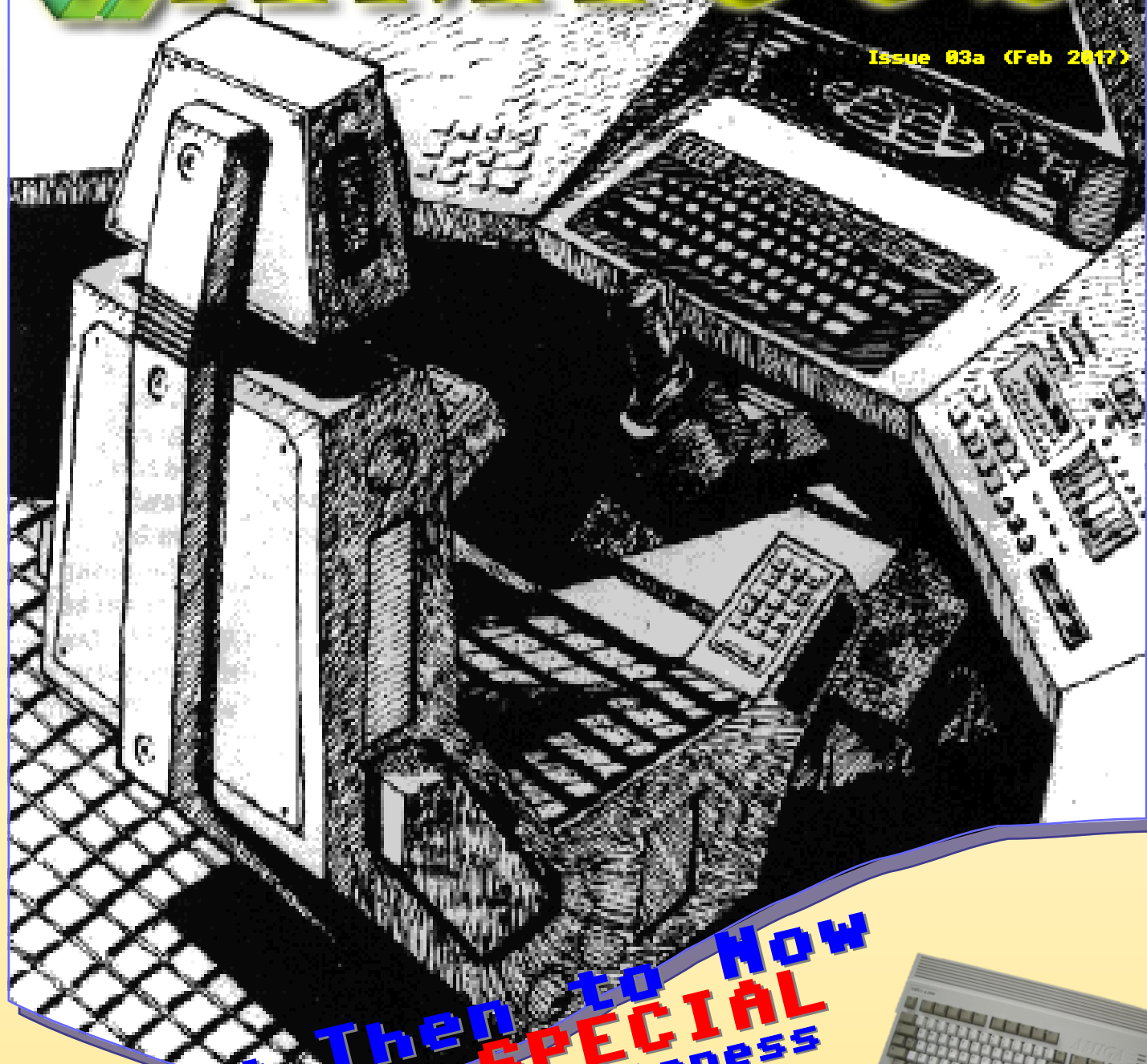


AMIGOS

Issue 83a (Feb 2017)



From Then to Now
"ELITE" SPECIAL
8-Pages of Eliteness



Amiga 1500 Kit



GVP HDD



Amiga 1200
5-Page Special

Plus News and Charts
from February 1991

WELCOME



Welcome to the third official Amigos podcast magazine. Utilising the 'Back in the day' magazines of Amiga Computing, Amiga Format, CU Amiga covering February 1991. I have introduced new features such as 'Then & Now' which covers retro games that have been refreshed for the modern era

As usual your comments are always welcomed.
Neil Mansell aka Spyhunter (spyhunter@amigospodcast.com)



RAM Disk



Workbench

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Clock V2.1

PM

February 1991

Features

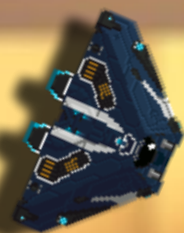
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GVP Hard Drives	A1500 Upgrade	A1200

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9	29
Then & Now: Elite	Powerpacker Pro



3D CONSTRUCTION KIT

Domark's latest offering has been billed as the 'Ultimate tool for building a Virtual Reality', due in April 1991 and named the '**3D Construction Toolkit**'. Claiming to be the first product to allow Amiga owners to create, design and plan a real environment, then actually walk in that environment and interact with it as if they were really there.

A specially written arcade adventure is included that has been created with the toolkit and features some of its effects and animations. A Domark spokesman has said that using the kit is just like 'building bricks for adults'.

Potential uses for the utility are the creation of 3D games, 3D modelling and educational design modelling.

Price has yet to be fixed.



TOO FAR?

Adverts for Ubisoft's game **Ranx** are the latest target for Sandra Vogel, leading light of Oasis - The Organisation Against Sexism in Software.

The group has nearly 100 members of which 75% are female.

KICK OFF CRAZY



Kick Off 2; the game that swaps boots and balls for bits and bytes, drew a crowd so large at a recent event in Germany that the police were called; in order to control the frantic supporters. Recently attracting 15,000 players to a league event in Italy with similar bizarre events erupting in France, Spain and the UK.

With thousands of players slugging it out during the last few months in regional rounds of The Computer Football Challenge Cup.

Play-offs were held at the Anco stand during the recent Shopper Show weekend with the final being held on the Sunday.

Although available for both Amiga and Atari ST, there was only one machine that was used at the show... the Amiga.

The newly crowned king, Neale Type walked off with a smile and a £1,000 cheque, whilst Steve McEwan placed runner up with £500. The final 16 each received £100 and a medal.



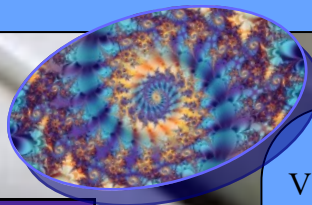
STANDARDS

Grafexa is a multi-national body which has stepped in to produce a common standard for devices offering more colour and higher resolution than the standard Amiga - an area which Commodore has failed to cover.

Grafexa will act as the forum for discussions on the new standard with a plan to publish the first draft of the new standard in time for the European Developers' Conference in Milan in February.

MUD

Author of multi-user adventure, **MUD**, Richard Bartle, has come up with an interesting snippet. When players enter the game, they are allowed to choose a persona, including the sex. Although with 95% of UK players being male, half of the alter egos are female.



FRACTALS

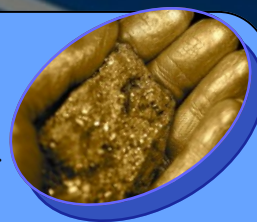
Virgin Games have announced they are publishing Graftgold's next title which will be based on 3D fractal technology, with the working title **Realms**.

Following the success with Super Off Road coin op conversion Virgin director Andrew Wright has stated he wanted to work with them again.

Realms has already been development for about six months and should be available in February.

MIDAS TOUCH

Two lucky people will soon be receiving gold plated Amiga's as part of Commodore's celebration for reaching sales milestones. Amiga sales in the UK passed the half million mark in November and worldwide sales passed the two million mark during the same month. Commodore admitted that the Amiga's probably won't have real gold, they will just come with special plaques.



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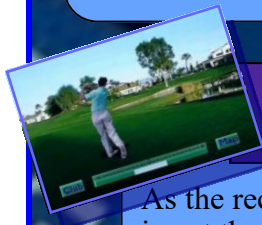
Owners of an old Amiga can upgrade to a A3000 with computer dealer MCS. They are offering a £1,000 trade-in off the price of an A3000, depending on age and condition.

They will then send the old machines to the BBC who will be able to sell to raise cash or donate them to charities.

INFOFRAMES PUSH FORWARD

The French software house have increased its UK presence, joining **Henri Coron** at the new London office are **Pascal Blandin** and **Dominic Cor** who will be responsible for marketing and press relations. Infogrames have promised some interesting products in months to come.

CDI GOLF



As the recent Entertainment Show in New York, the CDTV is not the only aspirant to the Compact Disc crown. Working together, Sony and Philips were wooing the crowds by introducing them to the world of CDi. Only one game exists at present - CDi Golf - but this blows away the likes of Leaderboard as it features on-screen footage of the Pebble Beach course.

