

The Official Amigos Podcast Magazine



Plus News and Charts from Jan 1991

WELCOME

WELCOFIE Welcome to the second official Amigos podcast magazine. Utilising the 'Back in the day' magazines of Amiga Computing, Amiga Format, CU Amiga covering January 1991.

As usual your comments are always welcomed.

Neil Mansell aka Spyhunter (spyhunter@amigospodcast.com)

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JAN 1991

CUMANA STILL STRONG



Cumana's Marketing Manager Steve Dickenson joined the data storage specialist in April 1989. Since its founding by Don Bolton in 1979 it has gone from strength to strength.

Along with the moves into the PC World and investment in CD Rom drives, Cumama remains a supporter of the Amiga, with new products coming thick and fast. All the new drives, including Winchesters and opticals are adapted for use with Commodore machines, with new fast read-write drives.

Cumana have also launched a two-in-one interface for

A500 owners that plugs into the expansion slot under the keyboard and provides an extra half Meg of memory and an MFM ST506 Hard disk interface, for ± 159.95

It also has a modified expansion slot cover, enabling hard disk cables to come out, allowing access to the memory's on/off.

FLICKER FREE



ICD have launched a new accelerator card named 'AdSpeed' for the A500, A1000 and A2000. It has a faster version of the standard 68000 processor and runs at 14.3Mhz, uses static RAM and costs

32k of high speed static RAM and costs \$349.95

Another product they have also launched is the Flicker Free Video card. It doesn't occupy the video slot in an A2000, leaving it free for other users, although does need a multi-sync monitor to achieve a perfect, flawless display of interlaced graphics, with a price tag of \$499.95

AMIGA RACES AHEAD

ON

Over 2 million Amiga's have been sold worldwide including over 500,000 A500s just in the UK. With the Amiga now comfortably overtaking the Atari ST as the leading 16-bit computer. With the latest bundle being the A1500 (an A2000 look alike with twin internal disk drives, 1Mb RAM and monitor priced at only £999).

Which means the A1500 has put some question over the future of the A2000, although Commodore will be re-launching the A2000 in the new year as a graphics workstation with hard disk as standard.





YOUR OWN TV CHART

The Shirekilo Video Caption Designer was developed from the software used for the titling effects featured in ITV's Chart Show programme. It requires a Genlock device in order to mix video signals with Amiga screens and the program has over 50 screen transitions like wipes, fades and blinds.

VCD can even scroll images horizontally or vertically and can write text in any font or size. Graphics screens can be imported and a real time clock can be displayed. Working in any resolution from low res to HAM it can be all controlled from external controllers via the RS232 or joystick ports. It's priced at £199.95 and available from Maze Technology.



JAN 1991

REPLACEMENT A500 P.S.U.

Genuine CBM miga A500 type replacement Good quality switch mode type. Super low pri



PROGRAMMER'S RIGHTS

If you're a programmer and you've never heard of the Society of Software Authors, then you could be missing out on crucial information to your career. The SSA's second developer's conference is being held on 26th January in Bournemouth. Tickets will be issued on a first come, first served basis. For more details contact the Society of Software Authors, P O Box 598, Bournemouth, BH6 3YB.

GENISCAN

From Datel Electronics, the latest edition of the Geniscan handheld scanner has been updated with a new interface and software to give even better quality images.

The interface has a custom chip in it and software now has an extended buffer, letting you merge two scans together. Photo Paint Illustrator is also included and the whole kit costs £169.99



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Star LC10 Colour Ribbons	£7.95
Star LC24-10 Ribbons	£7.95
Star LC10 Quality Dust Cover	£7.95

SYSTEM 3 NINJA SKILLS

System 3 were unhappy with the reception of Amiga's Last Ninja 2 and have now taken the same gameplay elements and literally 'remixed' the entire game. With a new control system and better graphics, the game should be hitting the shops very soon.

OUR PRICE £149.95

£169.95 £189.95

£229.95 £389.95 £369.95 £459.95

£459.95 £599.95 £1399.95

£59.95

£3.95 \$5.95

£5.95



NEED A HELPER?

