

AEM105

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REVISION HISTORY

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Chapter 1

AEM105

1.1 Amiga Entertainment Monthly, Vol. 1, No. 5 - November 1, 1994

Amiga Entertainment Monthly

The MONTHLY information
source for the Amiga gamer!

Vol. 1, Issue 5 - November 1, 1994

Table of Contents:

The Front Page

New Game Reviews

Amiga News/Stuff

The Back Page

This issue: Reviews of King's Quest VI (Amiga),
Guardian (CD³), Clockwiser (Amiga)
Bubble and Squeak (Amiga) and Arcade
Pool (CD³)

Zappo/Overdrive CD-ROM for the Amiga 1200

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1.2 Welcome!

The Front Page

Editorial Column

- Oh, boy! More waiting!

The Serial Port

- Mail from the Readers!

The Bulletin Board

- Corrections/Comments

How to Reach Us

- How to contact us

1.3 Editorial Page

Well, Halloween has come and gone and there are still no official [←](#)
new

owners for the Amiga. Many Amiga related publications are now just assuming that Commodore UK has gotten the nod. This is a dangerous practice. It doesn't do any good to do this, it just confuses people.

Many people have gone out of their way to keep the Amiga community informed and up-to-date. Jason Compton from Amiga Report has arranged online conferences with Alex Amor from CEI. Dan Stets from the Philadelphia Inquirer has been appearing on Compuserve every Sunday night with updates. Dan Sullivan and AmigaWorld have been doing their best to keep their telephone information line updated. We'd like to thank them all for doing their part in getting the truth out and keeping all of us closer to the action (or lack thereof.)

Amiga Entertainment Monthly hasn't been as active in keeping our readers up-to-date mainly because we don't have the resources to do so. We will not, however, assume that one group or another has gotten the green light to manufacture and market the Amiga again. That's just unethical and we don't need story ideas bad enough to do that.

We will report on the new owners as soon as they've been officially announced. We'll attempt to bring the true story to you as soon as possible.

Until that happens, we've got some goodies for you. This month, we present a complete review of the Zappo CD-ROM drive for the Amiga 1200. I believe we're the first US publication to have a review of the drive, but I can't verify that. Next month, we should start seeing a lot of the Christmas releases appearing. FIELDS OF GLORY arrived just a little too late to make this issue. It looks like a decent war simulation at first glance. Also too late to make this issue is the AGA version of UFO: ENEMY UNKNOWN! It'll be interesting to see how well it can stack up to the PC version (which is known as X-COM: UFO DEFENSE here in the

States.)

Until next month, have fun with your Amiga!

Sean Caszatt, editor & founder of Amiga Entertainment Monthly
Click here for
electronic addresses.

1.4 The Serial Port - Mail from our readers!

No mail this month. Hello!? Is anyone out there!?

1.5 How to Contact Us

We can be contacted via the following means:

FIDONet Netmail: 1:2601/512 (Sean Caszatt)

BBS Number: (412) 962-1590

Internet: Sean.Caszatt@f512.n2601.z1.fidonet.org (preferred address)
CASZATT@DELPHI.COM

(Please note the change of the preferred address to the FIDONET.ORG
address. This gets your message directly to me and I can respond faster.)

Compuserve: 72143,521

Or good old Snail Mail: 2978 Ford Avenue
Sharpsville, PA 16150

1.6 The Bulletin Board

The Bulletin Board

Thank You!
- Our way of saying thanks!

Whoops!!!
- The board of corrections.

Credits
- Informational stuff

1.7 Thanks and Kudos!

Thanks to all the readers that keep reading this newsletter every month. We seem to be getting quite a following. Keep supporting the Amiga and we'll do the same!

We had planned a contest that was to be a sort of "thank you" to all the readers. However, we have decided to do a reader survey. This reader survey will help us improve AEM, plus one lucky reader will win an Amiga or CD-ROM game just for responding to the survey.

1.8 Whoops! We goofed.

No major errors last month! Wow!

1.9 Credits

Amiga Entertainment Monthly Staff

Founder & Editor: Sean Caszatt

This issues' contributors:

Marc Buhmann
Jason Christie

Would you like to write for Amiga Entertainment Monthly? If so, send a letter to this Internet address: sean.caszatt.f512.n2601.z1.fidonet.org and we'll send you our writer's guide. This will explain exactly how to write a review or article for the newsletter.

This newsletter is created and written on an Amiga 3000T/030/25 MHz with two CD-ROM drives, a US Robotics Sportster 14.4K Fax Modem, and an Archive Viper tape drive.

