been presented, but the next one is something completely new, and it even looks as if it's a digitized camera recording. But Peskanov claims that it actually is coded. So who should you believe? Watching this sequence, that looks like sand being poured, you will most likely be convinced that it isn't code. The display is special, and uses only every second line I guess, but the speed is good. I wouldn't say that it is pretty, but sure it is innovative! Coming up next is a more traditional kind of 3D, simply a more or less simple 3D scene presenting a landscape with roads and other Earthly objects. It's all texture mapped, but is nothing special. The engine is okay though, and the way the greetings are build into this scene is good: We dive into a hole in the ground and discover a missile with the greetings written all over it, funny idea. Another kind of 3D is presented to us next. It's two balls, gouraud shaded I suppose. They have an extra feature, they are transparent. A part I really like is the endscroller. The special thing about it is that a lot of small, simple 3D vector objects slowly float from the bottom to the top of the screen, while the scroller itself is in the background. A good alternative to the usual endscrollers. I would recommend this demo, even though it sure isn't a killer. But still it has some qualities, and not least the amount of it all makes it interesting. The way pictures are put in here and there, quite often, does not help the design, as they seem to be picked after how well drawn they are, not after if they would fit into the demo. But then again they really are nice. I guess I've seen Capsule make better demo parts, but as an overall this is their far best demo.

Conclusion: So much stuff in one demo! Recommended!

DareDevil's review:

- + Many interesting effects, a real slideshow of pics, excellent tunes
- Little coherence between parts that produce a dispersive design

Comment: Spectacular demo this one, with many interesting ideas and full of very good pictures from great guest graphicicians. This good production reminded me of the good "old skool" feeling, and this is both good and bad. Good because it means that the effects are presented in the right order, pepped up by a lot by all the pictures that avoids the hated cut-passage between two effects. It's bad because this means that the effects haven't a real coherence and this results in a dispersive design that is in my opinion the only big drawback of this demo.

The first impact with the demo is excellent: In a high-res interlaced screen some lines traces the edges of the graphics that appears when the lines ends. Suddenly some text rotated to 90\textdegree{} anti-clockwise appears composing a message, then the whole screen scrolls to left to introduce a new picture and many 3D~textured objects with various polygonal shapes that enter and exit alternating fast. In the next effect some other wireframe objects (distorted cubes, stars and cog-wheels) appears tracing a motion blurred trail. And a bump mapped logo with background texture, rotozooming, is on afterwards, followed by a fast tunnel with textures

lightsourced in planar mode. A new bump mapped message and a picture of Claudia Schiffer introduces an interesting cluster shade growing in a wireframe cube, but the most interesting part about this effect is actually the background, a screen grab of Protracker which has been manipulated in a graphics program. The following voyage into a texture mapped torus, while many lines of transparent assembly codes scrolls fast across the screen at the same time, seems to be a bit too slow on my '040 (But it runs quite good on my '030/40MHz!?! - DRD) However, the second part of the demo is more interesting, introducing a hypersphere with metaball in each vertex that seems simply to be a group of metabobs in position to compose a dot ball with a core that moves to morph the ball. The coders say in the readme-file that it's a projection of a 4D sphere rotating on its axis. Anyhow, it's a very good effect, so is the following rotozoomer in full 1x1 pixel resolution with an extremely high dot precision. A bit more chaotic, but also choreographic is the zoom of rotating textures with a relative "waste'o'meter" that is a meter of waste of CPU time while running this strange and weird effect. This one seems to be intended as a joke and not a useful effect, if you read the readme text, but in my opinion it's not so bad! There are no doubt that the sand effect following afterwards is simply a great piece of code, especially because it seems to be a real animation! But the coders say that it is in realtime and offers a lolly-pop to anyone who can guess the effect that generates it. Well, I have lost that lolly-pop! :-(The next 3D scene is great: It's night and a metallic dome is in the center of a group of streets. The dome opens and the camera enters to discover a rocket! And the rocket is covered with names of some of the most important Amiga scene groups. It's very easy to understand the hidden meaning of this scene that really doesn't seem to be the greetings part, also because the full greetings list is presented in the final scrolltext! The music of this part is very good and emphasizes the "rocket ready to launch" sensation well. On next is two simple big transparent 3D balls rotating on their axis, and that is the last effect before the final scrolltext. This one is simply impressive:~In high-res interlaced screenmode many and various sized classic 3D textured objects such as cubes, pyramids, spheres and toruses flies up from the bottom to the top of the screen, space cutted, while the text scrolls. They say that this entire effect is made in only three bitplanes. That's incredible!

All these goods, nearly all in 1x1 pixel resolution, are supported very well from the energetic techno modules. Especially the drum session after the rocket scene, I like it! And also, if objects are very common, their use is more choreographic than functional to the effects and the excellent 3D scene raise the final judgement.

The (pre)-conclusion is that it's a good demo with some small design problems, like many others. I hope it's a prelude to a fantastic following production.

Conclusion: Spanish scene is showing its very sharp claws!

1.338 Reflexity / Sector 7

Name: Reflexity
Group: Sector 7

Year: 1998
Event: Belgian Scene Event

Placing: 1 of 2

Size: 1.2 MB

Requirements: AGA, maybe more

Code: NoName

Graphic: JCS

Music: CDK

Rating: ***---

+ Pretty nice routines, good graphics

- Standard music, short

Comment: A little thing from the Sector 7 crew that definately won't be written into the great book of Scene History, but then again, it was made in a couple of days just before the BSE. The routines in it are quite good, most of the pictures too (even though the intro- and title picture suffer from being converted from hi-color to less colors), while the music is quite average, but timed well to the show. It's techno by the way. It all begins with some title screens presenting the demo's name and the group in reversed order. Texture plasma is on next, a bunch of plasmas, actually, shown after each other. There's also two variations that combines two screens by using every second line for one plasma, and the other lines for another plasma, looks quite good. However, I think the effect is best on a screen that is a little blurred (like a bigscreen or an old TV). The most interesting in the demo is by far a scene where we see a tree with leaves and branches (it is a tree you know...) very close to the "camera" and with a spotlight (or maybe the sun) behind it. The tree slowly spins around, sometimes covering the lightsource, now and then letting in the light that leaves you blinded. The resolution is quite low (again a bigscreen would be a good idea), but even worse I believe it to be an animation? See it and make your own decisions about it! More plasma and a great picture is shown near the end of the short demo that ends with a very "interesting" plasma with some primitive drawings of a cow and the letters BSE... Cute.

Conclusion: Quite okay, but short.

1.339 Automatic / Nature

Name: Automatic

Group: Nature

Year: 1998

Event: Remedy

Placing: 2 of 4

Size: 2.26 MB

Requirements: AGA, 2 MB chip-RAM, 8 MB fast-RAM, HD

Recommended: '030/50Mhz or faster procesor

Code: Yomat, Pezac

Graphic: Rex, Pipe, Pezac, Cybrid/Edv

Music: C-Frog

Design: Yomat, Pezac

Rating: ****--

- + Fast 3D routines and HAM8
- Some minor lacks in design

Comment: I like this demo very much. Finally someone tries to code something a bit different and the alpha channel effect used on the title logo is different! But also the other effects are so colourful that I suspect a large use of routines in HAM8. And this is very impressive. Also the credits part is very impressive with a 3D phong ball morphing into a multi-pointed star, with motion blur, all in 1x1 pixel resolution. Then another experiment: A~cartoon styled 2D picture with bump mapping made with at least three different moving coloured lights, so that when the lights intersects each other a kind of colour sum reflex is formed on the enlightened bumped section. Original if compared with classic 2D bump mapping effects, but in 2x2 and probably in HAM8 (I'm not sure about that!). Afterwards three 2D~punched rotators appear on screen deforming a colourful texture in 1x1, then a kind of 3D~gyroscopical rings is on (is that a cover to show some torus?! well, good trick! :)) rotates to show that in the middle there's a strange object with the form like a bunch of crystals. This scene is pretty fast considering the dimensions of the rings and that they are all texture mapped, phonged and in 1x1 pixel resolution. Here ends the first part.

The second part of the demo is introduced by a picture used to show the most interesting effect of the demo: In full transparency to the previous picture a 2D punched rotator in 2x2 moves around, to introduce three alpha channel planes of the same rotator also in 2x2 using a wonderful palette of colors, for sure in HAM8. Then a motion blurred starfield dances around, introduce another colourful effect. This time it's an enlightened tunnel voyage that ends in an ambient 3D~scene with a strange daisy with petals flying around. Also two columns, very ugly textured, are present, all in 1x1. Finally, on the last picture shown the classic end scrolltext starts.

This demo shows a very high level of coding, but also a not too exciting graphics concerning the 3D objects' textures. Instead the colourful punched 2D rotators makes the difference! The final scrolltext says that the music is a bit boring: Yes, it is! But it's also functional to introduce the effect changes, when the transitions between the effects aren't running too smooth. This means that the design could have been better. Who's perfect?

Conclusion: The way to perfection is long... but this is a very good start for Nature!