GB ROUTE

GB Route is the Amigas' answer to the PC's Autoroute. Priced at £40 it is the first program of its kind on the Amiga. Providing a route map of the UK, asking you to enter your starting point and destination and then prints out a 'best route' for the road journey. Possibly this has enormous potential!

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PC AND AMIGA IN HARMONY



The AT Once is a PC emulator that slots inside your A500 and allows PC and Amiga programs to run on the same machine at the same time.

The 8Mhz PC emulator is claimed to offer full IBM compatibility and support hard disks. It does its PC processing with the Intel 80286 chip found in the IBM AT's, but also on the board is a Motorola 68000 which takes over from the Amiga's similar central processor.

The AT Once is available now and costs £199, running on any version of the PC operating system, MS-DOS 3.2 onwards (MS-DOS 4.01 costs £50 if you don't have).

An A2000 version is soon to be released with a cage card that allows the A500 to take expansion cards as well as a promised 386SX version.

The Amiga's Serial, Parallel and Mouse ports are used as if they were the PC's and the internal Amiga disk drive becomes a 720k PC disk drive. Any external 3.5" or 5.25" floppy disk drives are configured as their PC equivalents.

Although the emulator will only allow 4 colours for PC from a choice of CGA, Toshiba, Olivetti and Hercules displays. CGA is currently the most usable. Expansion cards should make it possible to use EGA and VGA display but take a toll in processing speeds and at a cost of £299.



KONIX UPDATE

Last month we reported on the possible Buy-out of Konix.

The Konix range of joysticks have now been taken over by French distributor **Innelec**, with a rumoured bid of around £200,000. Konix fell into receivership in October 1990 owing a reportedly one million pounds.

The Konix range will be joining Innelec's range of Amstrad hardware and other joysticks. Although a question mark still hangs over the future of the **Konix Multi System console**, which is not included in the Innelec deal. Last year Innelec claimed sales figures of £15 million.



SOFTSELLER

Mail order firm **Softsellers** (Ipswich) have ceased trading so don't order anything from them.



MONITOR STAND

The monitor stand enables you to swivel your monitor in nearly any direction.

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COMPILATIONS MAD

Ubisoft have announced two new compilations, retailing at £29.99

The packs are called 'Challengers' and 'Full Blast'.

Challengers include Pro Tennis Tour, Fighter Bomber, Stunt Car Racer and Super Ski whereas Full Blast includes Ferrari Formula One, Carrier Command, Rick Dangerous, P-47, Highway Patrol and Chicago 90.

Infogrames have also unveiled a great offering of three fully boxed games for the price of two. The first pack will feature Welltris, North and South and Tin Tin on the Moon.



ocean DO IT AGAIN

Not happy with just acquiring the rights to Robocop III, Ocean will also be releasing a game based on Bruce Willis' new movie, **Hudson Hawk**. Both games are under development and having seen both scripts for the films, will be as close to their movie counterparts as possible.

U.S. GOLD HAVE TWINS

Following up their recent signing of Magic Sword, US Gold have just secured the license to Capcom's Mega Twins coin-op. The arcade game follows the adventures of the two twins of the title as they make their way through a world which has been over-run by a group of baddies.

US Gold have previously brought us coin-op conversions of New Zealand Story and Rainbow Islands. They will soon be releasing Bonanza Brothers, another coin-op conversion, with both games out by November.



REV IT UP

Gremlin is set with two new sequels, the first being Shan Southern's Super Cars II which retains the basic Super Sprint theme but adds all manner of new features, such as 20 levels boasting an assortment of ramps, pot holes and banking roads.

The accessory shop has also been expanded and now features twice as many weapons and a few more wheel and turbo additions.

The second sequel is to the brilliant Lotus Challenge. Plans include more cars and tracks and when played in single-player mode, a full screen will be shown rather than half.

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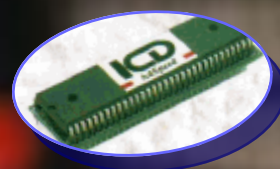
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50 cap	£4.99	£4.25	£3.99
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Xetec 106MB 15 Milli Head Park.	£999.99	Xetec 4MB	£499.99
Xetec 330MB 15 Milli Head Park.	£1999.00	Xetec 8MB	£999.99

THE YEAR.. 1989

That was the year... 1989

June 89

It appears an Amiga 2000 was at the heart of the investigation into the Lockerbie Air disaster. Coupled with video film, the Amiga was used to reconstruct the last moments of the doomed craft.

The system produced stills from thousands of hours of video recordings using a digital frame store. The Amiga's graphic capabilities then were used to enhance the stills so that tiny details can be picked out.

With the results printed on a Polaroid freeze frame film recorder.

July 89)

Weather satellite pictures from **Microtext** finally become available for the Amiga using any unexpanded Amiga, a simple **Microtext Teletext** adapter and an ordinary domestic television aerial, costing £143.52. The images originate from sources such as MeteoSat.

Oct 1989

Commodore had reported a loss for the period of April to June 1989. With initial 8-bit success with the C64, Commodore then went rapidly downhill, closing its plant in Wales and generally tightening its belts.

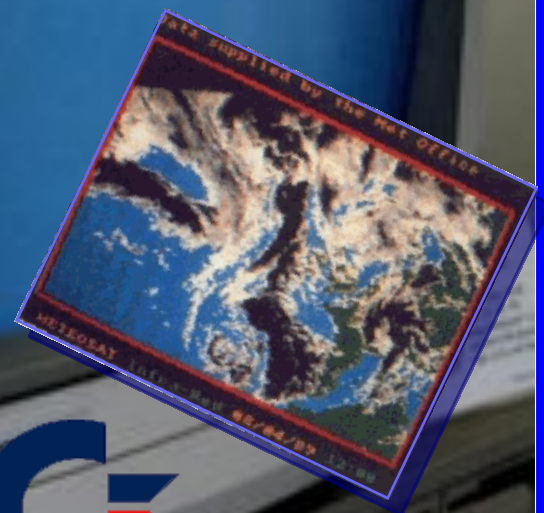
The Amiga release turned the profits upside down and revived Commodore's flagging fortunes with them earning a whopping \$1 million that year.

Nov 1989

Parsec graphics board from Elmtex Research was a breath-taking powerful board, already available got the Atari. The Amiga version had a price tag of £918 and promised a screen resolution between 640x480 and 1024x768.

With the power being generated by a Texas TMS 340010 32-bit processor running at an amazing 50Mhz; in effect an entire self-supporting micro on a chip.

Unfortunately the Parsec failed to appear for the Amiga.



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AWARDS

European Award Results

- Best RPG - Captive
- Best Racing - Lotus Turbo Challenge
- Best Strategy - Powermonger
- Best Animation - Prince of Persia
- Best Graphics - B.A.T.
- Best Flight Sim - LHX Attack Chopper
- Best Sports Sim - Indianapolis 500
- Best Simulation - Wolfpack
- Best Hope - SWIV
- Best Strategy/Action - PipeMania

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elite

ELITE

Originally published by Acornsoft for the BBC Micro by David Braben and Ian Bell in 20th September 1984, Elite is an open-ended space trading game.



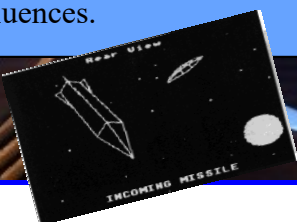
Utilising revolutionary (at the time) 3D graphics led to it being ported to virtually every home computer system, and earned it a place as a classic and a genre maker in gaming history. With the game's title derives from one of the player's goals of raising their combat rating to the exalted heights of being "Elite".

It was one of the first home games to use wire-frame 3D graphics with hidden line removal.



Another novelty was the inclusion of 'The Dark Wheel'; a novella by Robert Holdstock which gave players insight into the moral and legal codes to which they might aspire to play the game.

The developers cite it was inspired by a range of sources; 2001: A Space Odyssey, Star Wars, Hitchhiker's Guide to the Galaxy and the original Battlestar Galactica all as influences.



Bell was already working on a game for Acornsoft called Freefall at Jesus College (Cambridge) whilst Braben had started writing a game called Fighter, but he had not yet completed it. The two projects were sufficiently similar that Braben and Bell compared notes, and after seeing Star Raiders on the Atari 800 they decided to collaborate to produce what eventually became Elite.



They first approached Thorn EMI; the company's rejection letter stated that the game was too complicated and needed to be finish-able in 10 minutes with three lives. Braben and Bell then met with Acornsoft; their demo of the Elite's combat and docking sequences impressed managing director David Johnson-Davies and other Acornsoft executives. The company agreed to publish the finished game, although the company feared that it was too ambitious for Braben and Bell, and was uncertain about the merits of two developers instead of one on a single game.