Software used:

MEMacs, the editor supplied with every Amiga. It's SIMPLY the best. I've tried others, but only MEMacs works for me. Hey, at least I don't use ED!

Guide2Doc, by Bernd Koesling, is used to produce the ASCII/ANSI version of the newsletter. Thanks Koessi!

BadLinks, by Roger Nedel, is used to test the links in the Amigaguide version of the newsletter. Thanks, Roger!

1.10 GAME REVIEWS

GAME REVIEWS

Arcade Pool

- A billiard room on your CD³!

Guardian

- Starfox for the CD³?

King's Quest VI

- Sierra returns to the Amiga!

Quick Capsule Reviews

- Games at a glance

Previously Reviewed...

- Previous Reviews

Ratings Explanation

- How we rate the games.

1.11 ARCADE POOL Review

ARCADE POOL

System: CD³

There haven't been many good two-player games for the CD³. There have been some attempts at them though. Some like CD FOOTBALL and BRUTAL FOOTBALL succeeded, while others like DANGEROUS STREETS and SUMMER OLYMPIX have missed the mark.

ARCADE POOL attempts to recreate the experience of going down to the local pool hall and shooting a few games. The CD³ version goes so far as to include a constantly running track of background noise from a pub, complete with laughter, conversation and coughing to "enhance" the experience.

ARCADE POOL includes UK and US versions of the game as well as trickshot and tournament modes. Instant replays of the last shot and a statistics screen are also available at anytime during the game.

I'm sure most of you are familiar with the basics behind pool and it's various games. All of the major games are included here: US and UK 8 ball, US 9 ball and 15 ball. The rules are all very easy to learn and you may be finding yourself playing a game you'd never think you'd play. (I've been playing a lot of the UK 8 ball, for some reason.)

One major downfall with most computer billiards games is the correct application of physics to the software. If the programmers can't accurately make a shot act as it should in real-life, there's no point in the game. The physics in ARCADE POOL are among the best I've seen in an electronic pool game. Bank shots and cuts are very much like they'd be on a real pool table. The only quibble is the size of the balls. They're a bit on the large side.

I have no major gripes about the game at all. The accurate physics and easy to learn shot mechanism make ARCADE POOL a satisfying solitaire game and an outstanding two-player game.

Ratings:

Graphics: 80%	Manufacturer:
Gameplay: 90%	Team 17
Control: 90%	Marwood House, Garden Street
Sound: 85%	Wakefield, West Oaks, England

OVERALL RATING: 87% Video Mode: PAL

1.12 GUARDIAN Review

GUARDIAN

System: CD³²

Remember all the hoopla surrounding the release of STARFOX for the Super Nintendo? It didn't look all that impressive to me. Yet, to those people that have never seen an Amiga in action, it was impressive. I knew the Amiga could handle a game like that with no problem (and since the CD³² is also an Amiga, I knew it could handle it as well.)

GUARDIAN isn't exactly like STARFOX. It's more of a 3D version of DEFENDER, the old arcade game that put you in charge of destroying aliens before they could steal humans from the face of the planet.

If you've never seen STARFOX, it's a 3D polygon based flight game in which you witness everything from slightly behind the on-screen representation of your ship. GUARDIAN has a similar type of setup, but allows more freedom in where you can fly and also allows you to change your view to be pretty much wherever you want it to be.

Numerous enemies come after you in an attempt to snuff you out. A very confusing control system (that involves all four action buttons on the CD³² controller) makes it hard to concentrate on what you're doing while you should be doing it. I spent a lot of time flying around in circles just shooting blindly hoping to hit something until I thinned out the enemy enough to use the onscreen radar to single out opponents and go after them.

It's a shame that the game is so hard to control, because it looks fairly impressive at first glance. After playing it for awhile, it's another frustrating and disappointing CD³² game that doesn't do the machine justice. The controls do not need to be so confusing and the graphics appear to be more than the machine can keep up with when a lot is going on (which is most of the time.)

It's obvious that a lot of work has gone into the game. The designers even went so far as to include a preferences option that allows you to move the screen position to allow the normally PAL mode game to fit on an NTSC screen. That's a feature I wish more CD³² games had.

If you've been searching for something a little different, you might want to try GUARDIAN. It's limitations aren't severe, just frustrating. With a proper amount of patience, it might be possible to salvage some fun from this disc.