DareDevil

1.340 dELTA / Embassy

Name: dELTA

Group: Embassy

Year: 1998

Event: Assembly

Placing: 2 of 6

Size: 8.62 MB

Requirements: AGA, 2 MB chip-RAM, 8 MB fast-RAM, FPU, HD

Recommended: '060, Cybergraphics

Code: Sly, Humanoid

Graphic: Oakgrove, Humanoid, Neure

Music: Temen, Basscadet

Rating: ****--

+ Some good ideas, some original objects and very good 3D

- The color choice is not good, it's too slow

Comment: Embassy's guys makes me hungry! They are very, very talented, maybe they are capable to produce the greatest things ever! AND they release another demo that eat a lot of processor time (that means that it's slow if you haven't got at least an '060) and without other purpose than to show the power of their 3D engine. Why?! It's possible that no one in their group is capable to come up with a concrete idea to develop a demo around? Is it so difficult? I guess that there were no competition against a "monster" like

Relic

, but the good 3D engine, if used for

better purpose, could be the right rival against that monster!

I can't believe that design is not so good ONLY because the demo was developed in one week, as Embassy's guys says at end. If so, I will be very happy to see their next production with the right design. But this one is another lost chance. Of course this production could be proud of the good code with great effects (especially transparency and raycasting), but it's too slow and sometimes I've noticed problems with the texture perspective correction in a couple of scenes. Also, graphics and music are all of high quality. I must say that they tried to establish a kind of graphics style that I could define "industrial", using very pale colors and with tones like rust and dirty metal, as a logical link to the different 3D scenes, but it's not enough to call it "design".

The first things shown is a group of dark cubes, and on their sides there are the letters to spell the name Embassy. Then this changes to a good transparency effect that introduces a 3D space scene in which the Earth is covered by a transparent atmosphere and the moon sometimes comes out on its way around the Earth, and meanwhile credits are shown with a distorted fade effect that is very interesting. Afterwards a raycasting, scrolling message says: "Can you see the images of our mind?". At the end of this message we enter a 3D-scene with a very tall column that has a four star pointed base on top with a transparent glass dome that reflects light. Out of it burns a strange fire, while a spotlight fly around this structure. Then a very interesting effect is on: The camera moves around a~strange 3D object distorting a texture as if it's wrapping a rubber plain on its surfaces. This effect introduce a very good 3D Scene: A hangar with a monolith with three transparent cog-wheels rotating on it. There are also a clock and a monitor on the top of a portal. The screen of the monitor shows a recursive camera view. Next effect is composed of multilayers of a scrolling and rotating technical mess, while some distorted texts add more confusion to it. We enter a machine shop where a big light creates shadows over some pipes, while the camera is moving. The greetings-part with manes of greeted groups follows moving over a kind of plasma made

with some moving colorful layers. This is the worst effect in the demo. I think that a good old copper plasma would have been much better! So the last 3D-scene is on. In a new room there's a very strange metallic structure covering a drinking fountain, very fine. At end some pictures describes the effects seen and shows the final credits and some messages. An idea that differs from the classic final scrolltext.

Conclusion: A demo for fast processor, with an "industrial" cold soul.

DareDevil

Comment:

Seemingly from nowhere they came back in a real comeback of seldomly witnessed dimensions. After their first placed 'Bangcock' form the Motorola Inside in June, they spit out 'dELTA' at the Assembly hitting the second place. More than reason to honour (well) them with a wellminded review. To be honest, even if I was not wellminded towards I would have found little to argue about. First of all: The demo supports CyberGFX as indicated by the screen that gets opened in 8bit 320 X 240. Unfortunately I was not able to run it properly as the screencontents were messed up. Still, I wouldn't call it a mistake within the demo. Something which isn't so nice, however, is the fact that it seemingly doesn't run under 68030/50; about 68040/25 or 68040/40 we were ot able to get any information. The demo itself starts with an Embassy logo, which turns out to be printed on vectorcubes (well, at least on walls placed in zigzag) as when the camera moves around the objects, the letters of the logo get more and more replaced by the word "presents" painted in the same style. As the camera continous its turn around the otherwise black screen, the letters get laid transparently over eachothers until they start to move fastly towards the viewer and disappear. Then a Photoshop-fullscreen saying "dELTA" in greek letters on colorful bump background. The next effect, however, already breaks the norm. What they call to be made of "three primitive objects" is indeed the most impressive starfield I have ever seen and who has Graham's excellent universe from

Exit Planet Dust

still in mind knows that this is something really special. Then a raycaster illuminated from behind. To be exact it is a scrolltext with some introductory words being enlightened from its backside so that only through the shapes that the letters throw the text is to be read. Then a complex 3D cavern with light effects, particle fire on a pillaresque pedestal. Looks great, is Lightwave. The following effect is known to the PC for long, but I have never met it on Amiga so far: We see two objects, one in the front being some kind of lattice, the second one in the back a usual undefinable phong or so. The later tries to squeeze itself through the lattice so that this one gets deformed in the manner the phong moves. On top of this all an independent lightsource. That's what I call complex. Then we get confronted with yet another Lightwave scene with transparent cowheels in motion being fixed on a vertical standing marmorised plate. The scene reminds of a hangar and includes a mirror effect. A door on the backside of the hangar opens and we find the next effect. This is an interference fullscreen with flickering text, just look at it and you know what I mean. Not so important. Following is something which is highly fashionable these days a multilayered effect of two "blueprints" both (zoom-)rotating independently from each others white on black. This sequence includes blurred texts, schematics, rotatings, filtering, distorsion and text-cumulating. The next 3D-scene comes in realtime as indicated by the lower resolution, but it really is an eyecatcher. A

surreal undergroundworld filled with pipes in counterlight. Needless to say that the objects also cast shadows. Then the obligatory greetings part which comes as somekind of plasmablur with text laying over it. A final 3D-scene before the static endtext and description of the effects. A machine hall with a fountain in the middle including perspective dissonance and the two needed lightsources. This dark and gloomy release which is said to be made in just one week (hard to believe) comes with a fitting soundtrack that does underlay the show without playing it to the wall and features adequate graphics and astonishing abilities. Indeed it does not provide anything new, but might give a hint on how to optimise ideas. Technically seen it is the winner of the Assembly despite the surely brilliant Lightwave converter of the Nerve Axis crew - which plays the one from Embassy to the wall. on the other hand when realising the perfection of the display of the winning demo compared to the sometimes half-hearted presentation of "dELTA", it is not a real wonder that

Rise

won so clearly. Here it gets obvious: The trend is appearance, not importance. If this is a healthy trend or not - well, let's wait and see. So far I can only say that

Rise

is the demo that I show to non-Sceners, "dELTA" is the one I show to people who know what Scening originally meant.

Conclusion: A demo with many good qualities, but it still needs the final touch that makes the real difference.

RockDaZone/Endzeit

1.341 Jesus was a Demomaker / Ramses

Name: Jesus was a Demomaker

Group: Ramses

Year: 1998

Event: Euskal 6

Placing: 1 of 3

Size: 2.39 MB

Requirements: AGA, 2 MB chip-RAM, 8 MB fast-RAM, HD

Recommended: '040 or better processor

Code: Krabob, DDG

Graphic: Zaac, Lord, Kelson

Music: Traven, Next

Objects: Krabob

Rating: ****--

+ Good code, refined design

- A picture is incomplete.

Comment: Impressive title for a demo, this one! And the demo itself is very good too! These guys show to the entire Scene that design is one of

the most important things for demos. They are using music changes only when needed (and without abusing it!), while the transitions to the next effects are represented mostly by a simple but cool 2D twirling plasma-like distortion, a flash or a zooming screenshot. Something that is seen all the way through the demo is texts shown using an incredible effect of lines moving like in Tron game clones (maybe better know as worms, and that is not the Worms game from Team 17), and themes of church-wares and christian iconography. If this isn't design, then what is design?!

The demo begins with the twirl distortion that presents a Ramses logo. A couple of meta-like distortion plasma rings appear on the logo, when they get close enough to each other they grow together, shortly after they split up. After a twirl distortion and a fade a 3D-scene appears, inside a church. The camera moves around showing us some wonderful stained windows, while credits are shown and the "Tron-lines" is moving around here and there. Another fade, and a Jesus picture zooms towards you with a bit of motion blur, and the "Tron-lines" composes the title of the demo! Great effect! After that the title and the picture are zoomed out, a new 3D-scene appears. It's a room with a cubic altar surrounded by columns. A bump mapped and texture mapped chalice is flying around. A kind of "I'm very drunk"-effect is added to this scene, looks really cool (including motion blur and transparent plasma distortion)! Other objects are later present (a cube, a cross, a pentagonal ring and a chalice cover with a little cross on the top). This scene zooms out and here ends the first part of the demo.