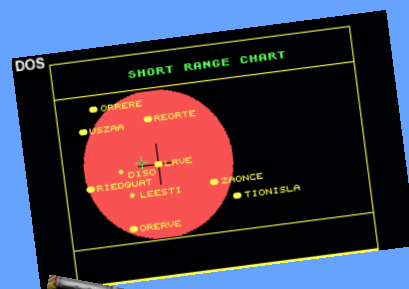
Taking two years to write in machine code using assembly language, it started out as a 3D arcade game without the trading element.

The last part added was the 3D radar display fitted into the last few unused bytes in their computer.



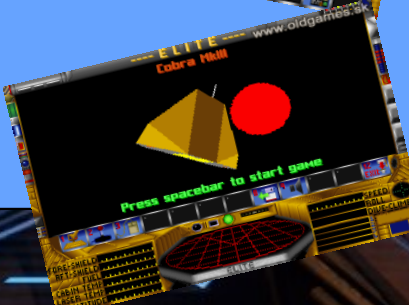
However the original BBC version used a novel split screen approach to show four colours onscreen simultaneously; the upper two thirds of the screen were displayed in Mode 4 while the lower part was in Mode 5. Whilst the Electron version ran entirely in Mode 4, because the video chips were not 100% compatible and therefore was in black and white only.

With Non-Acorn version first being published by Firebird, Imagineer and Hybrid, Frontier (David Braben) has claimed the game to be part of its own back catalogue, with all the rights to the



DOS

Product	Unit	Buy Price	Sell Price	Quantity Available	Cargo Hold
Food		100	100	100	
Medicines		100	100	100	
Alcohol		100	100	100	
Weapons		100	100	100	
Compass		100	100	100	
Engine		100	100	100	
Parts		100	100	100	
Gold		100	100	100	
Platinum		100	100	100	
Iron		100	100	100	
Other		100	100	100	



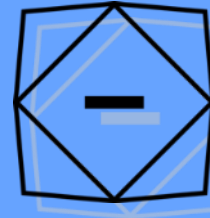


GAMEPLAY

With the player initially controlling the game character, 'Commander Jameson', they start with 100 credits at Lave Station, in a lightly armed trading ship known as the 'Cobra Mark III' (with most ships being named after reptiles/snakes).

The player can gain credits through a variety of gameplay such as piracy, trading, military missions, bounty hunting and asteroid mining. With the money being credited that allows the player to upgrade their ship with enhancements such as better weapons, increased cargo capacity, an automated docking system and much more.

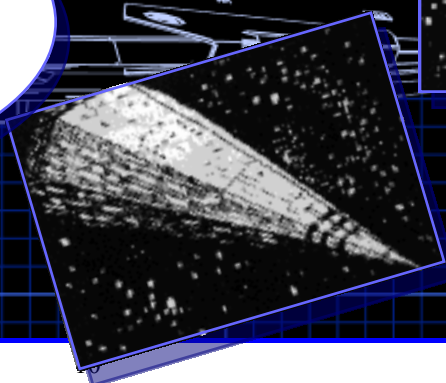
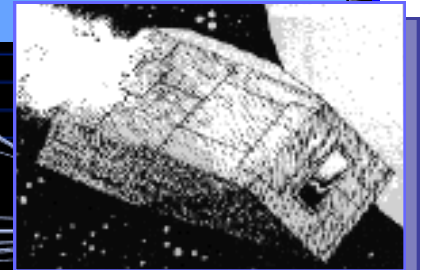
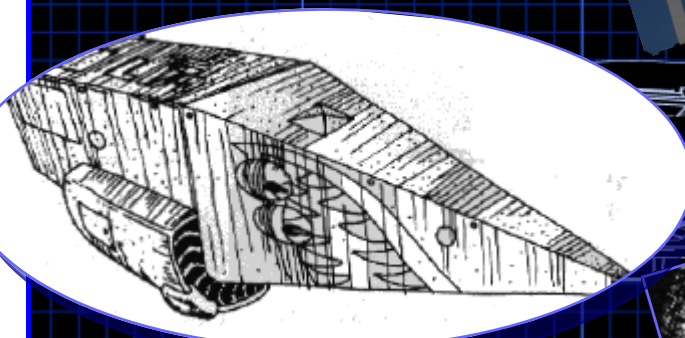
In the game universe, stars have single planets, each with a space station in its orbit. Stars are always separated by interstellar distances effectively untraversable using the ship's sublight engines. Travel between stars is accomplished by hyperspace jumps, and is constrained to those within range of the limited fuel capacity (a maximum of 7 light years) of the ship's hyperdrive.



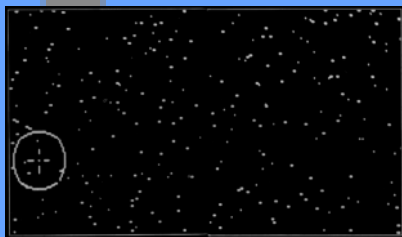
DOCKING

Ship fuel can be replenished after docking with a space station, which requires matching the ship's rotation to that of the station before entering the docking bay - a task that can be avoided by purchasing a docking computer. Equipment upgrades include a fuel scoop, which allows raw fuel to be skimmed from the surface of stars.

You need to be aware that whilst making a hyperspace jump between star systems, the Thargoid insect race may intercept the player half way, forcing his ship to remain in "witch-space" and do battle with their smaller invasion ships. As the interrupted jump uses the full journey's fuel, the player may have insufficient fuel to subsequently jump to a nearby planet, trapping them in witch-space and they must use an escape capsule if owned, or abort the game and reload. There is little practical difference between the different galaxies. However, in some versions it is necessary to travel to at least the second galaxy to access the game's missions.



THE UNIVERSE



Containing eight galaxies, each with 256 planets to explore. Due to the limited capabilities of 8-bit computers, these worlds are procedurally generated. A single seed number is run through a fixed algorithm the appropriate number of times and creates a sequence of numbers determining each planet's complete composition (position in the galaxy, prices of commodities, and name and local details; text strings are chosen numerically from a lookup table and assembled to produce unique descriptions, such as a planet

with "carnivorous arts graduates"). This means that no extra memory is needed to store the characteristics of each planet, yet each is unique and has fixed properties. Each galaxy is also procedurally generated from the first. Braben and Bell at first intended to have 248 galaxies, but Acornsoft insisted on a smaller universe to hide the galaxies' mathematical origins.

However, the use of procedural generation created a few problems. There are a number of poorly located systems that can be reached only by galactic hyperspace - these are more than 7 light years from their nearest neighbour, thus trapping the traveller. Braben and Bell also checked that none of the system names were profane.

PLAY TESTING

The developers did not spend much time playing their creation and the quality testing was mostly performed by the Acornsoft Director of Marketing, David Johnson-Davies who also planned the packaging and marketing campaign.

Acornsoft set in motion a large-scale publicity campaign and commissioned a presentational package for the game that was far more elaborate than normal. Acornsoft packaged Elite in a box larger than their usual releases, complete with a Novella, Training Manual, reference card and a ship identification poster.



Review scores

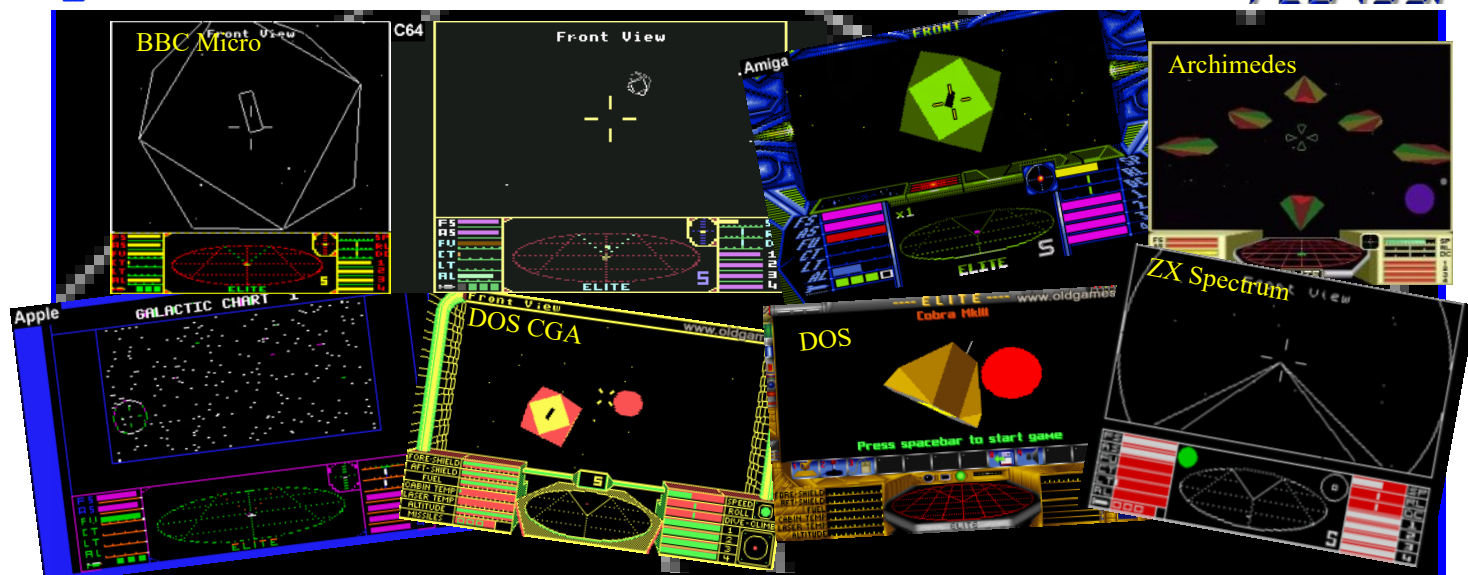
Amtix	CPC: 94%	Crash	ZX:92%
CVG	C64: 36/40	Sinclair User	ZX:5/5 stars
ZX:	37/40	Your Sinclair	ZX:9/10
Atari ST:	82%	Zzap!64	C64: 97%
		Amiga:	98%

THE DARK WHEEL

The Dark Wheel was the first novella to be included for distribution with a video game, with no direct sequel written since. The Andy Redman novella was included in the IBM PC release of Elite Plus but this was in no way connected to the original story.