Inovatronics have released the HyperHelpers package (\$59.95) that includes a Hypertext help system called DosHelp that can inform many aspects of Workbench 2.0, from setting up the Preferences to understanding the C: directory.

Run-N-Play and Launch Pad is also included in the package. The first allows investigation of unknown files and the later is a small window that sits on front of Workbench and contains a list of your favourite programs. Very helpful.



POWERDISKS ON THE WAY

The Guildford based games team, **Bullfrog** have announced they are already working on extra data-disks for Powermonger.

These new disks will not simply be filled with different graphics or extra missions but completely redesigned scenarios. They hope to make Powermonger more up to date, with new scenarios such as a World War I data-disk already on the cards. With a possible two data-disks followed by an editor disk, allowing you to create your own scenarios. The extra disks should be available by the end of February and although no price has been set but around £10-£15 per data disk is likely.

TV SPORTS BASEBALL

First there was Basket ball, then came American

Football and now Cinemaware has turned its movie-making skills to Baseball.

TV Sports Baseball is Cinemaware's most powerful statistical simulation to date with a complete 162 game season, 25 man rosters with five-man reserve lists (to replace injured players), 26 teams of all-time greats and a complete general manager mode of play.

The database can be switch off if you want more action. Either way, the excitement is captured with the help of large fully-animated players and a magnified batter/pitcher for a close-up of the ball throwing and strikes. TV Sports Baseball will ship in the spring for £29.99

MORE OCEAN MOVIE LICENSES



Ocean have signed on the dotted line to make the game of the film Terminator 2. Believe it or not the original Terminator film was never licensed as a game and with the sequel to be released in the Summer of 1991 (with a budget of \$60 million), Ocean are expected to release the game in the late Summer or Early Autumn.



EPIC OF A STORY

The team behind F-29 Retaliator (Digital Images Design) are rumoured to be working on a game that will be Britain's answer to Wing Commander, named **Epic**.

Epic started life as a 3D version of Microdeal's Goldrunner before Digital Images Design decided to up the stakes and create a space simulator, come shoot 'em up with cinematic animated sequences and presentation.

If you thought the fast polygon graphics seen in Retaliator were impressive; just wait until you see Epic's onscreen space fleet of over 80 ships. The launch of your star fighter from a carrier is depicted as a complete cinematic sequence. Epic employs a revolutionary ultra-fast graphics engine

to draw polygon cones, spheres and shaded shapes.

These images can be overlaid upon a bitmapped screen to produce a similar effect to the matte painting technique used in the film business.

INTERTAINMENT '90 REPORT

Held in mid-town Manhattan, New York it brings together delegates from all over the entertainment industry, who all realise that interactive entertainment is the boom area in the 90's.

Some of the interesting news and devices are below:-



With only 2% of the top excecutives' ever using a personal computer, possibly too busy talking on mobile phones maybe, a Texas company, **Empruve**, have designed a new computer for training and learning, labelled '**Cornucopia**'.

At \$4,000 it isn't cheap, but this user-friendly interactive book just might cause something of a minor revolution in the computer world. Primarily aimed at educational and training markets, the device is being touted as an 'optimum delivery solution for information retrieval'.

AMIGA DREAMS

Vincent Jean-Vincent has created a software package called the **Mandella** system that has an Amiga as its heart.

He points a video camera at himself up against a green screen. This image is sent to the computer, overlaid over some computer graphic screens, for example a set of drums.

With the person in front of the camera looking at the resulting merged image, the system then can react to movements you make on the screen - think PS Eye Toy or Nintendo; Wii well before they existed!





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he quest or freedom!

hen you can't member who you are, here you are and even hat year it is, then a know trouble must be too far way...

Held Captive for two indred years in an biting space prison for crime you didn't inmit, you are sperate to escape im your electronic of.

Armed only with a lefcase computer and in the corner of ar cell, you start ading out electronic is calls to the battling bid outside. Eventually you find a otley crew of fouroids ready to help ing about your cape... o begins your quest r freedom!