Ratings:

Graphics: 85% Manufacturer:
Gameplay: 60% Acid Software
Control : 60% Unit 15, Guildhall Industrial Estate
Sound : 80% Doncaster, S. Yorks DN3 1QR UK

OVERALL RATING: 71% Video Mode: PAL/NTSC

1.13 KING'S QUEST VI Review by Marc Buhmann

KING'S QUEST VI

SYSTEM: Amiga 500 or higher
HARD DRIVE INSTALLABLE: Yes
MEMORY REQUIRED: 1 MB or higher
CONTROLLER: Joystick
Workbench 1.3/2.x/3.x compatible

The company Sierra has been out of the Amiga industry since mid 1992. Their last game was a game based on Robin Hood (the name escapes me at this time). When that game was released, Sierra's last words to the Amiga community was that the Amiga was a poor computer and that the games they were going to release would not work on the Amiga. With that they left the Amiga platform for the other "advanced" computers.

Though Sierra hasn't really entered the Amiga platform again, they have given the rights to Revolution Software to do a port. In case you don't know, Revolution Software was the company that released "Beneath A Steel Sky", one of my personal favorites. I have no doubts that this game will be a hit also.

One thing I dislike is Sierra takes all credit for the game "King's Quest VI". No where on the box or in the manual is Revolution Software mentioned. I just feel this is a bit unfair and that RS should receive some credit.

Now onto the actual game. Installing to a hard disk is not a quick procedure. So be ready to do something while the program installs. It doesn't take as long as "BASS", but that's because it only has 10 disks compared to "BASS"'s 15 disks. It takes an estimated 1 hour and 15 minutes to install. Remember that this was installing with a 68000 processor, it might be sped up if you have a faster processor.

Though the graphics are nice, they don't attract me to them like some other games. RS did a good job at changing the graphics from 256 colors to the ECS 32 colors. They are nice, but not real great. The animation is choppy at some points, but MUCH faster than "King's Quest V" was. This, I'm sure, is also due to the fact I only have a 68000 processor.

My guess would be 68020 would be good, but 68030 would be the best. I don't know how fast the game will be with a 68040 and I can't even imagine what a 68060 will do.

The inventory pictures are another thing entirely. They are all in a tannish color. Some of the pictures don't look anything like what they're supposed to be. They could have spiced this up a bit.

The music is nice. But it seems that there is only one piece of music. No matter where you go, the music is the same. To bad you can't shut it off some how.

The puzzles are complex, but very logical. The usual Sierra game. You can't pick up a weapon, like a sword, but you can pick up a tooth pick. For the most part, the puzzles will take a little thinking to figure out.

LIKES AND DISLIKES

I like the fact that a game company like Sierra who said they'd never produce a game for the Amiga again finally realized the Amiga IS capable of playing their games. It's also a nice fact that Sierra realized that they don't know how to program for the Amiga so they got a company who DOES know to port "KQ6" for them. They may be becoming brighter. Any other "likes"? No. Everything about the game is just plain average. Music isn't special, graphics aren't special, game plot isn't special, etc...

Dislikes are another story completely. There is no way to exit the game when your done so you have to reboot. I don't like how long the game takes to install on a hard disk. When you die in the game, you to go through the entire opening sequence from when you wash ashore. Not all the bugs have been taken out of the game (e.g. once I walked into the library to find the librarian was missing half his body. Another example is when I wanted to talk to a book worm, I had to talk to him from a stack of books behind him) A final thing I dislike is that the Amiga version has a few things removed from the original IBM version. I called Sierra to find out what they all removed, but they didn't know (duh!).

Ratings:

	Graphics: 80%	Manufacturer:
Gameplay: 85%	Sierra On-Line, Ltd.	
Control: 80%	4 Brewery Court	
Sound: 80%	Theale, Reading, Berkshire RG7 5AJ UK	

OVERALL RATING: 83%

Video Mode : NTSC

TO LOOK FOR...

When I solve "King's Quest VI" I will be writing up a complete walkthru for the game. It will first be published in "Amiga Entertainment Monthly" and then it will be put on Aminet.

Marc Buhmann is reachable via the Internet at wl-unreal-wow@society.com

1.14 Quick Capsule Reviews

This is a quick glance at some games I had a chance to play for a bit, but didn't get a chance to do a complete review of:

CLOCKWISER - (Amiga)

A puzzle game with a few interesting twists. Definitely NOT a game that will win any awards for graphics, but the puzzles are brain benders and very clever. This is a game that the whole family can play and enjoy. This kind of game that may not set the world on fire, but could definitely be a sleeper. A game worth seeking out if you like puzzles.

OVERALL RATING: 85% Video Mode: PAL

BUBBLE AND SQUEAK - (Amiga)

Ugh, another cutesy platform game. Unless you're completing a collection of all the Euro-platform games with mindless scenarios and unbearably cute characters, avoid this like the plague.