The music changes and the second part is introduced by a picture (incomplete they says)~of a woman with Jesus' heart on her hands. This is a classic catholic picture, but with the Jesus face! Well, the picture is called "Virgin" (in the readme-text) so I don't think that there were blasphemic intentions, but it's a too strong image for my taste. Then the greetings-part is on. Another 3D-scene: A cave with a little mountain in it on which there are three crosses (like on Mt. Calvary) and a group of spotlights are moving in the direction of another cross build from rotating cubes with names of greeted groups on their sides. Another twirl distortion introduces a picture presenting the guy called Jesus laying down beneath a cross, while a little bump mapped Ramses logo appears on it and a lightsource is moving around above it. Another fade shows the "Mt. Calvary cave" distorted in "sinus mode". Then the altair scene appears again but this time seen through a "fisheye" lens, while the "Tron-lines" draws some casual symmetric lines on the screen. New distortion and the last effect comes up. A 3D-scene of a simple texture mapped room in which three gouraud shaded objects, a cross and two morphing stones, are flying and rotating. A scrolltext ends this demo. This production can be very proud of a good code, great graphics and great tunes in classic demo style. All effects are in 1x1 pixel resolution and are quite fast and smooth, but a fast '040 is recommended. They says in the readme-file that design isn't as good as they wanted it to be because of the deadline at the party. Well, I cannot help asking how it would have been, if they've had more time.

Conclusion: One of the coolest production available! A real "must have"!

DareDevil

Veto: This is a historical moment (20:18, 7/10-'98...), the moment the first veto ever in The Demo.Guide is interposed. And it almost agrees

with DareDevil...

Jesus was a demomaker is a good demo, but... Even though the routines are quite fast you still need quite a lot of CPU power due to the 1x1 resolution. The colors in the 3D-scenes are partly well chosen, but what I dislike is the chunky textures, some of them looks as if they were made from big blocks. This could have been avoided by choosing a more smooth palette I guess. And finally, even though the transitions are good it's almost the same transition used all the time, again and again. A little more variation here would have been preferred. But it is a very good demo!

Dreyer

1.342 No Sex! / Zenon

Name: No Sex!

Group: Zenon

Year: 1998

Event: Abduction

Placing: 2 of 8

Size: 4.30 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, FPU (?), HD

Recommended: '030/50Mhz or better processor

Note: Will not run on Dreyer's computer, not even with a clean boot!

Code: Tissi (?)

Graphic: Oma (?)

Music: Rasva (?)

Rating: ***---

+ Interesting experiments and fast effects

- Minimal graphics, lacks design, it's too short

Comment: At first a little preface: I can't give a clear judgement to this demo, because the Zenon guys show some words in Finnish in some parts and I'm not sure about their function. Well, Finnish isn't my strongest side! So I'm judging this demo mainly from a technical point of view, and the judgement about design is made WITHOUT taking care of the words. This demo is very good coded, runs in 2x2 pixel resolution, but hasn't many effects in it. Zenon seems to solve this problem making it rather short. But a sudden end is not a solution, but a signal of an impending deadline! However, a demo that starts with a water distortion of three pictures (the credits?) and continues by adding a transparency effect including two 2D raylight distortions to a water effect isn't something to forget easily! The following bunch of transparent and colored balls moving like a starfield and with motion blur is also valuable, especially when two 3D phong objects shaped as hearts also appear on the screen. Furthermore a picture is shown, zooming, when a bumpmap routine is on afterwards. Then there's the return of the transparent starfield of balls around a multi-pointed 3D phong star, and all this appear in a tunnel, and all with motion blur. Suddenly a bouncing breast (an animation or a 3D shaded object?) shows the title of the demo. That's all. Well, I can't avoid to notice that except for a repetition of the same

effect (the bunch of coloured balls) and the zoom of the picture showed previously, there aren't too many opportunities to catch a glimpse of design, except maybe for those text brushes shown during the demo (if only I could understand what they mean!). Also, the music is not the best techno tune ever heard. Only the good code and a bit of graphic save this demo from a worse judgement.

Conclusion: Good prefaces, but not the results that could be expected compared to the quality of the effects.

DareDevil

1.343 Pusherman / Tulou

Name: Pusherman
Group: Tulou

Year: 1998
Event: Remedy
Placing: 1 of 4!

Size: 3.77 MB
Requirements: AGA, 2 MB chip-RAM, 8 MB fast-RAM, HD
Recommended: '040/40Mhz, Cybervision

Code: Dr. Strangelove, Todi
Graphic: Joker
Music: Fossil

Rating: ***+--

+ A strange design with '70 years feel, Cybervision supported
- 3D routines could be improved, the design, slow routines mostly

Comment: I don't like psychedelic things and things related to the '70s, but I do like Bruce Lee movies, and this demo is inspired by both. This basic idea is very good as for example Melon. has demonstrated more than once, but Tulou's guys are not Melon.! So it seems as if during the development some of the original ideas was lost. The opening title screenshot, and especially the music with some cool guitar samples, re-creates the full feeling of Bruce Lee's movies. But when the first effect appears - you're flying amid some 3D textured rectangular columns that seems without end in 2x2 pixel resolution - the music changes... into jungle?! Hey! Where is that '70s feeling? It's lost, because the next effect is a texture mapped sky plasma-like thing, distorted, and a deformed voxelscape as seen through a fisheye lens. All these effects are in 2x2 pixel resolution seem to be a bit too slow on my '040. Then comes the most important effect: a 3D voyage into the holes of four pierced layers with bump mapped texture on them. Very slow indeed, but in 1x1 pixel resolution (looks great! - DRD). Finally, someone remembered the original idea, and, after a picture presenting a face that is shown for too long time, a simple animation consisting of very few frames, shows a karate guy moving. But at this point it's too late to recover that initial feeling. The final scrolltext with another jungle music ends the demo.

It isn't as good as it could be, if just Tulou had put a bit more work and time into it. But what puzzles me much more is how a demo with a so great lack of design has reached the first place?! Well, this is not the first episode of mis-judged demos, and it will not be the last.

Conclusion: Not a demo worthy of a first place, something was lost on the way for sure!

DareDevil

Comment:

Quite an uncommon sight to see Tulou winning a party. Uncommon as they - despite being quite active in the past - rather concentrated on fun-design (if I may put it that way) rather than on hitting style features. Well, may the Remedy in Solnahallen/Stockholm from the 11th to 14th June 1998 have been a start into something new for the group. In the end they managed to leave prominent groups like Nature and Mystic behind themselves which really gives one more good reason to have a close look on this "Pusherman" which indeed pushed its way to the top. Now what do we have here? After quite a long time of decrunching, some strange graphics pops up on the screen. On a light background black outlines of karate images enriched by some color dots announce what we are about to see, followed by the credits, which come up the same way, just that the names shake hectically. All of this alone takes around 30 seconds, which appears too timeconsuming on the second look, but due the quite uncommon design rises interest while the first viewing. The first "real" effect gives quite an impressive sight. We pass a field of huge shaded and textured bars and while our fly down their endless length, we cruise around one after another. From time to time the screen flashes hectically timed to the soundtrack by Fossil. This one looks definately smashing, although somehow - with an eye of the 3MB the whole demo swallows in length - I can not deny the feeling that this is not made in realtime. Yet this is just an unverifiable impact. The next effect is somekind of interference twirl running on a sky-like texture. As with this definition no one can actually make a picture of what I mean, something more descriptive: Imagine a common tunnel, but make it infinitivly deep so that you don't see a real middle apart from a darker point. Then widen the tunnel to such an extreme that actually the walls don't appear anymore tube-like but rather like a bended flat surface. On all of this you place a texture that indeed looks like a twisted sky and then you just rotate over that tunnel into all directions. This effects runs like the first on in a resolution of 2x2. If Modem/Darkage knows a better definition, he is invited to tell anyone I should stop doing reviews. (* Oops, pardon! *) Next up is a voxelspace featuring a textured sky which strongly reminds of the formerly described one. Maybe identical? Doesn't matter. The voxel indeed gives quite a speed on 68060/50 and although there is nothing specifically new to it, the movements and perspectives are quite interesting. Especially bouncing from the top directly onto the surface has something interesting. Then the indisputed highlight of the demo: A sequence of textured surfaces layered one behind another is shown with elliptical gaps which enable a look on the floors beneath. The viewer flies to and fro the different levels which are not bumpmapped although the textures on the first look evoke the feeling that they are. A surely nice one here in 1x1 resolution. Basically that is it for the demo. Every now and then some screens with karate images and anims pop up and enlarge the demo. One way to hide away the low number of "real" effects. In the end follows a vertical endscroller and that's it. The soundtrack basically is an oldstyle Jungle-breakbeat

adventure which fits the demo perfectly as it changes attitude with the style of the effects. Technically not very demanding it increases the enjoyability of the demo quite significantly. "Pusherman" features a dense design and surely scores mainly by its visual and audio input. Something I would rather call a design demo, especially as it works best on the first while the second placed demo by Nature convinces more on the long run for the effects, less for the design. In the end the demo with the better first impact wins and regarded from this angle, Tulou deserved their first place. Strange only that "Pusherman" is supposed to support the Cybergrafics library. Maybe it does but the advance it takes from it remains in the dark as wether one runs it under Cybergfx or plain AGA makes no difference - at least on my hardware.

Conclusion: A quite enjoyable demo!

RokDaZone/Endzeit

Inside Information: The attached file "Tlu-Pusherman.dat" is a classic Pong game (but it tends to hang when you try to exit... :(- DRD).