Actual screen about the screen about the

For further information on Mindscape products and your local dealer, contact: The Coach House, Hooklands Estate, Scaynes Hill, West Susses RH17 7NG. Tel. (044 486) 761



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DESKTOP VIDEO

With the Amiga revolutionising video post-production, bringing the power of $\pounds 100k+$ video studio within the reach of the person in the street, its time to recognise the Amiga as a great video tool.

You have probably seen the works of the Amiga on TV and at the cinema but you can get in on the action with little more than a low-cost genlock and decent software.



Hidden away within the Amiga hardware is a little piece of circuitry that makes the Amiga a natural for video work. It doesn't matter how flash your video hardware is, without this little slither of silicon your computer would be something of a none starter. Without the technical reason, this circuitry allows the Amiga to synchronise itself with an external video source, in the case of desktop video, a genlock. This is the most important factor (sync or swim) in

DTV. With Atari following suit with the

same syncing options in the STE,

genlocks on the Amiga are considerably cheaper; as you can pick one up for less than $\pounds 100!$

8N 199

With Interlacing making video output more compatible with video equipment (but not necessarily your eyes) you also have over-scanning (so the graphics fill the entire screen).

But at the heart of it all is the genlock, which is a sophisticated device that can combine two or more incoming video signals into one. So treating a colour as transparent you can replace all occurrences of that colour with the secondary video source.

So once you have your genlock plugged in all you now need is a source signal (eg domestic camera, video player or even another Amiga).

The Amiga does not have anything to do with the process of genlocking, it merely provides the video signal which is superimposed over the secondary video signal. You can of course keep all your generated graphics on disk but if you wish to store the 'complete' genlock presentation then the only way is to record it onto video tape. So you will need at least two video players/recorders if you want to use one as a source signal as well.



So what can you do with all this technology... The classic example is video titling amongst other impressive things (presentations).

Many packages out there allow the titling to be easy by manipulating fonts (Digi View, DeLuxe Paint, Zuma TV Text, Performer).

You will also want to invest in more memory with at last 2Mb if you can afford it. Then there is Sound. Most videos offer a separate 'audio out' connector which allows you to mix in your own sounds. Audio Mixers make this task easier such as Omega Projects Audio Mixer or Music-X. Although DeLuxe Paint 3 can handle both graphics and audio, with current Amiga desktop video software neglecting the audio most of the time. In the professional world, video engineers use a synchronising system called SMPTE (Society of Motion Picture and Television Engineers) which is used to weld music and video together. packages Whereas such as Music-X SMPTE, support although the hardware which uses it is very expensive.



<u>Jan 1991</u>



WHICH GENLOCK?

Whilst Neriki genlocks may be the best they are certainly not the cheapest. If you're after little more than a simple genlock that will overlay graphics onto video then there are many cheap alternatives.

ASAP's Mini-Gen (£100). Not the best quality genlock but a good price. **Rendale 8802** (£209) and **8806** (£800). The 8802 offers near broadcast and foreground keying whereas the 8806 offers full broadcast quality output and selectable colour keying.





Software comes in many forms such as ShowMaker (offering full ARexx support) and Video Toaster which isn't cheap (£1,500) but you get 7-input broadcast quality genlock, digital effects system, 24 bit frame grabber and buffer and 24 bit painting and full 3D animation.

Lastly, Neriki (Australian) offers you the 'knock your socks' off solutions. At the bottom end of the scale is **Desktop Composite Genlock** offering near broadcast quality for £750.

Next is the **Desktop Y-C** at £850, which takes advantage of higher resolutions. Both allow full fade control of background keying which means that you can control colour 0 and whether it is transparent or not. At the far end is the **Image Master** genlock, offering full broadcast quality encoding, although with a price tag of £1,150 for the basic composite version.



LET'S PREDICT THE FUTURE

AF018 contained the 'Vision of the Future' feature that had various game industry pioneers share their vision of the future for computing. Here are some of their ideas for the Next few years (1991+).

R-Type, Denaris, Short Circuit and Paradroid 90 all have robots that are highly sophisticated. The current truth is more disappointing; Nobody's come up with a robot that can keep you with ordinary human speech, walk happily on two legs or perform any more than most basic feats of human The Future will bring many reasoning. things ...