OVERALL RATING: 45% Video Mode: PAL

1.15 Previously Reviewed Titles

Here are the games we've taken a look at so far:

Title	System	Rating	Date		
-----	-----	-----	-----	-----	-----
ALFRED CHICKEN		CD\$^3\$\$^2\$		65%	6/1/94
AMIGA CD FOOTBALL		CD\$^3\$\$^2\$		79%	4/1/94
APIDYA	Amiga		91%		9/1/94
ARABIAN NIGHTS		CD\$^3\$\$^2\$		60%	3/1/94
BATTLE CHESS		CD\$^3\$\$^2\$		80%	8/1/94
BATTLETOADS		Amiga		25%	7/1/94
BENEATH A STEEL SKY		Amiga		96%	7/1/94
BLUE AND THE GRAY		Amiga		80%	7/1/94
BRUTAL FOOTBALL		CD\$^3\$\$^2\$		87.5%	5/1/94
CASTLES II		CD\$^3\$\$^2\$		50%	3/1/94
CHAOS ENGINE		CD\$^3\$\$^2\$		90%	5/1/94
CHAOS ENGINE AGA	Amiga		50%		9/1/94
D/GENERATION		CD\$^3\$\$^2\$		65%	3/1/94
DANGEROUS STREETS		CD\$^3\$\$^2\$		17.5%	5/1/94
DEEP CORE		CD\$^3\$\$^2\$		80%	3/1/94
DEFENDER OF THE CROWN II		CD\$^3\$\$^2\$		71%	6/1/94
DELUXE GALAGA	Amiga		87%		10/10/94
DIGGERS		CD\$^3\$\$^2\$		45%	6/1/94
ELFMANIA	Amiga		90%		8/1/94
FRONTIER: ELITE II		CD\$^3\$\$^2\$		45%	5/1/94
GUNSHIP 2000		CD\$^3\$\$^2\$		82.5%	6/1/94
HEIMDALL 2		CD\$^3\$\$^2\$		75%	9/1/94

IMPOSSIBLE MISSION 2025	Amiga	82%	8/1/94		
IMPOSSIBLE MISSION 2025	CD\$^3\$^2\$			82%	8/1/94
INSIGHT: TECHNOLOGY	CD\$^3\$^2\$	80%	5/1/94		
INTERNATIONAL KARATE +	CD\$^3\$^2\$	45%	4/1/94		
JOHN BARNES EUROPEAN FOOTBALL	CD\$^3\$^2\$	46%	4/1/94		
LABYRINTH OF TIME	CD\$^3\$^2\$	79%	3/1/94		
LIBERATION	CD\$^3\$^2\$	90%	3/1/94		
LOST VIKINGS	CD\$^3\$^2\$	75%	8/1/94		
MEAN ARENAS	CD\$^3\$^2\$	75%	3/1/94		
MICROCOSM	CD\$^3\$^2\$	91%	4/1/94		
NICK FALDO CHAMPIONSHIP GOLF	CD\$^3\$^2\$			75%	7/1/94
NIGEL MANSEL CHAMPIONSHIP RACING	CD\$^3\$^2\$	85%	3/1/94		
OSCAR	CD\$^3\$^2\$	80%	3/1/94		
OVERKILL/LUNAR C	CD\$^3\$^2\$	65%	10/10/94		
PINBALL FANTASIES	CD\$^3\$^2\$	90%	3/1/94		
PIRATES! GOLD	CD\$^3\$^2\$	87.5%	3/1/94		
ROBOCOD: JAMES POND 2	CD\$^3\$^2\$	80%	3/1/94		
THE SETTLERS	Amiga	80%	9/1/94		
SIMON THE SORCEROR	CD\$^3\$^2\$	85%	10/10/94		
SLEEPWALKER	CD\$^3\$^2\$	20%	3/1/94		
SUMMER OLYMPIX	CD\$^3\$^2\$	54%	5/1/94		
SUPER PUTTY	CD\$^3\$^2\$	84%	8/1/94		
SURF NINJAS	CD\$^3\$^2\$			10%	7/1/94
TOTAL CARNAGE	CD\$^3\$^2\$	53%	9/1/94		
TROLLS	CD\$^3\$^2\$	75%	3/1/94		
UFO: ENEMY UNKNOWN	CD\$^3\$^2\$	91%	10/10/94		
ULTIMATE BODY BLOWS	CD\$^3\$^2\$			84%	7/1/94
VALHALLA	Amiga	79%	9/1/94		
WHALE'S VOYAGE	CD\$^3\$^2\$	3%	3/1/94		
WILD CUP SOCCER	Amiga	70%	10/10/94		
ZOOL	CD\$^3\$^2\$	80%	3/1/94		

1.16 The Ratings - Explained

We judge the games we review in four different categories:

Graphics

This is pretty self explanatory. The higher the percentile, the better the graphics are.