1.344 Terminal / The Experience

Name: Terminal
Group: The Experience

Year: 1998
Event: Remedy
Placing: 4 of 4

Size: 5.11 MB
Requirements: AGA, 2 MB chip-RAM, 8 MB fast-RAM, HD
Recommended: '030/50Mhz or better processor, 16 MB fast-RAM

Code: Axon
Graphic: Traksion, Mesh
Music: Epsilon, Traksion
Objects: Axon, Mesh
Design: Epsilon

Rating: ***---

+ Well coded, good raytraced animation
- Too common objects, average design

Comment: Despite the name of the group, this demo shows the "classic" lacks of experience that makes it suffer of "wannabe syndrome". This doesn't mean that it's a bad demo, only that there isn't any coherence between the effects and the music doesn't help at all. In few words: Lack of design! What a pity, because the code is good, and also the graphics and the music is okay. And also, there are a couple of good ideas. But this demo is a demo with many effects put in the wrong order. Let's start with an animation of a little logo that introduces a red tunnel. Out of it comes the title picture on a 3D layer. Next up is a very interesting credits part with bump mapped names of the authors. The names is divided in the middle by a green monochrome terminal screen while

some lines of assembly code scrolls over it when the coder name appears, a hex-print of an iff file when the graphicsians' names appear and a Protracker pattern for the musician's name. The first effect after the credits is an object, texture mapped like an old monitor (Commodore 1084) that flies while it shows some frames of a little raytraced animation (a starship in a gallery). The monitor flies away and a new effect appears. Some gouraud shaded classic objects (a torus and various kind of multi-pointed stars) rotates on their axis, alternating at the music's drum hits. When the drums end the last object, which is a multi-pointed star, morphs into a polygonal ball. This effect is in 2x2 pixel resolution. Then a rapid sequence of messages (of which I haven't understood the meaning!) appear on the screen and a texture mapped tunnel with many E-letters on. Now a rotating texture mapped cube comes out and a moving fore sight points at it. Next effect is a wallwrap covered with a sky texture (with clouds) moving together with a rectangular framed green glass 3D object with textures on its sides. Then a classic effect of bumpy 2D glass and a picture that introduce the greetings section appear. The greetings consists of four monitors rotating around a green phong object, in 1x1. Each screen shows some names of greeted groups. Afterwards a full raytraced animation of a spaceship flying above a railway in a tunnel, but this time in 2x2 pixel resolution. The next effect is a joke: Some messages present the first triangular texture mapped object, with gouraud shading, phong, anti-aliasing, mip-mapping, etc., but it shows to be a common wireframed cube... Shortly after another message says: "Ok, we lied!"... Another effect is a phong star object moving on a "exp" logo. Then a gouraud landscape and five conic objects is on begin rotation on the screen, which is followed by a very impressive effect. Some wireframe objects of a DNA~chains, a ball, a torus and an unidentifiable object moving alternately on screen, and the junction points are enlightened like spots, so when they moves on the Z-coordinate the lights sum their intensity in a shade bob effect. Very well coded. The last effect is a 3D~object of an "exp" logo rotating while the names of the authors appear, transparent. Then the final... no! there isn't the final scroll text, but a sequence of fading texts while a piece of multi-channel music (the best of this production) plays in the background. It's evident how a great bunch of effect like this needs of a good link to be valuable, but this link is missing (so that is the missing link? - DRD)! And it's a big drawback for this demo.

Conclusion: Potentially could be much better.

DareDevil

1.345 Unauthorized Lands / Nah-Kolor

Name: Unauthorized Lands

Group: Nah-Kolor

Year: 1998

Event: Abduction

Placing: 3 of 8

Size: 4.48 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Recommended: '030/50Mhz or better processor

Code: Hedgehog, Metal Designer, Scout (C2P routines)

Graphic: Amiflash, Fra, Stile9, Unreal

Music: Estrayk

Design: Magic, Case

Rating: ***+--

+ A great HAM8 voxelscape, very good pictures, funny tone of some parts
 - Not many objects and not very original, the design isn't great

Comment: If you don't know the background of this demo, most of its point is lost. But who in the Amiga world doesn't know the TBL productions like

Darkside

and

Tint

? Very few people indeed! But therefore this

Nah-Kolor madness is very welcome. It's impossible to stop a smile when you see the Nah-Kolor logo on which the water trace begins to move with some

Darkside's

sound-a-like tune! And the high quality pictures shown through the demo grant a good graphical impact of it all.

Of course there are also other "serious" effects, such as a tunnel with bump mapped textures with transparent credits scrolling down its sides, the title picture that allows you to see a short glimpse of a couple of faces before it disappears and especially a wonderful and colorful voxelscape in HAM8 with a transparent shaded object moving in front of it when it stops. These are evidences of good code. The greetings part is made using a big picture that scrolls up and down that reminds me of another similar effect in Rebel's

Switchback

, and the greetings part

continues on a strange texture mapped object composed like a wireframe cube with cubes at the vertex, conjuncted from rectangular pipes. A little motion blur trail is also visible. But the biggest smile appears on your face when you'll see the big fish of TBL's

Tint

(a 3D object

with bump mapped texture and motion blur) moving around in front of a good 2D twirling distortion background. Then the final picture ends the show.

The music is a good techno module by Estrayk, but really not the best tune from this spanish musician. However fits the demo well enough.

You can see that this demo isn't the most original demo ever, but its comic verve is funny, and I guess that the real intention for the Nah-Kolor guys is to have fun!

DareDevil

Comment:

After an inspirational break, the italian Nah-kolored around Metal Designer are back with yet another attempt to crash through barriers at a party. This time with a demo which a prominent member of Nah-kolor claimed to be Arte2 in the forefield. Something that would set new standards. Naturally this raises expectations and can therefore be dangerous for a productions reputation. Well, we are curious if this mate was right and if

we really might have a trendsetter here.

The demo itself starts with a small Nah-kolor logo on black ground in hi-res interlaced, which changes to 2X2 resolution, when a watereffects runs over the logo. Always a beauty and also the speed is high, but nothing new here.

Then a rendered fullscreen picture of a spaceship flying through a gate saying "The Truth is out There" in some futurist urban surroundings.

Nicely done with a load of details by Amiflash.

On our hunt for the promised sensations we get stucked in our enthusiasm. A tunnel is shown with a texture. So far this would only be boring, but why the hell is it so slow? Actually on a 68060, the whole tunnel almost doesn't move at all. There is reason to believe that on lower machines, the speed might be reasonable but somehow this is strange. Still then the effect uncovers something interesting indeed - although I can't say if there had been demos with a similar effect. A scroller appears darkened-transparently on the texture, fitting in perspective and movement to the bending of the tunnel. Additionally lighteffects run timed to the music over the walls. A nice display and the scroller which features the credits runs faster than the tunnel itself so that there is a contrast in the movement, which increases the positive impact. Again: This could be different on 68030.

Then my favourite: Although "only" a fullscreen by Unreal is displayed next, the in and out fading of it is lovely. How to describe it? Imagine a black screen and then parts of the screen are faded to transparency and reveal the picture behind it. I said parts, because the parts which stay longer onscreen in fact give another image for a short time: Three faces (children or women I am not sure) are visible for the friction of a second. The same happens as negative with the outfading of the picture, when the transparency turns into a black screen back again. Why, however, they also state in that fading effect that "Rio/Eleven 11 is gay" remains their secret. Hopefully some kind of friendly teasing.

Something that seemingly is not to be laid to rest are voxelspaces and also in this demo we have another one. Speciality here: A strongly coloured texture moves with the mountains and valleys and also the perspective is a little unconventional, which gives a good impression. Yet in the end it's a voxelspace and there is nothing more to add about it.

When a transparent object in the form of a monolith starts moving of the voxelspace, the later one is freezed in his moment which somehow disturbs the scene. To see them both moving would have been something more appealing. In this way it simply is an transparent object.

Then follows a two-screened background picture once again by Unreal which scrolls vertically while the greets are displayed in the foreground, followed by another real nicely composed fullscreen picture by Stile9. Some further greetings are shown while a cubic object, consisting of pillars connected by cubes at the edges runs over the screen for a short time.

Then the last effect already comes in. Another object, this time in shape of a fish dances around playfully in the water, which is represented by a twirl in blue and white in the background. Much like the other objects, also the fish features motion blur.

The final picture by Unreal is shown as extrodution and comes in the known and expected Unreal quality.

The music fits the release and is timed to the ongoing onscreen. It gives the needed atmosphere and remains in the background, which really is what a demotune is supposed to do. Only odd here is with a load of Prodigy samples, taken from their 1997 "The Fat of the Land" album the score partly sounds like a medley, only that it is enriched by Discoparts.

A short and compact demo which doesn't wait so long with displaying its effects that it ever could get boring. It indeed has some interesting details which increase the overall impression and no doubt we have seen a release here which fullfills all common demands and that also convinces. What we have not gained however is the promised trendsetter. No "Arte2", rather an "Episode2" as it clearly follows the style of their demo released at the Gravity'97, although the people behind that demo were not the same.

Conclusion: Recommended to run after some TBL productions!

RockDaZone/Endzeit

Inside Information: The picture that appears when the title picture disappears shows the faces (from left to right) of Psycho/Figa Production, Rio/Elven Eleven and Metal Designer.