The story tells of a young starship pilot named **Alex Ryder**, whose father Jason is killed when their merchant ship is attacked by a notorious pirate. In trying to understand and avenge his father's death he encounters the basics of the Elite universe - including combat, hyperdrive and hyperspace and the deadly aliens called Thargoids. Finally Alex discovers the truth about his father and his combat rank. He also acts as an acceptable face of trading, since his female co-pilot, Elissia Fields, is an alien species, wanted in several systems. Alex wants to avenge his father's death, but must exercise caution in tracking down the assassin. By trading commodities, he slowly improves the arms and armour of his ship. When he is competent at using the spaceship for combat, but before he feels ready, he makes a trade that is sure to bring his father's killer to him.





VERSIONS

The BBC Micro (Model B) being the first release on tape and disk (referred to as Classic Elite) was shortly followed by the Acorn Electron tape version. The Electron version's limitations meant the Thargoids and Suns were cut from the game, with neither versions featuring missions.

The Electron tape version also contained a bug that stopped Galactic Hyperspace from working (mail-in tape replacement available to v1.1).

With a new disc version released by Superior Software (1986) taking advantage of the Model B+, Master 128 computers, (optional 6502 2nd Processor or sideways RAM). It was eventually being ported to virtually every home computer system with the only console version in 1991 for the Nintendo NES.

C64 (Firebird, 1985)

Introducing Trumbles (Star Trek) as well as docking sequence music (Blue Danube Waltz), as a nod to a space docking sequence in Stanley Kubrick's 1968 film 2001.

Elite was Firebird's best-selling Commodore game as of late 1987.

ZX Spectrum (1985)

Programmed by "Torus" included a Supernova mission not found in any other version.

Amstrad CPC

Itself a port of the ZX version has fewer ships than other platforms, lacking the Anaconda and Transport, along with some minor differences in missions and titles.

Amiga/Atari ST/MSX (1988)

Rob Nicholson did not have access to the source code (contractual issues) and wrote "blind". All he had were the ship shapes and the procedural generation code for the galaxies.

DOS (Microplay Software, 1987/1991)

The original Elite PC was for CGA whereas Elite Plus was for EGA, VGA and MCGA. It was coded entirely in assembly language by Chris Sawyer, who later wrote RollerCoaster Tycoon. Elite Plus also had a ninth galaxy (reached by hyper-spacing into Witch Space)

Acorn Archimedes (1991)

Named ArcElite and written by Warren Burch & Clive Gringras was regarded as the best conversion of the original game, adding intelligent opponents (engaged in their own private battles) and police who take an active interest in protecting the law.

Utilising more modern hardware by using polygon mesh graphics in place of the wire-frames.

The game world no longer seems to be centred around the player; freighter fleets with escorts go about their own business, pirate formations patrol lawless systems looking for cargo to loot and mining ships can often be found breaking up asteroids for their mineral content.

Rare occurrences occurred such as geometric formations of space beacons; hermits living among the asteroids and abandoned ships towed by police.

The Archimedes version of Elite was originally written to be a space trading game called Trojan - It was released for free by The Icon Bar website in 2006.



LEGACY

In November 1999 (the game's 15th birthday), Ian Bell released many binaries and source code of several versions of the original game on his website. This caused a dispute between Bell and Braben, although this has since ended and is available again on Bell's site.

On 20 October 2013, the Internet Archive started to offer Elite in the ZX Spectrum version for online playing in the browser via MESS emulation.

SEQUELS

With sequels following such as:

- Elite II: Frontier (1993)
- Frontier: First Encounters (1995)

First Encounters introduced Newtonian physics, realistic star systems and seamless freeform planetary landings.

The 3rd sequel; "Elite: Dangerous" was launched on 16 December 2014 (following crowdfunding in 2012) being developed by Braben's company Frontier Developments.

Bell had limited involvement in the first sequel, and was not involved in the production of the second. Both Frontier games were a considerable advance on the original Elite, with filled 3D graphics, missions and a complex economy. This time, the player was not confined to orbit but could land on and explore or mine planets. The number of flyable ships was greatly increased, and a new political backstory was introduced enabling the player to gain ranks in competing interstellar empires.

Frontier Elite II appeared on the Commodore Amiga, Atari ST and IBM PC whilst Frontier: First Encounters was only released for IBM PC.

The two Frontier games were significantly flawed in a number of respects. Both games had many bugs, First Encounters in particular, due apparently to being published in an incomplete state. It was extensively patched, then reissued and finally withdrawn from sale. This was followed by a lawsuit brought by Gametek against David Braben. The two games employed a realistic flight model based on Newtonian mechanics rather than the original arcade-style engine. While this was more realistic, many players also found it frustratingly difficult, particularly in combat.



ELITE

ELITE DANGEROUS

Elite: Dangerous added multiplayer and extended the use of procedural generation, allowing players to fly to and survey every planet of every size in a galaxy containing billions of stars and developed using Frontier Development's own in-house COBRA game development engine.

Although there are no plans for a Linux version of the game, Braben stated in 2014 that "There is no reason why COBRA cannot run on Linux, running through OpenGL."

It also supports virtual reality devices, including the HTC Vive and Oculus Rift.

By April 2014 Braben had reacquired the legal rights to the Elite franchise and by the end of April 2015, Elite: Dangerous had sold over 500,000 copies, with Frontier Developments expected to generate £22 million from sales.

Review Scores

GameRankings (XONE) 79.5%
Metacritic (PC) 80/100
(XONE) 80/100[74]
Eurogamer 8/10
GamesRadar 4/5 stars
IGN 7.4/10
PC Gamer (UK) 86/100
Metro 7/10

The game had sold around 1.7 million units by the end of May 2016.



ED Timeline

- Nov 2012 Kickstart campaign started.
- Dec 2013 Pre-release test versions available to backers.
- May 2014 Beta Test Phase 1
- Nov 2014 3 weeks before launch a Pre-release 'Gamma' build released to backers.
- Dec 2014 Windows version released.
- Apr 2015 Steam Support (for Win/Mac version)
- May 2015 OS X version released.
- Jun 2015 X-Box One 'Preview' version via the Xbox Game Preview Program during Microsoft's briefing at the Electronic Entertainment Expo 2015
- Oct 2015 Final X-Box One version released.
- 2017 PS4 version coming (2nd quarter).

GAMEPLAY

Currently set in the year 3303 and has been running in sync with UTC +1286 years, around 45 years after Frontier: First Encounters, it retains the basic premise of previous games - players start with a spaceship and a small amount of money and have to make their own way in an open galaxy, furthering themselves either legally or illegally, through trading, mining, bounty-hunting, piracy or assassination.

Players have access to a massively multiplayer persistent world (Open Play), as well as an online-only single player mode (Solo).

You are able to explore the game's galaxy of some 400 billion star systems, complete with planets and moons that rotate and orbit in real-time, resulting in dynamic day/night cycles.

With around 150,000 of the game's star systems taken from

real-world astronomical data, and the rest procedurally generated according to scientific models.

You are able to dock with space stations and outposts to trade goods, purchase new spacecraft, re-arm your ship, effect repairs and to seek or complete missions from text-based station "bulletin boards". You can also find cargo or encounter other ships while in flight by investigating 'Unidentified Signal Sources'.

RANK

There are four player status levels, for combat, CQC Championship, exploration and trading, depending on accomplishments.

On 15 March 2015, the first player reached triple elite status, the highest status, and won £10,000. Certain status or rank can grant access to a number of systems which require a permit and some benefits of some systems include ship discount prices among other things.

Braben has said that Thargoids, the warlike, insectoid aliens from the original games, would make an appearance in some capacity with mission objectives introduced in May 2015 about ancient specimens fueled speculation of the coming introduction of the Thargoid species.

On January 5th, 2017, the Thargoids were possibly encountered by a player. The ship encountered was alien in nature, but no confirmation has been made that it was the Thargoids, as there have been no reports of violence from any of the players who have come across them.