Sound

Another no-brainer. The higher the percentile, the better the sound. Although, this also relates to it's coordination with the gameplay. If the sound seems inappropriate for the type of game it is, the game will score lower in the Sound category even if the sounds are technically well done.

Gameplay

The gameplay refers to the addictive quality of the game as well as the way the game plays. If you find your self sitting and watching rather than interacting with the game, the game will score lower than one that actually involves you.

Control

This refers to how easy the game is to control given the control method specified by the manufacturer. A game requiring a special controller that is not specified or not included will be penalized. A game that comes with a special controller or one that recommends that, say, an Amiga mouse might work better than the standard CD-ROM controller will not be penalized. A game that is programmed to use a mouse when a joystick would be much more appropriate would also be penalized. Of course, a game that's just plain hard to control with any control method will also feel the sting of the rating.

1.17 Lame Game of the Month

This is an award presented to one game per month for being the worst of that month's issue. It's mainly to warn you, the consumer, about a game that's REALLY bad.

If we have an issue with no really bad games...there'll be no award given. A game that wins this award DESERVES to win!

1.18 Amiga/CD³² News & Stuff

Amiga & CD-ROM News

- Rumors/Rumors/Rumors
 - What's buzzing around.
- AEM Reader Survey
 - Reply and maybe win a game!

Columns

- Hardware Corner
 - The Zappo CD-ROM Drive!
- The Humor File
 - New Commodore Simulator!
- GameTips/Tricks
 - Game Tips & Tricks. Duh!

1.19 Rumors/Rumors/Rumors

Rumors...oh, those nasty rumors:

AmigaWorld 1-800 #
- Information hotline!

Please remember that all information found in this section is based on information from sources that may or may not know what's really going on.

Rumors make for interesting conversation. Rumors make for active imaginations. Don't base purchasing decisions on anything other than something you've seen or know is true.

1.20 AEM's Reader Survey

OK, the rules are pretty simple: Just fill out this reader survey ←
and send
it back to us. Either send it as a text file via E-Mail, or print it out
and send it to us via regular mail. One survey will be picked at random
and the reader will win either an Amiga or CD\$^3\$\$^2\$ game.

So, without further ado, here's the survey. (Don't worry, it's pretty
simple.)

AEM's READER SURVEY

NAME: _____

ADDRESS: _____

CITY: _____ STATE/PROVINCE: _____

ZIP/POSTAL CODE: _____ COUNTRY: _____

E-MAIL ADDRESS: (Internet, FIDONet, etc): _____

Where do you most often obtain your copies of AEM?

Do you have any trouble finding it every month?

Do you ever make game purchases based on the reviews in AEM?

Which Amiga system(s) do you own?

Can your Amiga play PAL video mode games? (If you're in Europe, do you play NTSC games much?)

Do you plan to buy a PC or other computer system because of the Commodore liquidation situation?

Do you plan to buy a PC or other computer system for any other reason? (If so, why?)

What's your favorite Amiga (or CD³²) game?

If you win this little contest, which game would you rather receive?:

ARCADE POOL (CD³²) or FATMAN (Amiga)

(Both require the PAL video mode, so if you can't do PAL and you win, we'll offer you a substitute NTSC video mode game. No other substitutions are possible.)

That's it!

Click here to see where to send the completed survey:

CLICK!

1.21 AmigaWorld's 1-800

This is not a rumor...this is true. AmigaWorld and TechMedia had to disconnect the 1-800 information line that they had provided to keep

everyone informed of the situation regarding Commodore. It was swamped with calls and it cost them a LOT of money. So, the number will now be direct dial only 1-603-924-2195.

1.22 Hardware Corner

The Zappo/Overdrive CD-ROM
- CD³ compatibility for your Amiga 1200!

1.23 Zappo/Overdrive CD-ROM Drive Review

NOTE:

I know a lot of readers are really interested in reading about the Zappo CD-ROM drive for the Amiga 1200. I would like to warn all of you that this review is based on two weeks of testing the Zappo drive. After that period of time, the drive began to fail on a regular basis. We may have received a defective drive. We are getting a new one in and will re-test it using the same basic methods used to construct this review. However, I don't think the performance of the drive was affected in any way because this review was completed before the drive failed. If any performance difference is noted, we'll post an update in the next AEM.