, IAN 1991

Just look at the modern day has brought us, Human-like Robots, Wii, PS4 VR, Siri and Amazon Echo.

Andrew Braybrook (Rainbow Islands, Graftgold)

I can see consoles barging in, and with all that competition the standard Amiga games are bound to improve. Port-overs will begin to die out and there should be a general technical improvement with games running at arcade speeds of 50 fps". He also thinks there will be more Populous-style games; pushing gameplay to its limits, "thought there may be a price to pay in terms of graphics".

He envisages more 1Mb games, more ambitious arcade conversions and a lot more 3D products with "very speedy polygon routines".

He also believes "CD technology will take off briefly then burn itself out", well think of services such as Steam and Origin nowadays.

Glynn Williams (Warhead)

polarise into Nintendo and PC products; being two dramatically different machines, so there must be room for a middle ground and that's

He feels that Amiga games "are bound to get better and better and publishers will begin to realise that it takes longer to product a great product for an Amiga than it did on 8-bit machines"

devoted to sound". He thinks fewer games will use a keyboard because Amiga games will have to be designed with console conversions in mind: "You'll just sit down, put your feet up and play in any position".

¹⁴ "There will be a lot more Amiga only

games using all 32 colours and making better

use of the machine as a whole" and "when

more people have 1Mb, more space will be

Peter Molyneux

(Bullfrog)

Also, with hackers frightened by the legal consequences, they will begin to write game intro demos professionally.

Archer McClean (IK+)

consoles and the PC. "The Amiga will carry on, but the software houses already producing the big games will get even bigger and there may be a re-emotyence of simple puzzle games with better graphics. The main on simple solutions, co-t e empl ation

> Ian Andrew (Incentive)

'Games will become more sophisticated and take longer to mainly because write of This means that more Amiga consoles. games will make use of the flexibility of the keyboard to produce a more thoughtful product than the consoles can. The 500k machine is so popular, 1Mb games won't take off, it just doesn't make commercially"

asis



JAN 1991

AMIGA TOP IO (UK)

- 1 F-19 Stealth Fighter (MicroProse)
- 2 Kick Off 2 (Anco)
- 3 Corporation (Core Design)
- 4 Gremlins 2 (Elite)
- 5 Turrican (Rainbow Arts)
- 6 Midnight Resistance (Ocean)
- 7 Days of Thunder (Mindscape)
- 8 F22 Retaliator (Ocean)
- 9 Spy Who Loved Me (Domark)
- 10 Killing Game Show (Psygnosis)

MUSIC TOP 0

UK

- 1 Queen - Innuendo
- 2 KLF - 3am Eternal
- 3 Enigma - Sadeness Part 1
- 4 Seal - Crazy
- 5 C&C Music Factory - Gonna Make You Sweat
- 6 2 in a Room - Wiggle It
- 7 Off-Shore - I Can't Take The Power
- 8 Bill Medley & Jennifer Warnes - Nelson - After the Rain (I've Had) The Time Of My Life
- 9 Robert Palmer -Mercy Mercy Me/I Want You
- 10 John Travolta & Oliva Newton-John - Grease Megamix

US

Surface - The First Time

Janet Jackson - Love Will Never Do (Without You)

C&C Music Factory - Gonna Make You Sweat

Ralph Tresvant - Sensitivity

Damn Yankees - High Enough

Madonna - Justify My Love

Vanilla Ice -Play That Funky Music

Will To Power -I'm Not In Love

Cathy Dennis - Just Another Dream

As of January 26, 1991

top Sp01

A triumph F-19 Stealth Fighter has crept up on the competition and stole first place. The anticipated Captive that was thought to rise to the top only came Number 41 this month.

Shadow of the Beast still remains in the Top 30 whereas Batman the Movie moves to 42 and Blood Money to 52.

Where as surprising numbers 43 and 57 have Fun School with educational packages.

FILMS

Top 10 Films based on Total Gross (£\$ million).