1.346 Aphrodisiae / Haujobb

Name: Aphrodisiae

Group: Haujobb

Year: 1998

Event: Symposium-Mekka

Placing: 1 of 13

Size: 1.74 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Recommended: '030/50Mhz

Code: Darken

Graphic: JCS, Kidlove

Music: Muffler

Design: Owl

Rating: ****--

+ very good code, good touched images, adrenalinic tune

- Ordinary 3D objects, functional design

Comment: Aphrodisiae seems to be a derivation of the word "Aphrodisiac" that is something caused by sexual excitement, but I really didn't find anything "sexual exciting" in this demo. So I guess that the real meaning of the title is a synonym for beauty. The beauty is some sparkling stars dancing on the title picture, in colors mixed in a twirled distortion, in images of female photos elaborated with special effects. It is in a 3D-scene with a gourad shaded Haujobb logo dancing towards six monoliths, in an adrenalinic (that's their intention, indeed it's a bit slow) tunnel voyage amid protruding points. It is especially in a 3D mountain flower opening its petals, while sparkling stars exits from the bud and begin to dance around the flower like fireflies. It is in some incredible twisting and distorting textures in 2D. It is a bit less in a 3D ring with four pyramids around it and a phong cube morphing into a pointed star, while the same kind sparkling stars as

with the flower are running around this object. It is in the 2D bump mapped glass background presenting a little obscure comment: "A healthy mind is one free of pressure. A healthy mind is one at ease!". And it is on the final picture with the endscroller scrolling in front of it. It's a show of electronic beauty, but it is so beautiful after all? I cannot answer this question, but it sure is a fine demo, and it's one of the very few examples where the music changes very well according to the effect changes. This is the result of good coding with and an amazing techno style tune. A very good piece of work.

Conclusion: A very good demonstration of solid work. Recommended!

DareDevil

1.347 Desert Dream / Kefrens

Name: Desert Dream

Group: Kefrens

Year: 1993

Event: The Gathering

Placing: 1 of 6

Size: 0.63 MB

Requirements: OCS/ECS, 1 MB RAM, needs a patch to install on HD

Code: Laxity, Zeus, Vention

Graphic: R.W.O., Airwalk, Blizzart, Laxity

Music: Laxity, Dice

Design: Laxity, Zeus, Airwalk

Rating: ****--

+ Great design and atmosphere, good music

- It's an old glory demo from back then (but is that bad!? - DRD)

Comment: Space. You see Earth as a big blue ball and a little alien spaceship is entering the atmosphere. Zooming into Earth you reach Cairo, Egypt. In the desert there are three famous pyramids: Cheops, Mikerinos and Kefrens. An alien spaceship arrives, flying in front of Kefrens pyramid. It's ready to launch its menacing weapon: A melon! Will that glorius pyramid receive a so hard insult without replying? No! So two cannon appear from a secret port on the pyramid's surface and shoot two missiles against the spaceship. The aliens try to escape, but the missiles inexorable hits their target and in a flash the aliens are gone. This is the most famous and funny intro of a demo ever seen, all of it is flat shaded 3D vectors. It is also a joke (or a war declaration?!) to Melon Design! Now the real demo starts: A very cool disco tune introduces the Desert Dream logo rotating in fake 3D to the rhythm of the music. A 3D bouncing scrolltext welcomes us to this Kefrens production. Then a classic 3D shaded cube is shown, it's composed of 10.000 little zooming dots. Laxity loves to compose mathematical 3D~dots structures dancing on screen and the music seems to adapt itself to this dance, changing when new effects start, for example a 3D vector tunnel or some classic, big, colored balls that dance and rotates on the screen, flat shaded, and with

transparency effects. The balls morph into a circular picture that morphs itself into a disk saw-blade that seems to hit and break the screen! And a fitting noise, very well synchronised, enhance this great effect. Another music change, another effect: A dancing vector ball moves to the rhythm of the music. Now the first part of the demo ends.

The second part starts with a new piece of music and a scrolling text with a strange bitmap font that seems to be in 3D because some parts of the characters is enlightened or darkened according to the position of a little lightsource. Then some colorful bitmap copper bars dance on screen, followed by a 4800 dots starfield in 2 bitplanes. When reduced to 1200 dots, something interesting is shown: A 3D flatshaded cube with copperbars on it. The music changes again and two big textured 3D balls jumps around on the screen. Then a dots circular tunnel introduces a little rotozooming picture with darken reflex on the bottom and 4250 dots floating in sine curves. After a deformed sine-copper chess-board base the end of this demo with the classic final scrolltext is reach.

In the hidden part you find some dancing 2D vectorlines with a little blur tail and greetings and addresses of some Kefrens members on a deformed sine chess-board base similar to the last effect of the demo. Code, graphics and music are very good, but firstly Desert Dream (as Sanity's

Arte

) is a masterpiece of old school design. This demo has very old effects, 32 color graphics and shows only 3D cubes or dots dance, but everything flows and is timed well, it's very well coordinated (the music changes helps very much!). This demo shows that also a simple A500 demo is capable to teach something to the late '90s lifeless productions without being memory- and processor-hungry.

Conclusion: A great demo lessons from old school. Watch it and learn.

Inside Information: This was Kefrens's last OCS/ECS production.

The hidden part is found booting from 2nd disk. When a black screen appears you have to press both mouse buttons and the joystick button.

The three pyramids are the only "Wonders of the World" that are still standing, all others have been destroyed by wars, earthquakes and the like. They are located at the Gizeh plain near Cairo, Egypt, and build about 4000 years ago (measured from year 2000) during the 4th dynasty. How they were build is still a mystery, however, the most common theory is that about 100000 slaves (some say workers) placed the big blocks of stone to build the huge tombs (that's whats pyramids are made for is the common opinion, but I guess Kefrens among others has another theory...). Today the pyramid's conditions are pretty bad due to age, pollution and tourism.

(Source: Basic - Emneleksikon (published by "12 Bøger"))

(Pyramid info: Dreyer)

DareDevil

1.348 Visible World / Mawi & Venus Art

Name: Visible World
Group: Mawi & Venus Art

Year: 1998
Event: Rush Hours 2
Placing: 2 of 4

Size: 3.90 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD, AHI, XPK library
Recommended: '030/50Mhz or better processor

Code: BJSebo, Noe
Graphic: Zoltan, Jacko, Azzaro
Music: Dave/Haujobb
Design: Azzaro

Rating: ***---

+ Incredible raytraced pictures, good design, multitasking
- It's a slideshow with effects - not a real demo

Comment: This one is a strange product! I can't say if it is a slideshow with a demo base or a demo with a slideshow incorporated. The only clear thing is that Zoltan's raytraced pictures are great with a fantastic use of all features of Maxon Cinema. And around this production pictures was developed for this "slidemoshow" (it's an ugly name, but I really don't know how to call this strange thing!). The most interesting thng about it is that the design is really accurate: Azzaro wrote some poetic words in style to introduce and to follow you in every picture, like in a voyage in Zoltan's art. But with words only this slideshow would be very poor... So in the background you can see a very interesting tunnel with a rippled texture and some flying lights, a classic 2D-background rotation, and some phong and env-mapped flying 3D~objects surrounded by lensflares and light reflections, such as a five-pointed star, some cog-wheels, a strange extruded thing with four rounded points, another one like a tri-pointed shuriken pierced in its center and finally the two Mawi and Venus Art words. Thank to the Visual Art 3D library all this is possible, a bit too slow, but possible, and in full multitasking! Only the music, a trance tune with underground sonority, is a bit below expectations and sometimes it's also a bit boring. Textures are only functional, but of course the real star of this slideshow is Zoltan! After all it's not only a show of good graphics, but a wonderful voyage into one's imagination with a good touch of Sci-Fi. I won't describe the pictures - they really need to be seen by yourself.

Conclusion: It's an original way to developpe a slideshows and it's an interesting experiment, but it's not a real demo.

DareDevil

1.349 Synergy / Sector 7

Name: Synergy

Group: Sector 7

Year: 1997

Event: Siliconvention

Placing: 1 of 1

Size: 2.57 MB

Requirements: '030/50Mhz, AGA, 2 MB chip-RAM, 6 MB fast-RAM

Recommended: '030/50MHz, cache databurst disabled

Code: NoName

Graphic: JCS

Music: Marc

Design: NoName, JCS

Rating: ***---

+ Some good raytraced animations that seems to be 3D effects...

- ... but all are in 2x2, some lacks in design

Comment: The first time I saw this demo I thought it had the fastest 3D-engine with blur I've ever seen. However, it isn't: Using some raytraced animations with a realtime blur effect, and with the right colors, they reproduce some classic 3D effects faster than using a real 3D engine, it's still in 2x2 resolution, though. That's probably a great idea, because using a good design, it could be possible to create great effects and, of course, a great production. Well, this demo tries to do it, but I think that a bit more accurate design would produce a better result. I'm explaining: The intro part is an animation of a voyage into a temple with a light in the center and lens flares reflections, then we reach a group of phong toruses, exploding. A good preface. After the title pictures (with a good "presents" animation), another anim of some torus and five pointed stars objects moving on screen with high persistence and blur effects is on. There's a kind of logical link to the previous effect. That's good. Now, why the next effects are all introduced only by the music changes (a good dance tune) and nothing else? Maybe because a plain bump mapping and a plain ripple twisted bump map does not contain a torus?! This is a lack in the design. Next effects shown are a tunnel (I'm not sure, but also this seems to be an animation with that blur effect) and a nice true colour picture in interlaced-mode. Then there are some very interesting variants of the classic bump map effect: The first is a chain object of "glass" used to deform the scrolling background picture. The second, coming after the credits picture, is an animated Amiga word bumpmap on the same background picture, but this effect is in 2x2 resolution. This effect is very interesting because it seems as if a water surface logo is coming out of screen! It's probably the best effect in the demo, except for the 2x2 resolution. Then another animation of some submarines (or spacecrafts?) appears. They are floating on an azure depth, but is too blurred (and in 2x2 resolution) to be clear. Another piece of music is on and the final scrolling titles appear on a deformed glass background (of course it's bumpmap), a scrolling picture of a bikini girl. That's the end.