Ever since the CD³ arrived on the scene, A1200 owners have been asking for a way to play CD³ games on their machines. It's not an unreasonable request since the machines are virtually identical, except for the Akiko chip that is present only in the CD³.

Commodore had promised a CD³ compatible drive, and had even displayed it in Europe, but it never made it to production. Zappo, a UK company, announced a drive that would do the same thing and also beat Commodore at it's own game because Commodore's drive asked the A1200 user to give up his trapdoor expansion slot. Zappo's doesn't use the trapdoor slot; it makes use of the little used PCMCIA slot on the left side of the machine.

The Zappo/Overdrive CD-ROM drive (aka the Archos CD-ROM drive) is a standard Mitsumi double speed CD-ROM drive with a special interface allowing the cable with the PCMCIA card connector to be attached. A disk with special driver software is included as well.

For our tests, we used a stock Amiga 1200 with no FAST RAM and no accelerator board. We wanted to stay as close to the configuration of a CD³ as possible. If you've got any FAST RAM or an accelerator board, your results with the Zappo may differ from ours.

Setting the drive up is fairly simple once a proper power supply is obtained. The Zappo we received came with a power supply meant for European use. A trip to Radio Shack provided us with the proper power source: A 12 Volt power supply.

Just plug the PCMCIA card connector into the slot and install the software (which automatically makes necessary changes to your startup-sequence.)

[Take note: The PCMCIA connector has some writing on it. The natural inclination is to have that writing facing up, so you can read it, when you plug the connector in. In fact, the writing should be facing down or the drive won't work. The manual didn't mention this at all.]

After rebooting, the computer will automatically recognize any CD placed in the drive just like putting a disk in the disk drive. You can access any ISO-9660 format CD-ROM disc with this method. This makes a wide variety of CD-ROM software available to you, like GIFS GALORE, AMINET and the ULTIMATE MOD COLLECTION to name a few.

What I'm sure most of you want to know, though, is how it handles CD-ROM games and software. By pressing the left mouse button and holding it down while the machine reboots, you are presented with an option to boot from a CD-ROM.

Placing a CD-ROM disc in the drive, pressing CTRL-LEFT AMIGA-RIGHT AMIGA to reset the machine, and then holding down the left mouse button to get the menu will allow the world of CD-ROM software to open for you.

I was surprised at the number of CD-ROM titles that ran without any problems at all. Even PAL games were no problem. (Although, they added some steps to the process: You have to put the disc in the drive, reset the machine, hold down BOTH mouse buttons to get the display menu, select PAL, then boot the machine from the menu, then hold down just the LEFT mouse button and select the CD BOOT option. It's confusing at first, but it works like a champ.)

We tested a LOT of CD-ROM software on the Zappo drive. A lot of them worked with the above methods without a problem. Some, however, needed to be booted from the disk version of the drivers rather than the ones installed on the hard drive. We weren't really sure why this was, but it was limited to only a few games.

Here's a list of the CD-ROM games and software we tested on the Zappo drive:

INSIGHT: TECHNOLOGY
ZOO
WHALE'S VOYAGE
ULTIMATE BODY BLOWS
TROLLS
UNIVERSE
SUPER METHANE BROTHERS
SUMMER OLYMPIX
GUNSHIP 2000
OSCAR
NIGEL MANSELL'S CHAMPIONSHIP RACING
NICK FALDO GOLF
MEAN ARENAS
JAMES POND III
HEIMDALL II
LOTUS TRILOGY
LOST VIKINGS

FURY OF THE FURRIES
INTERNATIONAL KARATE +
BANSHEE
SIMON THE SORCEROR
BRUTAL FOOTBALL
FIRE FORCE
DIGGERS
DEFENDER OF THE CROWN II
DEEP CORE
DANGEROUS STREETS
CASTLES
BATTLETOADS
NAUGHTY ONES
FRONTIER
RYDER CUP GOLF
CD FOOTBALL
UFO: ENEMY UNKNOWN

We, unfortunately, didn't have a copy of MICROCOSM to test on the Zappo drive. This would have provided the ultimate compatibility test.

The manufacturer's claim that the Zappo drive emulates the Akiko chip through software. I don't know how true that is, but the drive does run a lot slower than the CD³ during heavy animations that may use the Akiko chip. For example, the GUNSHIP 2000 intro animation runs fairly smooth on a CD³. On the Zappo drive, the animation was choppy and jerky and the sound was slightly out-of-sync. It DID run though. That's one of the reasons we were so interested to see if MICROCOSM would run or not. It wouldn't be very playable if it was as choppy as the GUNSHIP 2000 animation was. We will test MICROCOSM as soon as we get a copy to test.