1	White Fang	\$34.7
1	White Fang	\$34.7

\$24

\$9

\$2

\$18k

Lionheart

2

- 3 **Once Around** \$14.8
- 4 Not Without My \$14.7 Daughter
- 5 Flight of the Intruder \$14.5
- 6 Warlock
- 7 **Eve of Destruction** \$5.4
- 8 Cadense
- 9 **Men of Respect** \$139k
- 10 Ski School

Taken from Box Office Mojo figures

UPCOMING AMIGA GAME RELEASES

- Turrican II
- SWIV
- Z-Out

- Gazza II
- > Cruise for a Corpse
- Mig 29 Fulcrum 20



lan 1991



What makes you such good friends?

really what kick off our friendship.

John: Aaron tends to see the positive in everything, which makes him great to be around. He's always quick with a good word when you're feeling down. We have a lot of shared interests, including retrogaming (of course), pinball and arcade machines, 80s wrestling, and roleplaying. Before we started the podcast, Aaron, Brent, our friend Matt and I had just completed a 2+ year-long Champions/Cthulu hybrid campaign.

Night Arcade / Board Game parties. We had them for years and years. I think I eventually heard Boat was into the retro-games scene, and that's

Aaron: We're lucky really. We both have many of the same interests, which is good, but might make for a real dull show. I think our age difference gives us different perspectives on games and life in general. Boat was a NES/SNES/Atari/Apple guy, and I'm a Odyssey 2/CoCo/Amiga guy....we sort of introduce each other to our specialties and both learn a thing or two. Also, he has a killer bar, so that's a plus!



<u>JAN 1991</u>



Aaron: Funny story. I complained to Boat FOREVER that no one was covering the Amiga in any meaningful, fun way. I said, this is a area that needs to be filled. This was YEARS ago. I never acted on it. Boat mentioned it practically every single time I saw him after that conversation, and finally he just said, "I'm ready to go, come over and do the show." and for once, I just said the hell with it and that ended up being the introductions and episode one. We had no format, no plan, and just some notes and off we went.



.18N 1991



What is your first gaming memory?

John: Seeing Defender on my next-door neighbour's Atari 2600. From then on, I was hooked.

Aaron: I'm old. The first thing I remember seeing video game wise was either Space Invaders or Boot Hill at a local department store. Soon after, my uncle got a pong machine. I remember being pretty impressed that you could move stuff on the TV, but I got bored with it pretty quick as I recall.





What is your most embarrassing computer/gaming moment?

John: These happen on a weekly basis, when Aaron and I frequently embarrass ourselves trying to play games for the show :)

Aaron: Well, I was really embarrassed in the Super Stardust episode when we forgot about using the keyboard. I told Boat we were screwed...credibility shot. I was appreciative that the audience didn't hang us out to dry on that.

What Amiga game gives you the most joy to play?

John: Lotus 2. Fantastic game.

Aaron I must say that Stunt Car Racer is one I just keep going back to ... such a great game. There are too many others to list.

What Amiga game do you hate with a passion?

John: Lionheart is the worst game I've ever played.

Aaron: I really hated First Person Pinball.. a bunch. Another game I just played and really hated was Thai Boxing. There are a ton of bad martial arts games out there

What is the one Amiga accessory you wanted, but never got?

John: A MIDI keyboard and sequencer software.

Aaron: There was a case add on for the Amiga 1000...sort of a Bodega Bay type accessory that you put your Amiga 1000 PCB in and it offered Zorro slots and memory expansion...was coming out of Canada. As far as I know, it was never produced, but man I wanted that so bad! My Amiga 1000 was showing its age at the time, and I was very jealous of all the expansion the Amiga 2000 offered.

With whom would you most like to meet from the Amiga or Gaming world?

John: Jay Miner. Legend.

Aaron: I always thought it would be fun to talk to John Cutter from Cinemaware fame. He was there working on some of my favourite games, including Wings! I'd wager he's got a few good tales to tell.

Also maybe not Jack Tramiel as he always freaked me out...I know he's passed now, and I've nothing bad to say about the man, but he had a scary reputation.

Where do you see *MAMIGOS* future?