Conclusion: Some interesting effects make this demo worth to have a look at, or two.

DareDevil

1.350 Rise / Mellow Chips of TRSi

Name: Rise

Group: Mellow Chips of TRSi

Year: 1998

Event: The Gathering

Placing: 1 of 10

Size: 5.39 MB

Requirements: AGA, 2 MB chip-RAM, 8 MB fast-RAM, HD

Recommended: '030/50Mhz or better processor

Code: Aivo

Graphic: ReWired, Asa

Music: Kalsu/Artificial People

Objects: Ola, Lich, Tequila, Aivo

Design: Mellow Chips

Rating: *****-

+ A great production in code, graphics, music, a new horizon in design

- Code could be improved a bit to use 1x1 pixel graphics

Comment: Like a dream... A beautiful girl, Jane, in a yellow bikini walk towards you in a dark tunnel. Then stops behind the entrance of a cave hidden behind a waterfall. The camera flies around her wonderful body and she's ready to jump into the waterfall, a big jump in a kind of little paradise with great and colourful flowers and a temple with a big portal. Another scene: Under the water in a dark and obscure room a trap-door opens and an octopus exits.

Jane has just entered the temple and she's looking around: Big windows show a blue sky and green trees, and in the last room there's an altar for the goddess (the mother goddess?) with two templars standing next to it and a stained glass ceiling. Jane goes to the altar and she's ready to rise in a cone of blue light with an explosion of colorful spots.

This girl can't be reached by the evil forces and the snake can only wait for another victim, but not this one!

Yeah! Finally a demo which can define a new standard in design!

All in this demo is made keeping in mind a storyboard. And also if some things in the demo are not completely clear (for example what does the octopuss represent? ;-)) and the effects are nothing new, you don't mind! You are watching a brief story with a concrete sense! That's what I call "Design"!

The 3D engine is the same as in other productions such as

Divine
and

Dim

, maybe a bit improved, but with the same 2x2 pixels graphics and ←
the

same persistence effect. Interesting, but in some parts such as the paradise, the persistence effect is a bit annoying. Without this effect

there might be more CPU time for a 1x1 pixel resolution!
The 3D-objects are really incredible and the Jane gait remember Lara Croft (but Jane is more sexy! ;-)) Worth noticing is also the title part with sparkling stars joining in the word "presents" and a laser beam writing the word "Rise" on a marble plate amid sparks and lens flares, very impressive!

The 2D pictures are very good and technically valuable. Of course also the rendered title picture are great with a wise use of translucency and colours. Musics are not only functional, but very atmospherical and gives the right emphasis to the various scenes.

Conclusion: A must for your collection!

DareDevil

Inside Information: This demo is the first "3D-only" demo for Amiga. It's a genre that is wellknown on PeeCees, and also known to be quite boring in the long run, and that run is something quite short...

However, luckily Rise is not an example of a boring demo. On the contrary!

Dreyer

1.351 Nostalgica / Nukleus

Name: Nostalgica

Group: Nukleus

Year: 1998

Event: The Gathering

Placing: 3 of 10

Size: 0.33 MB

Requirements: ECS, 2 MB chip-RAM, 1 MB fast-RAM

Code: Balder

Graphic: Browallia

Music: dIS

Rating: *-----

+ Maybe there's a bit of design (very little)

- All!

Comment: What do you could expect from a demo with this title? Maybe a demo with old effects, in old skool style? Maybe something with good, old copper bars? Nothing of all this is in the demo!

In my opinion this demo was spread as something with kind of a style, but it hasn't! Yes, I could say that there's a bit of design, and I could say that the graphics have a proper style, very "naive" (it's a question of point of view!), but please don't tell me that this demo is something comparable to today's standards! I cannot believe that this demo has gained the 3rd place at The Gathering 98!!!

The music is not acceptable, but the most terrible thing in this production is the coding, without any kind of VBlank refresh test in the 3D-section. The only merit of this demo is to be ECS compatible.

What a pity that, on my 68040, it didn't want to start until I disabled the VBR in fast-RAM, and what a pity that there are no notes of this problem in the readme-text (I really don't want to annoy you with how I discovered this trick!).

Let's speak of the "wonderful" effects of this demo: After an intro picture in hires interlace, a couple of 3D pixel objects, to be precise a pair of eyeglasses and a male symbol, rotate on the screen, followed by a gouraud shaded (?) 3D object representing a coke bottle and a torus with changing color palette. Then the "nostalgic" part begins: It's a comparison of some things from the past and today's equivalents, proposed as 8 color brushes (Wow! Is it in dual-playfield? No, it isn't!) moving in each side of the screen. The objects are an abacus and a scientific calculator, some prehistorical graffiti and a page of an exercise-book, a drum and a hifi-system, some heavy socks and a Nike shoe, some huts and a skyscraper, a meridian and a digital watch, some letters and an e-mail symbol "@". Afterwards is the presentation of their 4K intro, a Pacman running on the screen, and after that an ECS picture in full 32 colors (the only interesting thing in the whole demo). Afterwards the greetings appear and then it's the end of the demo.

Ah! Now it all becomes clear! Now I understand: This entire demo is kind of a joke reserved to someone (maybe one of the organizer at the party?). It's the only reasonable explanation I could find to justify why a "thing" like this gained that 3rd place.

Conclusion: Can we call this crap a demo? Avoid it!

DareDevil

1.352 Nebula / Dual Crew Shining

Name: Nebula

Group: Dual Crew Shining

Year: 1998

Event: The Gathering

Placing: 2 of 10

Size: 5.15 MB

Requirements: AGA, 2 MB chip-RAM, 8 MB fast-RAM, HD

Recommended: '030/50Mhz or better processor

Code: Shape

Graphic: Adam, Shape, Illusion

Music: Tweek, Muffler/Haujobb

Objects: Adam, Shape

Design: Adam, Shape

Rating: ***+--

+ Very fast 3D~engine, very good intro part

- Some minor annoyance in code, design a bit lacking

Comment: Interesting demo! Good idea to show the intro part as titles of a 50's Sci-Fi TV series! But after this funny intro, the other effects are just variations of some common ideas. There's a good use of textures and

lights, but the code is not perfect. I had some problems with fragmented memory running this demo, and I would be very happy to be advised about this bug in the readme text, if someone did remember to write a note! Of course, this is not a big problem: A simple boot without startup-sequence is the right solution (but irritating - DRD). The real problem is a bit lack of design. When you see such a great intro with a so interesting name, don't you expect something with the same theme later in the demo? Well, I don't think that the flying 3D-plants, 3D-scenes and a flower with a bunch of stars exiting from its petals are linked to the Sci-Fi theme! With the right background it could be considered as alien plants, but there's no background! Maybe the tunnel with the bump mapped texture, with one enlightened outline, another dark, with some pulsating stars moving in helix path could be considered a more fitting effect for the purpose. Instead there's a very cool b/w picture of a man in whom's eyeglasses are two tunnels! Also the "teletransport" 3D-scene of a transparent object that moves from one teleporter to the other with many little lightballs here and there is a very "Star Trek"-like effect. This effect is nothing screaming, but is an interesting idea! Very well coded and original is the greetings part: A deformed, twisted texture on which fade the names of greeted groups. The twisting bump mapped tunnel voyage with a textured object flying in it is a common effect (in 2x2 resolution), but it's very fast. Final effect: Another 3D plant scene with a star object with some lights in its core is rotating with a reflex on the bottom, like a water surface. When the lights explodes from the core of the object the final scolltext starts. Some notes about the music: The intro tune is very cool, even though, it's only a simple digitizing of a 50's TV series tune, but this music emphasizes the 50's atmosphere of the intro. On the other hand the demo tune and the final tune are a bit under the usual standard, but fits the demo very well because they are well synchronized with the effects changes.

Conclusion: A very good intro part, and a demo with a good style.
Have a look!