Well, what doesn't work? The following is a list of the games that we tested that didn't work. These games just plain refused to run no matter what we tried. The symptoms of each game are listed to explain possible compatibility issues that may be addressed in the next update to the Zappo's software drivers.

GAMES THAT DON'T WORK ON THE ZAPPO DRIVE

SIMON THE SORCERER
Error message - "No disk present in device CD0"

OSCAR
Must boot from the floppy and the game will load, but it crashes soon after.

SURF NINJAS
Error message - "No disk present in device CD0"

CD FOOTBALL
Game loads, but options are cycled through by the computer. If one is picked, the game crashes. The game doesn't get far enough to see if the CDXL animations work or not.

UNIVERSE
Game loads and then crashes right after.

DEFENDER OF THE CROWN II

Error message - "Bookit only works on CDTV"

BATTLETOADS

Game doesn't load - black screen is the only result.

BANSHEE

Error message - "Bans.exe not enough memory available"

LOTUS TRILOGY

Game loads, displays logo and then goes black.

RYDER CUP GOLF

Game loads, plays music and looks fine, but as soon as a course is selected, the machine GURU's.

According to the manufacturer, an update to the software will increase CDTV compatibility as well as allow the drive to be used with the Amiga 600 (although, it will not run CD32 software on the 600).

SUMMARY

The Zappo drive is a surprisingly good piece of hardware. I had my doubts when I first heard about it, but it made a good impression on me. I'd really think about buying it if I had an Amiga 1200 instead of a CD32.

There are some weaknesses with the Zappo drive though:

- 1) The interface that plugs on to the back of the Mitsumi drive to connect the PCMCIA connector doesn't fit well and can work itself loose.
- 2) The aforementioned "does the writing face up or down?" problem needs to be addressed.
- 3) The manual is not much of a help with any potential problems. This review has more information than the manual contains.
- 4) The access time is slow and that may cause problems with discs that access a lot of information all the time, like UFO: ENEMY UNKNOWN, which is slow enough on the CD32. How it will affect a game like MICROCOSM is yet to be seen. (If that game runs at all.)

All in all, the Zappo drive bridges a gap in a way that's similar to the way the Paravision SX-1 bridges the gap for CD32-owners. It's not quite as reliable as the SX-1, but it's got room for improvement and I'm sure it will receive those improvements with software updates.

OVERALL RATING: 80%

1.24 The Humor File

Virtually Unheard-of are pleased to announce the release of our first ever Anarchyware game. If you like this game vote Libertarian. Or throw a bomb. I don't care. This preliminary version has a somewhat crude interface.

Commodore Management Sim v.001a

You are the president of Commodore Business Machines. You start the game with the greatest computer ever made, and one billion dollars a year in sales.

Round 1:

(P)ad account (B)ackpedal (D)o Nothing (a)dvertise

>p

You add \$100,000 to your private account.

>b

You release the Commodore 64jr.

>d

You become the second highest paid computer company president ever!

>a

Sorry, that feature not available this version.

I hope you have enjoyed this "playable preview." Future releases will include many new features such as 24-bit animations and 16-bit sound. Maybe.

Jason Christie
What-was-our-name-again? Unlimited

You can contact Jason via the Internet at
Jason.Christie@f26.n3800.z1.fidonet.org

1.25 GameTips/Tricks

Some Game Tips/Cheats for some older Amiga games:

F-15 STRIKE EAGLE

If you run out of ammunition, simply type CTRL, ALT and R all at the same time to reload all your weapons.

JOHN MADDEN FOOTBALL

How to do an onside kick perfectly: You must be playing as Cincinnati, Minnesota, Kansas City or All Madden. When kicking, move the bar as far to the right as possible and kick with as little power as possible. You

should always catch the ball around the 40 yard line and have a first down.

1.26 The Back Page

AEM's
The Back Page

Amiga/CD³² Dealers

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AEM Distribution Sites

1.27 Amiga/CD³² Dealer Directory

AEM's Dealer Directory

Dealer Listing

HOW TO GET IN THE LISTING

1.28 AEM's Amiga/CD³² Dealer Listing

Amiga Entertainment Monthly Dealer Listing:

Amiga Crossing
176 Gray Road, Unit 5
Cumberland, ME 04021
Phone: (207) 829-3959
Fax: (207) 829-3522

Antik
Slovenskej jednoty 10
040 01 Kosice, Slovakia
Phone: +42 95 35511
Fax: +42 95 426815

Applied Computer Systems
6108 Watt Avenue
North Highlands, CA 95660
Phone: (916) 338-2000
Fax: (916) 338-2004
BBS: (916) 338-2543