John: The growth of the site and the community has been spectacular. We've been very lucky to add some top-notch contributors, and it's my hope that our team continues to expand. Our Patreon contributors have been so generous, and because of them we have been able to continuously upgrade our equipment. My goal is to make Amigos the number one Amiga media portal on the internet. Personally, I would like for Aaron and I to be able to attend some regional retrocomputing events and record live from there. Stay tuned, folks, we're just getting started!

Aaron: Dang, who knows? We've rocketed past my initial expectations. I think we've been VERY fortunate to arrive right at a time where the Amiga is REALLY surging. It's very exciting, and I'm incredibly enthused to be dipping my toe in the Amiga ocean. I'm not sure how far a podcast about a 30 year old machine, conducted in a basement by two hillbilly's can go, but I for one am in it for the long haul. One thing is for sure - love my Amiga, I play it everyday I can, and I'll be playing it when the podcast signs off for the last time.





SYSTEM OVERVIE

ARIGA 600

Codenamed 'June Bug' after the B52's song, it was introduced at the CeBIT show in March 1992. Taking over from the Amiga 500 it lasted until being discontinued in 1993, being replaced by the Amiga 1200.

Shipping with AmigaDOS 2.0 (which consisted of Workbench 2.0 and a Kickstart ROM chip numbered as either revision 37.299, 37.300 or 37.350) and was Commodore's final model based on the Motorola 68000 CPU and ECS chipset, running at 7.09Mhz (7.16Mhz NTSC) which utilised 1Mb RAM. Essentially a redesign of the

Amiga 500 Plus, with the option of an internal hard disk drive.

It was intended by Commodore to revitalize sales of the A500-related line before the introduction of the 32-bit Amiga 1200. According to Dave Haynie, the A600 "was supposed to be \$50–60 cheaper than the A500, but it came in at about that much more expensive than the A500."

This is supported by the fact that the A600 was originally to have been numbered the A300, positioning it as a lowerbudget version of the A500+. In the event, the cost led the machine to be marketed as a replacement for the A500+, requiring a change of number. models Early feature motherboards and power supplies with the A300 designation.

Although managing director of Commodore UK. David Pleasance, described the A600 as a "complete and utter screw-up". In comparison to the popular A500 it was considered unexpandable, did not improve on the A500's CPU, was more expensive, and lacked a numeric keypad meaning that some existing software such as flight application simulators and software cannot be used without a numerical pad emulator.

The "A600HD" model was sold with an internal 2.5" ATA hard disk drive (20Mb/40Mb) and retailed

at almost double the price of a standard A600. However, this hard disk support introduced some issues with existing Amiga software because the memory used for hard disk control prevented some memory-intensive titles from launching without disabling the hard drive (via the machine's in-built boot menu).

<u>ARIGA 600</u>

Later models were sold without a hard disk drive in the "Wild, Weird, and Wicked" bundle contained the A600HD label, but with the HD cradle and HD missing. These all have ROM version 37.350.

The A600 was the first Amiga model that was manufactured in the UK. The factory was in Irvine, Scotland, although some later examples were manufactured in Hong Kong, and also manufactured in the Philippines. The first-ever production A600—serial number "1"—resided in the Commodore UK managing director's office.

CPU

The designers included no capability to upgrade the original CPU as the 68000 is soldered to the motherboard and there is no other connection for upgrade. Despite this, unofficial CPU upgrades include the Motorola 68010, 68020 (at up to 25 MHz), and 68030 (at up to 50 MHz). The processor is upgraded not by replacing the 68000, but rather by fitting a connector over the CPU and commandeering the system bus.

However, this approach caused instability problems with some board designs, prompting custom modifications for stable operation. As a result, such CPU expansions were largely unpopular.

RAM

RAM can be upgraded to a maximum of 2Mb "Chip RAM" using the trap-door expansion slot. An additional 4Mb of "Fast RAM" can be added in the PC Card slot using a suitable SRAM card to reach a capacity of 6 MB. However, more "Fast RAM" can be added with unofficial memory or CPU upgrades. For example, the A608 board adds up to a maximum of 8 MB additional RAM by connecting over the original 68000. Likewise, CPU upgrades can accommodate up to 64Mb.