DareDevil

1.353 Napalm / Floppy

Name: Napalm
Group: Floppy

Year: 1998
Event: Rush Hours 2
Placing: 1 of 4

Size: 3.36 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD
Recommended: '040/25Mhz or better

Code: Zig, Rzyg
Graphic: Fame, Def
Music: X-ceed/Appendix
Objects: Yasi

Rating: ****--

- + All in 18 bit true-color, very good design
- 2x2 pixel resolution

Comment: Great demo! It's like a punch in your stomach, both from a technical point of view and concerning the style! The first thing you can see is the Floppy logo on a rotating circular 2D figure, followed by some tunnels, circular and a four-leaved flower shaped. On these effects some zooming words describes some thoughts of a soldier in Vietnam. Then another 2D effect, a sort of distorted interference is on. When this effect is running there's a little flashback with two transparent 3D-scenes mixed together, and when the 2D effect ends these scenes are shown clearly. The first one is a strange object composed of four columns with a base on a cylinder and a ball (?) on the other side, the second is a pierced cube with some strange objects like long leaves from a tropical plant. Both these scenes are shown alternately with a heavy persistence effect. Afterwards another 2D effect, a distorted and moving bumped out flower, introduce another 3D scene. This one is composed of some columns and a ball, alternating the textured scene with wireframes. On this one some other words (other thoughts) are zooming. The last 3D scene reveals the real shock of this lost mind: A moving swing (infancy) and a guillotine with a moving blade (death). Then the title of this demo (on a background of blurred raylight) show what caused this nightmare: Napalm.

Well, this demo has a great style! But what about technical aspects? Also great! Let's see...

ALL effects are in HAM8 18 bit true-color, but using a 2x2 pixel resolution, sometimes it's even too heavy for my 68040/25. Of course it isn't a great problem (maybe only some 68030 owners will not be very happy). Two logos by Fame are very nice, and also the 3D-scenes with objects and textures in HAM8 are very impressive. And the module is of a high quality with a great drum sequence and a techno style that fits the demo well.

But the real force of this production is a good design: The effect changes are very well synchronized to the music. It's a demo with hard messages transmitted with music, with words and with objects. A very fine piece of work! This time the Floppy's guys hit the target very well!

Conclusion: You must see this shocking production!

DareDevil

1.354 Bangkok / Embassy

Name: Bangkok
Group: Embassy

Year: 1998
Event: Motorola Inside 2
Placing: 1 of 8

Size: 1.04 MB
Requirements: AGA, 2 MB chip-RAM, 8 MB fast-RAM, FPU, HD
Recommended: '060, Cybergraphics

Code: Humanoid, Sly
Graphic: Humanoid, Temen
Music: Temen

Rating: ***+--

- + Some new ideas, good graphics
- A big lack in design, it's too slow on processors lesser than 68060

Comment: Very difficult to judge a demo like this! This demo is explicitly developed to run on '060 and has some of the most interesting effects that I've ever seen, all in 1x1 pixel resolution. On the other hand so powerful effects is very slow, also on fast processors as my '040, and, the biggest lack in my opinion, it's a simple show of incredible effects without soul and design. For this reason it will probably fall into oblivion. What a pity! Because this demo shows its high quality code right from the start with an impressive bilateral distortion of the Embassy logo, then continues with a fisheye lens 2D distortion of a background on which a transparent 3D sponge moves around! The next effect is a very fine texture mapped vector landscape with a bit of phong, but very slow. Then the title logo follows, very well distorted. The next effect is a big 3D object, textured, and full of spot lights rotating on its axis, while a picture presenting a woman scrolls in the background. When the full picture is on the screen it disappears and a new object, a morphing sponge, is on together with another lady picture. Then a group of strange symbols overlaps this scene, changing randomly. Afterwards there's a new scene. The same big object as seen previously, but this time phong and env-mapped, rotates in front of two 3D textured planes amid a group of flying spot lights. Then it's time for greetings that appears scrolling up on a background that shows an incredible 2D distortion of rotating textures. The music changes and a new effect comes up. This is an undefinable phong object (the internal section of a torus?) moving very slowly in the background while a picture moves in the foreground. Now we are ready to follow a deformed 3D torus in its fast fly into a texture mapped vector tunnel. The last effect is simply wonderful: The strange big object returns, now transparent, while stretching a full screen texture in the foreground with a cool effect of surface tension on the object border. Very impressive, but also very slow! The demo ends with a big Embassy logo on a 2D texture, distorted.

Thr code is great, but slow. Graphics is okay, but with a choice of colors that is sometimes monotone. Music is a strange techno piece with some good parts and some parts that are less good, but it's functional to support a few of the visual changes.

Why did Embassy's guys develop a so incredible masterpiece of code only to show that they are capable to do that and nothing else? They lost a good opportunity to do a great demo!

Conclusion: Design problems are common and this will be something to take care of for the next Embassy demo!

DareDevil

1.355 Everything Dies PPC / Venus Art

Name: Everything Dies PPC
Group: Venus Art

Year: 1998
Event: Rush Hours 2
Placing: Not in competition

Size: 7.27 MB
Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD, AHI, PPC Processor
Tested using the 2nd PPC patch
Recommended: '060 (for 680x0 processor) or PPC processors, Cybergraphics

Code: Noe, BJSebo
Graphic: Madd, Neuromancer
Music: Wierza
Objects: Zack, Calf, At0m
Design: Venus Art

Rating: ***+--

+ Fast with PowerPC, some good textures, support for AHI and Cybergraphics
- Too slow on 680x0, lacks design

Comment: This is the first PPC demo ever released and I think that it's a good demonstration of the real power of PPC. I don't want to offend no one, but I must say that Virtua Art 3D's routines aren't really fast compared to other non-Venus Art's productions.

I presume that the reason is because these aren't written in assembler, but in C with the whole demo running in full multitasking.

Of course, this disadvantage on 680x0 that constrict to use a very fast processor (possibly faster than 68060!) to obtain the right speed.

A PPC processor is a great advantage! C sources are easily portable without too many changes and, to tell you the truth, it's a BIG~pleasure to run something showing its real power on a PowerPC, especially if compared to 680x0!

About the demo: It's an average production with the common lack in design, as seen in too many demos, that is to use music changes as link between effects that are completely different from concept and theme.

After the classic Venus Art logo with the Venus marble bust, some 3D ~letters enter the screen composing the title of the demo. Then a big ball with bump mapped texture and some horns fluctuates on the screen. The following object is an env-mapped star covered with some transparent 3D layers in that breaks off to reveal metallic reflection on the star's surfaces. Then four env-textured gears flies around while rotating on themself.

The next effect is very impressive:~A helicopter full of lights and lens flares reflections is flying among some skyscrapers (very ugly textures though). The flight ends under a bridge on a river. After a nice picture there's a little Quake-inspired scene: A girl with a big gun is running on a bridge and stand before three crucified human shapes and a big horned devil. Another picture and a wonderful scene appear: A kind of aquarium with tropical fish with very good textures. Then another picture is shown and another scene: A bee is flying among light reflexes, it lands on a cheese (?) object on a table. The camera rotate, and, on the same table, a spider is walking towards the cheese. Last effect: A strange 3D object breaks a transparent layer to reveal its dance on the screen while some words appear to conclude this demo.

Some of the objects in the demo are very original and with fantastic textures (like the tropical fish), others are common (the star) or recycled (the spider is the same as in Quagmire, a Venus Art intro). The pictures are okay. The music is a good demo style module with a touch of techno.

Worth mentioning is that this demo also runs with Cybergraphics and uses AHI for music. There's only one disadvantage: This demo crashes if running on a interlaced AGA screen! If it worked it would be an incredible demonstration of power for a PPC board!

Conclusion: If you have a PPC board you must have it! But not recommended for 680x0.

DareDevil

1.356 Extra Life / Abyss

Name: Extra Life

Group: Abyss

Year: 1998

Event: Symposium-Mekka 98

Placing: 2 of 13

Size: 2.67 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Recommended: '030/50Mhz

Code: Spin

Graphic: Cyclone

Music: Muffler/Haujobb, Bay Tremore/Haujobb

Design: Spin, Cyclone

Rating: ****--

+ good code, a very original graphic style

- some little lacks in design

Comment: Nice demo indeed! The effects are quite common, but the way they are coded is visibly different than most other demos. Also, there's a secret part, but I wasn't able to find it. The graphic style by Cyclone is very interesting and different and the music is of high quality, however, it sounds to me as if some sounds in the second tune that are a bit too distorted. The only lacking thing is design, especially in the second part of the demo. But the real lack is the usual habit of many coders (and Spin it's not an exception), that is to link non-correlated effects together, where only with music changes save the transition.

The demo is very clean with a Workbench requester to advice you that all multitasking will be suspended and with a gadget to enter the secret part (it's a joke!). When you start it the Abyss title introduces a twisting tunnel composed by a lot of circle-shaped bobs overlapping each other to form what could look a bit like textures. This effect has a technique very similar to an effect seen in second part of Dr. Skull's

Psychedelic

.

That one had an X and Y movement, this one is also moving in Z. Afterwards four balls deforming a texture by moving around above it (or in it?). That's followed by another tunnel with a very strange texture effect: Seems as if a big circular bob is floating on the screen in which every pixel defines luminosity. The applied texture rotates in classic tunnel mode. Looks quite a lot like plasma. This is the end of the first part. The second part is introduced by a very cool picture, after that credits are shown and another tunnel appears made with circle-shaped bobs, but this time it's build from four spirals. Afterwards four rotating points dance in the same mode as seen before with the balls. The next effect is a vertical rubbish rotator with light moving on it all in 1x2 pixel resolution and the last effect is a 2D~rippling wave. All effects, except for the rubbish rotator are in 2x2 pixel resolution. At the end the final scrolltext is presented on a background with a simple but nice interference effect.

Conclusion: A nice demo worthy of a look or two

Inside Information:

There's a secret part to discover!