FACTIONS

There are three major factions, the Empire, the Federation, and the Alliance. Powerplay (Patch 1.3, June 2015) features competitive galaxy-wide faction challenges.

You can pick from various in-game factions and contribute by completing mission goals and earn various rewards. The outcome determines faction powers, territorial control, and what each faction does next.

ARENA

Simultaneously announced and launched on 16th February 2016, Arena is a low entry priced standalone version of the CQC (Closed Quarters Combat) arena mode. This allows newcomers and veterans to compete against each other. The corresponding game mode in Elite: Dangerous was also renamed from "CQC" to "Arena" on the same day. From 7 to 11 July 2016, the game was offered for free on Steam.

EXPANSIONS

- 5 Aug 2015 Horizons announced at Gamescon.
- 30 Nov 2015 Horizons beta.
- 15 Dec 2015 Horizons released (PC).
- 3 Jun 2016 Horizons released (XBox One).

Horizon is a separately priced product with original ED customers receiving the Cobbra MK4 ship. There are no plans to release Horizons to Mac OS X unless Apple provides support for compute shaders.



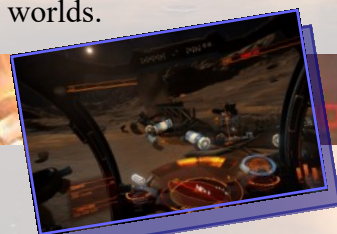
HORIZONS

Horizons adds planetary landings (featuring procedurally generated planets), ground vehicles and bases, synthesis, looting and crafting, ship launched fighters, passenger missions, and coop multi-crew support for larger ships.

You can choose to set down at planetary bases or at any point of your choosing, and can deploy a new six-wheeled ground vehicle called the SRV. This vehicle is equipped with weapons, a special "wave scanner" for finding resources and shipwrecks, a datalink system for hacking into bases, as well as special thrusters that can lift the vehicle up into the air for short periods of time. Thrusters in the wheels can be used to affix it to the ground on low-gravity worlds. Materials found on planets can be combined to boost ship jump range, synthesize repair materials, or upgrade weapons.

Additional expansions included a more comprehensive looting and crafting system released in May 2016, ship launched fighters and passenger missions released in October 2016, and support for multiple players working cooperatively on the same ship planned for a future expansion within the first half of 2017, ahead of PS4 release.

The 5th expansion has not been announced but speculation about the ability to walk around and the types of worlds players can land on is expected to be expanded; landing on planets with atmospheres or earth-like worlds.



MY EXPERIENCE

As an avid ED player and although I have taken to space, it took me a long while to get into the game. I had to not only learn how to pilot the ship, dock (which is harder than it looks when first played) but also trade. I have tried my hands at bounty missions (which is a good source of income) to changing my ship to a Hauler and mining/trading materials.

The Beta is great to test the different ships and enhancements before going to the trouble in the real universe. The game is definitely easier to manage using additional tablets that showcase additional buttons and commands, voice command (VoiceAttack) and the important piece - the joystick - or flight stick as I use Thrustmaster Hotas which I don't think I could play now without (although some players use mouse or XBox controller so it can be done).

Overall a well worth experience alongside the community with regular podcasts from the orange Sidewinder of Lave Radio to reference websites that help your journey. Well, I say journey you can literally change what you are doing, want to be half way through doing it, a fantastic game - if only I had the time to earn the credits for an Anaconda.



AMIGA TOP 10 (UK)

- 1 Teenage Mutant Hero Turtles
- 2 Powermonger
- 3 Robocop II
- 4 F19 Stealth Fighter
- 5 Fantasy World Dizzy
- 6 Lotus Turbo Challenge
- 7 Toyota Celica Challenge
- 8 Hollywood Collection
- 9 Treasure Island Dizzy
- 10 S.C.I.



MUSIC TOP 10

UK

- 1 Simpsons - Do the Bartman
- 2 Nomad - (I Wanna Give You) Devotion
- 3 KLF - 3am Eternal
- 4 Oleta Adams - Get Here
- 5 Praise - Only You
- 6 2 In A Room - Wiggle It
- 7 Kylie Minogue - What Do I Have To Do
- 8 The Source - You Got The Love
- 9 808 State - In Yer Face
- 10 Kim Appleby - G.L.A.D.

US

- Whitney Houston - All The Man That I Need
- C&C Music Factory - Gonna Mame You Sweat
- Timmy T - One More Try
- Mariah Carey - Someday
- Celion Dion - Where Does My Heart Beat Now
- Surface - The First Time
- Chris Isaak - Wicked Game
- Keith Sweat - I'll Give All My Love To You
- INXS - Disappear
- Warrant - I Saw Red

As of 23rd February 1991



FILMS

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

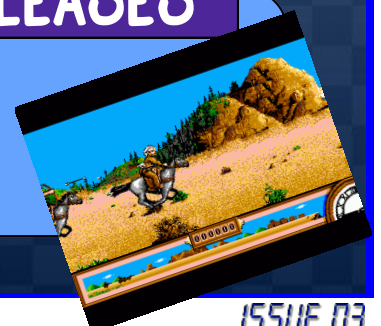
- | | | |
|----|-------------------------|-------|
| 1 | Silence of the Lambs | \$130 |
| 2 | Sleeping with the Enemy | \$101 |
| 3 | King Ralph | \$34 |
| 4 | L.A. Story | \$28 |
| 5 | Neverending Story II | \$17 |
| 6 | He Said, She Said | \$9.8 |
| 7 | Scenes From a Mall | \$9.5 |
| 8 | Nothing But Trouble | \$8.4 |
| 9 | Run | \$4.4 |
| 10 | Popcorn | \$4.2 |

Taken from Box Office Mojo figures



UPCOMING AMIGA GAME RELEASES

- | | |
|------------------|-------------------------------|
| ➤ Switchblade II | ➤ Moonshine Racers |
| ➤ Wreckers | ➤ Back to the Future Part III |
| ➤ Rodland | |



WHICH AMIGA?

With Commodore progressively developing the Amiga into a complete range, with everything from a 'Popular' to an impressive 'GTi' to be found on the hardware court. So here's a run down for potential new Amiga owners;

Dealer Support

If you have a problem with your machine, Commodore expect you to take it back to your dealer. At present the company does not have a technical help desk for the general public: instead, they expect their dealers to deal with simple queries themselves. You will end up paying for official dealer support. Just remember if your Amiga is making a clicking sound - the disk drive is suppose to make that sound!



Amiga 1000

The very first Amiga, not named the Amiga 1 as you might imagine but the Amiga 1000. A very impressive machine technically resembling the Amiga 500.

Physical styling in White it had the infamous Amiga 'PAD' custom chip set (Paula, Agnus, Denise). The 1000 did not have Kickstart, so you had to load the kickstart before loading any other floppy.



Amiga 500

The best compromise between price and performance. Containing a motherboard that sports the 68000 microprocessor backed by an array of custom chips. On the drawing board the 500 was designed as a console rather than a fully fledged home micro. Commodore realised its potential and added a disk drive, a high quality keyboard and a mouse. The 500 is probably the most expandable computer in its class.



Amiga 2000

Designed as a corporate work station that boosts all the features of the 500 with enhanced expansion capability. Supplied with an internal 40Mb Hard disk and 1Mb RAM it also has the PC in mind with an internal space for a PC format 5.25" floppy drive and bridge board that allows PC applications to be run on the 2000. The 2000 has taken root in one surprising industry section though; television graphics. ITV Chart Show, Sky News.



Amiga 1500

This can be described in two ways; Those who like it describe it as an Amiga 2000 without a hard disk, others describe it as an Amiga 500 in a bigger box.

The 1500 is a 'special edition' to win over users who can't stretch to a 2000, but could expand to one progressively.

Not to be confused with the upgrade kit supplied by **Checkmate Digital Ltd.** (See page 22 for more details on this). Whereas that kit is used to convert a standard 500 into a separate processor and keyboard system, without offering the expansion of a true Commodore Amiga 1500.



Amiga 3000

This sports a superfast 68030 processor and the very latest version of the Amiga enhanced chip set. Where the 2000 was aimed at the IBM market, its fair to say that the 3000 is being aimed at the Macintosh market. The 3000 comes in three flavours; 16Mhz and two 25Mhz machines.

Pitched at being 10 times faster than a standard Amiga 500, 1500 or 2000.



PUBLIC DOMAIN

Is there any such thing as Free Software?

Well welcome to the world of **PUBLIC DOMAIN**. You'll find literally thousands of pieces of software just there for the taking and most of it doesn't cost you a bean. All you pay is the price of the disk and a small fee for copying it. Public Domain (PD) software is there for all of us to enjoy and covers just about everything from games to serious applications. It comes in several different types:

PUBLIC DOMAIN

True Public Domain software has no copyright whatsoever attached to it. This form of PD in the purest sense is very rare indeed and the term has become almost synonymous with Freeware.