Other unofficial community expansions exist, like the FPGA driven Vampire which add's 128MB Fastmem RAM, HDMI output, SD card for HDD storage and a 64 bit core with full 32 bit compatibility.





155UE D2

<u>AMIGA 600</u>

Graphics and sound

The last model to utilise the Enhanced Chip Set (ECS), which can address 2Mb of RAM and adds higher resolution display modes. The so-called Super Agnus display chip can drive screen modes varying from 320×200 1280×512 pixels to pixels. Although as with the original Amiga chipset, up to 32 colours can be displayed from a 12-bit (4096 colour) palette at lower With an extra-halfdisplay resolutions. bright mode offers 64 simultaneous colours by allowing each of the 32 colours in the palette to be dimmed to half brightness. Additionally, a 4096-color "HAM" mode can be used at lower resolutions. At higher resolutions, such as 800×600i, only 4 simultaneous colours can be displayed.

Audio

Sound remains unchanged from the original Amiga 500, namely, 4 DMA-driven 8-bit channels, with two channels for the left speaker and two for the right.

Peripherals and expansion

With standard Amiga ports such as DB9M (for input devices) and a 25-pin RS-232 serial port and a 25-pin Centronics parallel ports the A600 is compatible with many peripherals available for earlier Amiga models, such as MIDI, sound samplers and video-capture devices.

PCMCIA Port

The A600 also had housing for one 2.5" internal hard disk drive connecting to the ATA controller and was the first of only two Amiga models to feature a PCMCIA Type II interface, almost identical to the one

featured on a later Amiga, the 1200.

With a number of peripherals were being released by 3rd party developers for this connector including SRAM cards, CD-ROM controllers, SCSI controllers, network cards, sound samplers, and video-capture devices.

Kickstart 37.299

Early revisions shipped with Kickstart 37.299, which had neither support for the internal ATA controller, nor for the PCMCIA interface. Although it is possible to load the necessary drivers from a floppy disk, it is not possible to boot directly from ATA or PCMCIA devices. Models fitted with Kickstart 37.300 or 37.350 can utilize those devices at boot time.

Due to bugs in Kickstart 37.300, the maximum supported size of a hard disk is limited to 40 MB, whereas version 37.350 is capable of supporting hard disks up to 4Gb.

Later it was possible to buy a pure software update to Workbench 2.1

This allowed localization of the operating system in several languages and has a "CrossDOS" driver providing read/write support for FAT (MS-DOS)-formatted media such as floppy disks or hard drives. Kickstart ROMs designated as 2.1 never existed as Workbench 2.1 runs on all Kickstart ROMs of the 2.0x family.

Following the release of AmigaOS 3.1 it was possible to upgrade the A600 by installing a compatible revision 40.xx Kickstart ROM.







AMIGA BOX ART



Bob Wakelin throughout the 80's and early 90's would produce an inexhaustible amount of box art for publishing titan **Ocean Software**. Following a brief stint with

Marvel comics (freelance), Bob moved into box art design, painting alongside early artists at the dawn of the UK software industry.

In 1983 he landed the position with David Ward's new company, Ocean Software, as an illustrator. Producing their earliest box art for games such as, Gilligans Gold, High Noon and Road Frog.

By 1984 Ocean had secure the rights to video game movie tie-ins and striking deals with Japanese developer's Taito and Konami to bring their arcade hits to Europe. Bob's art would start to reflect the explosive film and arcade posters of the day.

His diverse and versatility in Art allowed him to produce different art with ease. From realistic American influenced box arts (Cabal, Operation Wolf), to Japanese character art (New Zealand Story, Pang, Rainbow Islands). To the early 90's his work would become richer and more complex (Wizkid, Chase HQ, Sleepwalker, Choplifter III).

Usually working with little more than a description of the game, its title and a brief demo, he would complete the artwork within 4 to 10 days.

With a lot of his time sketching out detailed drafts in pencil then airbrushing over it.