Computer Advantage
7370 Hickman Road
Des Moines, IA 50322
Phone: (515) 252-6167

Computer Basics, Inc./Amiga Warehouse
1490 N. Hermitage Road
Hermitage, PA 16148
Phone: (412) 962-0533
Fax: (412) 962-0279
BBS: (412) 962-0961

The Event Horizon
351 N. Air Depot Rd
Midwest City, OK 73110
Phone: (405) 733-3232

Moebius Computer Concepts
Suite #101-306 Burnside Road West
Victoria, BC V8Z 1M1 CANADA
Phone: (604) 386-2667
Fax: (604) 380-3032

Video Computer Resources
1200 N. Battlefield Blvd, Suite 110
Chesapeake, VA 23320
Phone: (804) 436-9508
Fax: (804) 436-9508

Note: AEM does not endorse the dealers listed here. They are listed for the convenience of our readers. No compensation is required to be listed.

1.29 How to get listed in the AEM Dealer Listing

If you're an Amiga dealer or CD-ROM dealer, big or small, please send us your business' name, address, telephone number and fax number to be listed here. We'd like to provide our readership with a list of places where accessories and software can be found.

Readers are also encouraged to submit dealer information. With the Amiga community in danger of losing dealers, we need to know where to find one when we need one. Support your local Amiga dealer! (The prices may not always be as low as mail order, but the service is face-to-face and they'll really appreciate it!)

We can be reached via the Internet, FIDONet Netmail or US Mail.

Internet: Sean.Caszatt@f512.n2601.z1.fidonet.org (preferred address)
CASZATT@DELPHI.COM

(Please note the change of the preferred address to the FIDONET.ORG address. This will get your message directly to me and I can respond more quickly.)

Compuserve: 72143,521

FIDONet Netmail: Sean Caszatt at 1:2601/512.0

US Mail: Sean Caszatt
2978 Ford Avenue
Sharpsville, PA 16150

1.30 What's coming next issue?

In the December, 1994 issue of AEM, look for the following:

- o Reviews of UFO:ENEMY UNKNOWN (A1200), FIELDS OF GLORY (CD\$^3\$\$^2\$ and A1200), SUPER STARDUST (A1200 and CD\$^3\$\$^2\$)
- o Hopefully, a LOT more reader contributions!!!!
- o And, even more hopefully, news on who's got control of Commodore! But don't hold your breath!

This is a tentative list. (I hope I can have these in next time!)

1.31 AEM Distribution Sites

Amiga Entertainment Monthly Distribution Sites

The latest issue of AEM can be file-requested (FREQ'd) at these BBS' under the magic name AEM. You can also download the magazine from these systems in the traditional way as well. (File-requests not available from non-FIDO sites.)

United States Distribution Sites:

Project Aurora	Harbour Lights
Sharpsville, PA	Kennebunkport, ME
(412)962-1590	(207)967-3719
FIDONet 1:2601/512	FIDONet 1:326/209
Sysop: Sean Caszatt	Sysop: Rick Lembree

Mike's Video House	Applied Computer Systems
Glendale, CA	North Highlands, CA
(818)240-1593	(916)338-2543
FIDONet 1:102/852	FIDONet 1:203/227
Sysop: Mike Moon	Sysop: Jeff Hayer

The Gateway BBS	Pioneers BBS
Biloxi, MS	Edmonds, WA
(601)374-2697	(206)775-7983
FIDONet 1:3604/60	FIDONet 1:343/54
Sysop: Stace Cunningham	Sysops: Mike & Marthe Arends

Glenn's World Amiga Haven
Salem, OR Ellerbe, NC
 (503)581-6524 (910)562-2367
FIDONet 1:3406/32 FIDONet 1:3634/40
Sysop: Glenn Schworak Sysop: Tom Clayton

AmiTrek BBS Fileworks BBS
Kissimmee, FL Fairport, NY
 (407)348-3365 (716)377-0719
FIDONet 1:3633/1701 FIDONet 1:2613/278
Sysop: Ken Rumsey Sysop: Tom Waterstraat

International Distribution Sites:

The Hell BBS
The Hague, Netherlands
+31-(0)70-3468783
FIDONet 2:281/418
Sysop: Robin Vermaat

We're also looking for non-FIDONet sites as well, so if you run a BBS and would like to be a distribution site, don't hesitate to ask. More international sites are needed!

To become an official distribution site, please send a request to us at SEAN.CASZATT@F512.N2601.Z1.FIDONET.ORG via the Internet. We WILL get back to you!