FREEWARE

The author has retained the copyright. In practise, the difference between PD and Freeware is almost inconsequential. Authors of Freeware software retain all international copyright to their product; but allow users to pass it amongst themselves.

CHARITYWARE

This works the same as Shareware but instead of paying the authors you make a donation to a registered charity. You must do this otherwise you will be infringing the copyright law.

LICENCEWARE

These products are distributed by licensed libraries for a fixed fee and part of the fee is then passed back to the author. Licenseware and Shareware titles are both usually very cheap when compared with commercial offerings, and often better quality than Freeware.

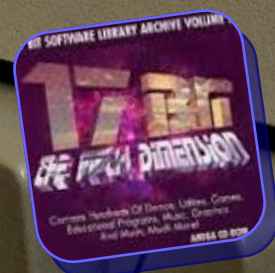
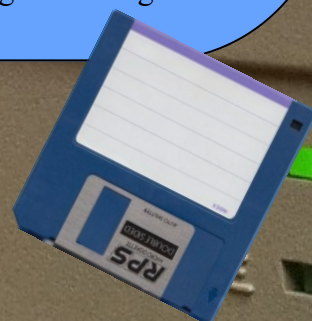
Although you cannot normally buy PD down your local computer shop because they are not allowed to make a profit by selling it. PD is usually distributed by special PD Libraries. Normally these are normally run by hobbyists who are passing around a lot of stuff, so there is a danger that you may catch a virus if you are not careful. Some Usergroups also produce PD demo disks that can be booted like a game, others require a small working knowledge of CLI to run them.

Friends of the Amiga

Whilst at school and during my first job I used to run a small PD Library named 'Friends of the Amiga' (FOTA). I advertised in small computer mags and sold PD disks, charging for the disk copying process only.

At one point I was printing my stock list with small reviews (using my work's Mac II) and sending them out with the bought the disks. It covered many new disks and was a kind of review system to help them decide to buy more disks.

I bought my first CD Writer drive for the Amiga (I think it cost close to £450 at the time), and the rewritable discs were expensive but I struck up a deal with a local PD Library (KT's PD) and crunched all his PD disks to DMS format to place on CDs. Then he could use the CD and un-crunch them back to disk format in one easy step (I think there was a utility on the CD to do this). One advantage of this is that I then had his whole collection of PD disks, sadly I do not know what happened to them.



PRINCE of PERSIA™



It's amazing!
Working from
hundreds of movie clips.

Jordan Mechner, author of the acclaimed Karateka, breaks new ground with animation sequences so uncannily human they must be seen to be believed. Sword fighting, running or jumping, the action is awesome.

You take the part of a young adventurer attempting to save a beautiful princess. The Grand Vizier, an evil and sexually deviant man, is about to pounce on her. Only you can come to the rescue!

Time is ticking away, you'll have to move fast to escape your cell and evade the many cunning traps placed in your path.

Non-stop action is combined with the exploration and puzzle-solving challenge of a top flight adventure game. With hundreds of fantastic rooms to explore, you must use all your sword fighting skills to do battle with violent opponents and foil the Grand Vizier's despicable plans.



Available on Amiga, Atari ST, IBM PC 3.5" & 5.25"
Original game design, programming and graphics by Jordan Mechner
© Copyright 1989, 1990 Jordan Mechner
© 1990 Network & Packaging Domark Software Ltd
Originally published in the U.S.A. by Broderbund Software, Inc.
Published in the U.K. by Domark Software Ltd.
Every House, 51-57 Lucy Road, London SW15 1PB Tel: 044-7861224
Amiga Screenshots


Broderbund

GVP HARD DRIVES



The A500 owner has never been spoiled for choice as far as hard drives go. Since the Amigas launch the options have been either an official A590 or only 3 or 4 alternatives.

GVP's first drives would certainly knock a hole in your bank balance, but they were rugged and much faster than the Commodore drive, becoming a popular

replacement. With the need for more memory and larger storage devices expanded, manufacturers had to respond.

GVP's reaction was to take their successful first try and revamp, restyle and relaunch it as the 'Impact Series II'.

With the first noticeable difference being the cosmetic delight of the box. The first GVP devices were chunky beasts, looking more like a plastic loaf of bread sticking out of the end of the Amiga.

The Series II drives are more attractive and styled in exactly the same way as the A500 case, making them look utter gorgeous when attached to the A500.

But do they work?

The short answer is 'Yes'. At its heart you will find a high quality, near industry standard Quantum mechanism. With GVP improving the drive's speed and efficiency by developing their own controlling software.

The Faaast software is designed to overcome the sometimes slow data transfer rates offered by AmigaDOS. It comes on floppy disk and in the shape of ROMs fitted in to the drive itself.

Initial install of the floppy based utilities is simple to follow, so the drive can be prepped, formatted and ready to use inside 5 minutes.

There is a problem if you already have another drive attached, forcing you to stop the automatic process and rename the new drive. Also the startup-sequence must be altered if the drive is to auto-boot.

(Although you can simply copy the GVP utilities disk over to the hard drive when prompted during prepping).

The data transfer rate is approx. 1Mb a second with a certified access time of 11ms. The custom VLSI controller and FaaastROMs chew their way through disk operations at a crunching rate of knots.

Memory can be expanded by adding on-board in the shape of SIMM modules giving 2, 4 or 8Mb (auto-configuring)

RAM and up to 7 extra drives can be added via the Mini-Slot expansion.

There is also a game switch that will allow the extra RAM to be accessed by games without the drive auto-booting, a built-in fan and an independent power supply.

Although the GVP drive is exceedingly expensive, retailing at its basic form for just under £500 it is the fastest drive available for the A500. Offers expansion up to 8Mb and all in an attractive case. Well worth the high price tag.

20Mb (no extra RAM): **£499**

80Mb (with 8Mb RAM):
£1,289



A1500 UPGRADE KIT

The A1500 is the first major expansion kit to offer a completely new keyboard housing and system box to the A500.

Promising A500 owners the chance to upgrade beyond the bounds of the A500 limits, as well as the ability to be able to utilise A2000 expansions cards, mount hard and floppy drives inside the casing and have the remoteness of a separate keyboard.

With previous A1500 being pre-production models marketed by **Checkmate Digital**, the 'new' A1500 is being sold by A1500 Ltd.

Installation

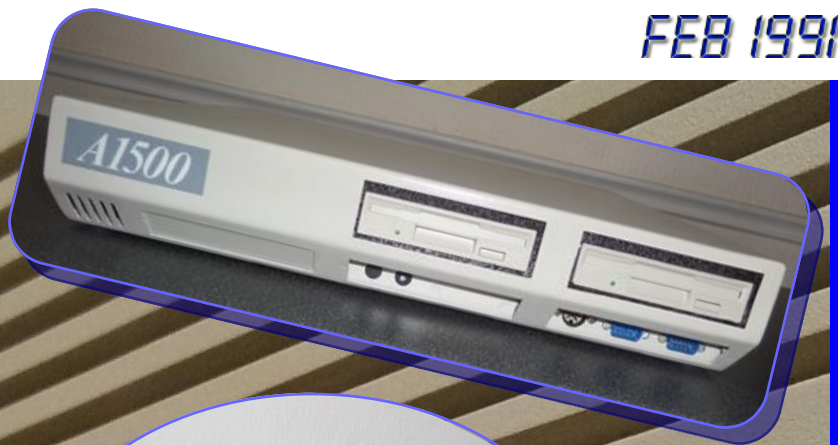
£200 gets you basic kit known as Shell Expansion Kit 1.

This comprises of the separate keyboard box and the system box.

You simply take the Amiga to bits, fir the keyboard in the first box, and the silicon remainder in the 2nd box, using nothing more than a screwdriver. Nothing could be simpler, right?

WRONG! One of the trickiest parts of the assembling the original model was that the internal drives had to be mounted on a botched-up sort of mount, necessitating the adding or taking away of washers in order to make it the correct height to fit smoothly into the case.

The second major problems was the dodgy nature of the keyboard, in its new case, was balanced on a bed of foam, turning your typing into a trip to the bouncy castle for your fingers. Has the new model fixed these faults?



Aligning the drive is still, although easier, a major pain in the neck.

The exercise of fitting it serves mainly to highlight what is a major design fault. The way the A1500 fits together makes correct alignment of all internal parts necessary before you fit the outer sleeve.

In other words it is nigh impossible to make adjustments to the height or alignment of the drive, once you've slid on the outer sleeve. This means a great deal of messing about until you are happy. It would have been simpler to change the design so that everything fitted into four-sided tray and all tweaking and adjustments done before the lid was bolted down.