Bob continued to work for Ocean until its takeover in 1995, with Central Intelligence being the last box art he worked on with Ocean before returning back to Marvel comics.

Bob's Box Art History (covering many systems over the years).

1983

Chinese Juggler Hunchback Island of Death Road Frog Royal Birkdale Championship Golf

1984

Cavelon Daley Thompson's Decathlon The Dam Busters Eskimo Eddie Flyer Fox Gift From the Gods Gilligan's Gold High Noon Hunchback II Match Day Moon Alert Pud Pud 1985 Cosmic Wartoad Frankie goes to Hollywood Hyper Sports The Slugger

1986

Comic Bakery Galivan The Great Escape Green Beret Highlander Mag Max Mikie Super Bowl Super Soccer

1987

Athena Gryzor Head over Heals Match of the Day II Mutants Renegade When time Stood Still Wizball 1988 Batman: Caped Crusader Gutz Operational Wolf Psycho Solider Rastan Target: Renagade The Vindicator Where Time Stood Still

1989

Cabal Chase HQ New Zealand Story Renegade III

1990 Ivanhoe Midnight Resistance NARC Pang Rainbow Islands Shadow Warrior **1991** Billy the Kid Elf

1992 Epic Parasol

Parasol Stars Space Gun Wizkid

1993 Choplifter III Int'l Open Golf Championship Sleepwalker

1994 Central Intelligence

















GPD XD comes complete with Android 4.4, so you can download your bought and free apps from the Google Ply store as normal. It somewhat resembles a Nintendo 3DS. although it does lack Bluetooth support and cameras, not a big deal in my eyes but Bluetooth would have been a nice feature. It comes in different modes of internal storage of 16Gb (Black), 32Gb (Blue) and 64Gb (Red), although this can be expanded using the SD Cad slot and I actually have a 128Gb SD Card in mine.

The wireless is 802.11ac which is rather speedy alongside a

Controls are also very good, you can play many games using the proper D-Pad, Face buttons or Analog



controls, both with emulated and original games. Then there is the added bonus of being able to play touch screen games also, albeit on a 5" screen (5-point all function) alongside a resolution of 1280x720. As I am using my primarily for emulators, including the Amiga emulator, the screen resolution is not a problem for me although I can see it being an issue for some. nice big battery (6000 mAh), which allows for hours of gameplay, estimated at around 8 hours. I must admit I always got to around 5-6 hours before wanting to recharge it but it did last a long time even with some of the power hungry apps running.

The 5" touch screen seems to have been inspired by the Wii-U's gamepad and I must admit is very responsive. Although the screen does get somewhat finger print messy after a while, it cleans up nicely.

The 3DS look and feel are constant throughout the design, whilst it offers a great size for your pocket and at the same time helping to protect the screen.



Another nice feature I have used is the HDMI output (2.0), allowing you to watch and play games on your big TV. It even has a 3.5mm stereo headphone jack for personal audio listening on the go, as well as USB 2.0 ports.

I have yet to try a USB controller to see if I can play multiplayer games with two

controls though and that would be perfect when utilising the HDMI to TV.

98 X8

I must add though that I found this way of playing a bit limited due to my HDMI cable length, which was the main reason why I also bought the **'Eagle Box'** for wireless TV Gaming (review in upcoming issue).



Game Pad Digital

<u>6PD XD</u>

It also has a **key mapper** that overlays the screen (on setup) to allow you to play any touch screen using the buttons. Very useful.



Any emulator that runs on Android can be run here and I have tried PSX, C64, 2600, Megadrive (Genesis), N64 among others and all run well.



voi

AMIGA

ATARI

It can be bought in the UK from Funstock for $\pounds 189.99$.

A bit of a price for a small pocket device but I have had many previous revisions of this product (GP2X) and must admit this is the one I will be keeping for a long time.

Great for pocket emulator gaming on the go.







M

 Rockchip RK3288 Quad-Core chipset 2GB RAM 16/32/64GB storage MicroSD card slot HDMI-out
 5-inch IPS 720p HD screen Android 4.4.4

Game Pad Digital

GAME BOY MANE