At Symposium the organizers that showed the demo was very eager to choose the "I hate Abyss"-gadget found in the demo's start up menu. Finally they chose not too...

DareDevil

1.357 Flea / Appendix

Name: Flea

Group: Appendix

Year: 1998

Event: Rush Hours 2

Placing: 3 of 4

Size: 0.27 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD

Recommended: '030/50Mhz or better processor

Code: Informer

Graphic: Lazur

Music: X-ceed

Rating: ***---

+ Runs in 1x1 pixel resolution...

- ... but is too short!

Comment: A short review for a very short demo. In a textured 3D-scene a lightflare flies around while 3D letters spelling the Appendix name, env-mapped, enter. In this scene the credits and the title of the demo appear. Then the demo starts with the only effect of this little production: A voyage into a very well textured tunnel with four light flares flying from one side to the other with an extreme four-leaved, morphing effect in a pulsating light.

That's all, and it's too few effects compared to other production in an standard demo competition. Is it a victim of deadline or is it a project born as dentro and spread as demo? Maybe we'll never know!

Conclusion: It's too short to be more grateful.

DareDevil

1.358 Ghost in the machine PPC / Venus Art

Name: Ghost in the Machine PPC

Group: Venus Art

Year: 1998

Event: Rush Hours 2

Placing: Not in competition

Size: 2.48 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD, AHI, PPC processor

Tested using the 2nd PPC patch

Recommended: '060 (for 680x0 processor) or PPC processors, Cybergraphics

Code: Noe, BJSebo

Graphic: Lazur

Music: Wierza/Venture

Design: Venus Art

Rating: ***---

+ Support for AHI and Cybergraphics

- Lacks design

Comment: Ghost in the Machine is the second PPC~demo ever released, however, it was developed some months before

Everything Dies

, the first

PPC demo ever. Of course the Virtua Art 3D library routines are the same, so the considerations made for

Everything Dies

goes for this demo

aswell, including the lack of design. Strange! I didn't know that design was dependent from a library of routines!?!

I saw this demo when issued for 68k some months ago and it didn't give me a good impression. Too big 3D objects textured or env-mapped makes this demo an application that can make an 68060 sweat, but with PowerPC there's no problem!

So, when the Venus Art title has disappeared, it's a beautiful sight to see the entering of 3D objects of the demo title, overlapped by a big env-mapped phong object, all of it is fast. But better than the titles is to see that a BIG~and complex manga-styled, env-mapped chrome phong girl face rotating on your AGA screen fluently and fast! This object on 68040 runs very, very slow! Of course, only PowerPC makes it possible! ;-)
The rest of the demo is below average. The forthcoming Quake scene of a man hunted by a doberman dog who enters a room, shoots the dog, shows a real bad texture clipping on the polygon, also when transparent object and

bump-mapped walls is seen. Afterwards a big object with a big hole on its center and bump mapped texture rotates on the screen together with the background, while a little object enters into its hole and comes out from the other side. Then an old Lazor picture appears, followed by a phong roller coaster, very ugly. The evident purpose is to remember the Rebel's

Switchback scene, but the "velocity" impression is almost non-existing, even on PowerPC. I guess that the choices about the camera path-points were wrong. A animated 3D pterodactyl object flying in the air is on next, but it's too slow! The strange thing about it is that it runs fine in the 680x0 version!? After another 3D scene presenting big credits and a picture, a Virtua Art 3D logo with bump mapped textures that ends this demo appears.

The music is of the same quality as in the first PPC-demo

Everything Dies

and the genre is the same, demo/techno.

Conclusion: Good to test the PPC~processing power, but it isn't worth a second look.

DareDevil

Click

here

to go to the MC-version.

1.359 Love / Virtual Dreams of Fairlight

Name: Love

Group: Virtual Dreams of Fairlight

Year: 1994

Event: South Sealand

Placing: 1 of 3

Size: 1.63 MB

Requirements: AGA, 2 MB chip-RAM, HD installable

Recommended: Fast-RAM, '030/50Mhz

Code: Dr. Skull

Graphic: Jaco, Matti Hänninen (final raytrace animation)

Music: Jogeir

Objects: Alien

Rating: ***+--

+ Smooth routines, good graphics, great music

- Lacks design a bit

Comment: To be honest I don't like this demo very much. However a Dr. Skull's demo is always a bit above many other old skool productions, because his routines are very smooth and well coded. Probably the title,

too pretentious compared with contents of the demo, is the cause of my judgement, but when a demo is called "Love", don't you expect something great?! The preface is good: The words of a lyric appears timed to the music's rhythm (a wonderful dance tune) and the last word of this lyric, "Love", is zoomed. A good effect. Then a 3D flat vector "love" word appears in a cool space cut effect. Afterwards a wonderful picture of Marilyn Monroe with a gory face make you perplexed! But when you see the deformed rotating base with mirror reflection and the two logos of Fairlight (gouraud shaded) and VD (flat) in space cut, there are no doubt: Love is referring only to the music that reminds me of the Haddaway's tune "What is Love?" and nothing else. The following are classic demo effects, cool considering the coding, but cold: An incredible twisted texture mapped phong cube, a raytraced animation floating on the screen, a good rotozooming base on which six soap bubbles are dancing and distorts the background with a lens effect, some dots morphing and rotating objects (very fast), a complex interference effect with mirror reflex and a fantastic realtime fractal zoomer. All these effects are well synchronized to the music, but a bit boring.

The final (and greatest, as they claims) effects is a big raytraced animation of a Fairlight logo on which the final scrolltext appears, with a soft piece of music in the background. What else is there to say? I'm deluded from "Love"!

Conclusion: Pretentious and technically powerful, but with a boring style.

DareDevil

Veto:

I don't think the style is so very boring as stated above! First of all the technical level of the demo is high (as stated above), but it isn't cold. On the contrary. Instead of having some traditional black backgrounds, maybe with a starfield, VD has chosen some stylish pastel shades and naive shapes. The routines are fast and almost bugfree, however, they have nothing to do with love (I can't see what anyway). There is that nice picture presenting Monroe, but if she is the one they love how come she cries tears of blood? It's not a superb demo, just a good, traditional one.

Dreyer

1.360 Megademo IV 2 / Artwork

Name: Megademo IV 2

Group: Artwork

Year: 1998

Event: Symposium-Mekka 98

Placing: 8 of 13

Size: 4.36 MB

Requirements: AGA, 2 MB chip-RAM, 4 MB fast-RAM, HD, '030 or better

(including PowerPC, excluding PeeCee, but a PeeCee version exists), FPU

Recommended: Cybergraphics, PPC processor with WarpOS and RTG library

Code: Azure, Tron, Steffen Hauser (PPC version)

Graphic: Fiver2
Music: Sire/Lego, Halfbyte
Design: Azure, Tron, Fiver2

Rating: ***---

- + The code is ported to any platform
- Unpleasing style, the music is a sequence of noises

Comment: Some peoples like to spend time on real art, things like pictures in a museum, and also music videos. Demos contain pictures, music and animation, so we could say that also demos are a sort of art! Now, many pictures and videos are really ugly considering "artistic performances", it's too obscure for common people. Probably this is a question of Design! There were and are so many artistic trends with particular styles for pictures and videos, but this doesn't mean that ALL~pictures and ALL videos are pleasant!

Is it the same for demos? I think that Megademo IV 2 is exactly in this situation. There's no doubt that there's a design, very strange, but a design. But it's not a pleasing design!

Trying to imagine what thoughts Artwork's guys had when they developed this demo. Surely they were not happy because this would be the last Artwork production. Probably they wanted to do something different. This is the first demo that is ported to other platforms than Amiga, probably to shock people who, after this demo, will remember Artwork's demo for a long time: A real Megademo. Well, it's my opinion, but the result is not good! They can declare that this demo is "an audiovisual experiment" and that "you may not understand or like it", but my opinion is as stated above. All demos are "an audiovisual experiment", but this doesn't mean that a demo cannot be understood by all!

If your demo is only a chaotic sequence of scrolling and fading layers above other layers, exposed to zooming of digitized electrical household appliances, some rotating colorful brushes, shade bobs effects and some strange, unclear texts, you can port it on to as many platform as you like, you can create a whole Internet site about, you can make it Cybergraphics and PPC compatible (simply faster!). But, really, do you think that your demo could be "understood"?! (I would say "appreciated" is a better word). Of course "The people at MS98 didnt" and I did neither! If Artwork will be remembered for a long time, this will be thanks to great productions such as

The Gate

,
Exit Planet Dust

,
Megademo IV

,
Creep, Phi, Dawn, Wave, but do not count Megademo IV 2 on to this list!
Artwork is dead, long live Artwork!

Conclusion: A failure to realize something different...

Inside Information: This is the last Artwork's production, Artwork died at Mekka-Symposium '98. It is said that it happened because of lack of communication, and because that the talented members was unable to work together.

Click

here
to go to Megademo IV

DareDevil

1.361 Killer / CNCD

Ups, something came up... I'll try to have the review for this killer ready for the next issue! For now I can just say that it is a killer if you own an '060! Too slow on '040 and below... :(

1.362 Mental Brain Disorder

Is not reviewed yet, sorry!

1.363 Odyssey

Sorry, has not yet been reviewed.