The keyboard is certainly a neater fit in its new case, and doesn't bounce at all. Although why use your old A500 keyboard when the A2000's

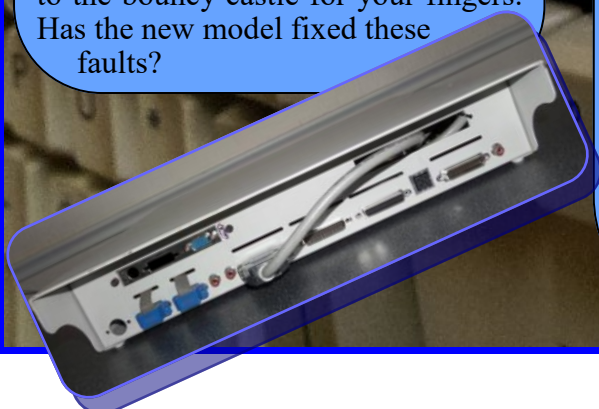
keyboard is much nicer (in my opinion). Making the keyboard add-on nothing more than a bare metal shell which doesn't even have adjustable feet.

£200 doesn't even get you the kit to mount another floppy drive (£19.95 extra) and at least one extra expansion slot (DUC board £69).

It is an attempt at meeting what is a very real desire for many loyal A500 owners to expand their machines without having to go to the expense of an A2000.

Amiga Musicians out their can also mount their A500's in a professional 19" studio rack for an extra £50.

However it appears to be over priced for most of us with a £200 outlay providing little more than cosmetic.



'BACK IN THE DAY' REVIEW SCORES

ATF II	(AC33)
Battle Command	90% Gold (AF19), 82% (CUA12)
Botics	41% (AF19)
Buck Rogers XXVc	(AC33)
Carthage	82% (AF19)
Car-Vup	83% (AF19)
Chaos Strikes Back	90% Star (CUA12)
Chip's Challenge	(AC33), 79% (AF19), 79% (CUA12)
Damocles Mission Disk 1	89% (AF19)
Dragon Wars	85% Star (CUA12)
Dragon's Lair II - Time Warp	72% (CUA12)
Eco Phantoms	84% (AF19)
Elvira	61% (AF19)
Eswat	59% (AF19), 51% (CUA12)
Exterminator	90% Star (CUA12)
Horror Zombies from the	71% (AF19)
Int'l Soccer Challenge	(AC33)
Ishido	(AC33), 80% (AF19)
Jack Nicklaus Golf	(AC33)
Last Ninja Remix	78% (AF19)
Lemmings	94% Star (CUA12)
M1 Tank Platoon	(AC33)
MUDS	81% (AF19)
Nam	90% Star (CUA12)



Narco Police	79% (AF19)
Nitro	84% (AF19)
Panza Kick Boxing	(AC33)
Pro Tennis Tour II	87% Star
Special Criminal Investigation	72% (CUA12)
Speedball II	95% Star
Strider 2	(AC33)
STUN Runner	66% (AF19), 65%
Subbuteo	(AC33)
SWIV	90% Star (CUA12)
Teenage Mutant Hero Turtles	62% (CUA12)
Turrican II	94% Star (CUA12)
Ultimate Ride	72% (CUA12)
Warlock	72% (CUA12)
World Championship Soccer	41% (CUA12)
Wrath of the Demon	85% (AF19)
Z-Out	90% Gold (AF19)



Scores taken from Issues in:
Amiga Computing (33), *Amiga Format* (19) and *CU Amiga* (12).
 Note: *Amiga Computing* does not score game reviews.



SYSTEM OVERVIEW

AMIGA 1200

The Amiga 1200, or A1200 (code-named "Channel Z"), is Commodore 3rd generation Amiga computer, aimed at the home computer market. It was launched on October 21, 1992, at a base price of £399 (UK) and \$599 (US).

It is an all-in-one design incorporating the CPU, keyboard, and disk drives (including the option of an internal 2.5" hard disk drive) in one physical unit. The A1200 has a similar hardware architecture to Commodore's Amiga CD32 game console, and is technically close to the Atari Falcon, which was intended as the A1200's competitor.



Initially, only 30,000 A1200s were available at the UK launch although during the first year of its life the system reportedly sold well, but Commodore ran into cash flow problems and filed for bankruptcy.

After Commodore's demise in 1994, the A1200 almost disappeared from the market but was later relaunched by Escom in 1995. The new Escom A1200 was priced at £399, and it came bundled with two games, seven applications and AmigaOS 3.1.

It was initially criticized for being priced £150 higher than the Commodore variant that

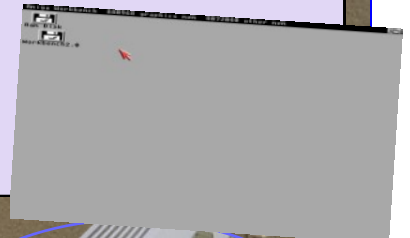
had been sold for two years prior. It also came with a modified PC floppy disk drive that is incompatible with some Amiga software. The A1200 was finally discontinued in 1996 as the parent company folded.

Although a significant upgrade, the A1200 did not sell as well as the A500 and proved to be Commodore's last lower-budget model before filing for bankruptcy in 1994.

Mainly because the A1200 failed to repeat the technological advantage over competitors like the first Amiga systems. The AGA chipset was something of a



disappointment. Commodore had initially been working on a much-improved version of the original Amiga chipset, codenamed "AAA", but when development fell behind they rushed out the less-improved AGA, found on the A4000 and CD32 units. While AGA is not notably less capable than its competition, when compared to VGA and its emerging extensions, the Amiga no longer commanded the lead it had in earlier times.



A1200 had many advantages over earlier lower-budget Amiga models:-

- 32-bit design; the 68EC020 microprocessor is faster than the 68000 and has 2 MB of RAM as standard.
- AGA chipset. This increases the colour palette from 4096 colours to 16.8 million colours with up to 256 on-screen colours normally, and an improved HAM mode allowing 262,144 on-screen colours.
- The graphics hardware also features improved sprite capacity and faster graphics performance mainly due to faster video memory.
- Compared to the A600 the A1200 offers greater expansion possibilities.



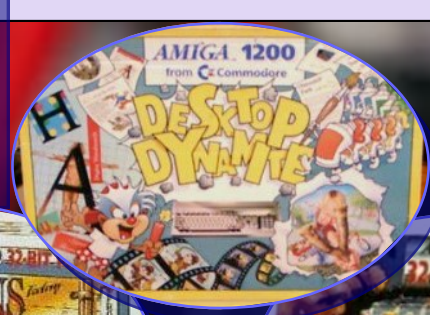
Additionally, the Amiga's custom chips cost more to produce than the chips utilized in PCs, making the A1200 more expensive. Some industry commentators also felt that the 68020 microprocessor was already too outdated and that the new system should have been fitted with a 68030 to be competitive. Another issue was that the A1200 never supported high-density floppy disks without a special external drive or unreliable hacks, despite the (downgraded) PC HD drive in Escom models.

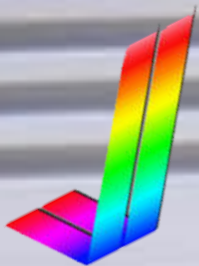
The gaming market, which had been a major factor in the A500's popularity, was becoming ever more competitive with the emergence of more advanced and less expensive fourth generation console gaming systems, and multimedia-enabled IBM PC compatibles. As a result, fewer retailers carried the A1200, especially in North America.

It also received bad press for being incompatible with a number of previous A500 games. With further criticism directed at the A1200's power

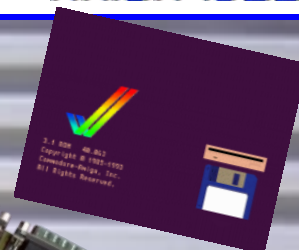
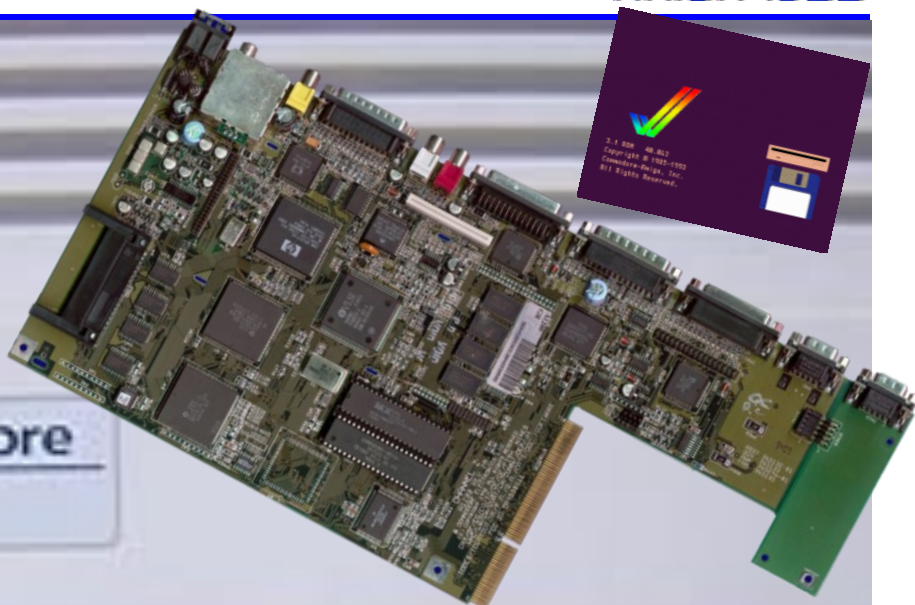
supply, which is often inadequate in expanded systems, limiting upgrade options that had been popular with earlier Amiga models. Due to less sales and short lifetime, much fewer games were produced for the A1200 than for the previous generations of Amiga computers.

While Commodore never released any official sales figures, Commodore Frankfurt gave a figure of 95,000 Amiga 1200 systems sold in Germany, with worldwide sales being less than 1 million units.



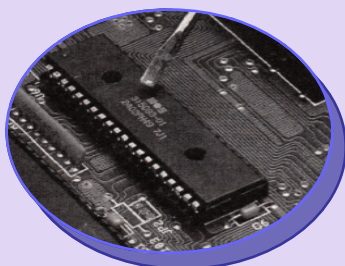


Commodore
A1200



CPU/RAM

A1200 has a Motorola 68EC020 CPU. This has a 24-bit address space, allowing for a theoretical maximum of 16 MB of memory, although a stock A1200 came with 2Mb in-built "chip RAM" (Chip RAM cannot be expanded beyond 2 MB). Up to 8 MB of "fast RAM" can be added in the "trap-door" expansion slot, which approximately doubles the speed of a stock machine.

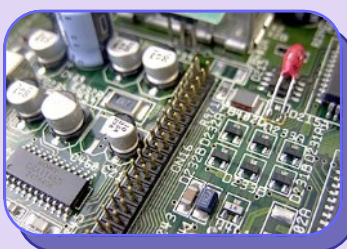
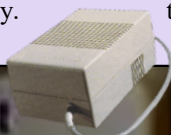


Various CPU upgrades featuring 68020, 68030, 68040, 68060 and even PowerPC processors were made available by third-party developers. Such upgrades typically utilize faster and greater capacity memory (up to 256Mb).

GRAPHICS/AUDIO

Shipping with the Advanced Graphics Architecture (AGA) chipset improved the graphical abilities in comparison to the earlier generations.

However, the sound hardware remains identical to the design used in the Amiga 1000, though the AGA chipset allows higher sampling rates for sound playback, either by using a video mode with higher horizontal scan rate or by using the CPU to drive audio output directly.



EXPANSION

Featuring several Amiga-specific connectors including two DE9M ports for joysticks, mice, and light pens, a standard 25-pin RS-232 serial port and a 25-pin Centronics parallel port. As a result, the A1200 is compatible with many existing Amiga peripherals, such as external floppy disk drives, MIDI devices, sound samplers and video capture devices.

Like the Amiga 600, the A1200 features a PCMCIA Type II slot and an internal 44-pin ATA interface both most commonly seen on laptop computers.

The A1200 has internal housing for one 2.5" internal hard disk drive connecting to the ATA controller, though it is also possible to accommodate slim 3.5" drives with suitable cabling and fixings.

The 16-bit PCMCIA Type II interface allows use of a number of compatible peripherals available for the laptop market, though only 16-bit (Type II) PCMCIA cards are hardware compatible, newer 32-bit PC Card or CardBus peripherals are incompatible. The PCMCIA implementation is almost identical to the one featured on the earlier A600.

In addition the A1200 features a 32-bit CPU/RAM expansion slot and a unique feature, the so-called "clock port", which is a remnant of an abandoned design feature for addition of internal RAM and a real-time clock. Later, third-party developers put it to use by creating an array of expansions for the A1200, such as I/O cards, audio cards and even a USB controller. Several CPU boards also have integrated SCSI controllers or even the option to add a graphics card.



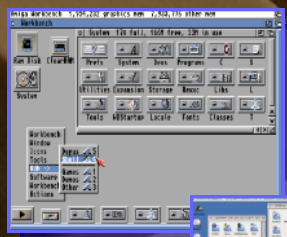
One problematic factor for expanding the A1200 is the rather limited 23-watt power supply. Hard disks and even external floppy drives can stress it leading to system instability. The problem can be mitigated by replacing the stock power supply with a higher-rated supply, such as the one supplied with the A500.



All

MODDING

The A1200 became a popular machine for "modding". If you are willing to forgo the A1200's form-fitting desktop case in exchange for further expansion options it is possible to rehouse the hardware into alternative casing. Several third-party developers built and supplied popular kits to "tower up" the A1200 and, in essence, convert it to a "big-box" Amiga. These expansion kits allow use of PC/AT keyboards, hard-disk bays, CD-ROM drives, and Zorro II, Zorro III, and PCI expansion slots. Such expansion slots make it possible to use devices not originally intended for the A1200, such as graphic, sound, and network cards.



OPERATING SYSTEM

Originally shipping with Workbench 3.0 and Kickstart 3.0 (revision 39.106). The later models, from Escom and Amiga Technologies, shipped with Workbench 3.1 and Kickstart 3.1 (AmigaOS 3.1), though earlier A1200 models can be upgraded by installing compatible Kickstart 3.1 ROM chips. The later AmigaOS 3.5 and 3.9 releases are a software-only update and require Kickstart 3.1.

AmigaOS 4, a PowerPC-native release of the operating system, can be used with the A1200 provided Blizzard PPC PowerPC board is installed. Likewise, MorphOS, an alternative Amiga-compatible operating system, can be used as well.

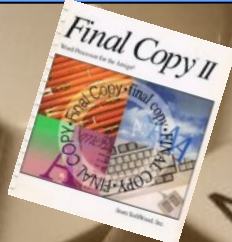
BUNDLED SOFTWARE

Software officially bundled with the A1200 included Deluxe Paint IV AGA and Final Copy Word Processor.

The Escom version was bundled with applications such as Scala and Wordworth Word Processor, alongside games like Pinball Mania and Whizz.

In the UK the Amiga 1200 was available in a 'Desktop Dynamite' bundle which contained Workbench 3.0, Deluxe Paint IV AGA, Wordworth and two games: Oscar and Dennis.

There was also a Comic relief version that came bundled with the game Sleepwalker.



THE FUTURE OF AMIGA

The **AmigaOne X1000** started shipping with AmigaOS 4 in 2011. It was the flagship system running AmigaOS 4.1 and had been intended for a summer release in 2010 in order to mark the twenty fifth anniversary of the first Amiga 1000 system. However, it started shipping in late 2011 because of delays.

The **AmigaOne X3500** and **AmigaOne X5000** got announced at Amiwest 2013 – one of the largest events on the Amiga enthusiast calendar.

Despite the odd legal battle here and there, the Amiga has survived because

of its loyal user base. When new hardware looked like an improbable dream, AmigaOS was modified to run on other platforms. For example, MorphOS works on PowerPC based Apple Macs and AROS on PC. A Dutch electrical engineer called Dennis Van Weeran replicated the Amiga 500 through Minimig in 2006. It is an open source re-implementation utilising a programmable gate array (FPGA) chip. It essentially brought the otherwise retired system back to life. The source code and schematics for the Minimig are now available under a General Public License.

Today, the strength of the Amiga brand, as well as system architecture, can be seen on two noticeable fronts. First, the continued success of its corporate repackaging by Amiga Inc. Second, by a user community that refuses to let Amiga based computing fade into obscurity.



FUTURE AMIGA?

Phase 5 has recently announced that they will be exhibiting new hardware products for the Amiga computer platform at the 32 years anniversary celebration in Neuss Germany on 28th October 2017.

Announcing a new PCI Expansion Board for all Commodore Amiga 1200 equipped with phase 5 Blizzard PPC Dual CPU accelerator boards.



ALARCITY

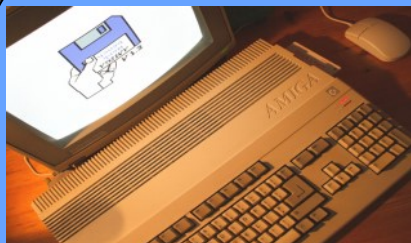
Alarcity pre-orders are now available (at discount) for the upcoming new Amiga game which will come boxed with CD.

Alarcity is a fast paced, strategic shoot'em'up arcade game for Commodore Amiga 1200, 4000 and Commodore AmigaCD32 game console.

The game project is currently under development by **Pixelglass** (a new game developer for Amiga computers). The game will cost €25 and will be available 3rd quarter of 2017.



HAPPY BIRTHDAY!



The multimedia computer that changed the world forever was announced in January 1987!

The Amiga 500, also known as the A500 (or its code name "Rock Lobster") was

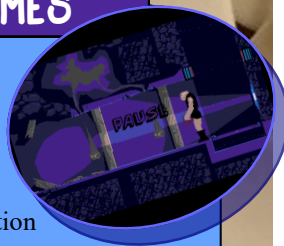
announced at the winter Consumer Electronics Show in January 1987 together with high-end Commodore Amiga 2000 and competed directly against the Atari 520ST.

Before the A500 was shipped, Commodore suggested that the list price would be \$595.95 (without a monitor) although at delivery in October 1987 it was launched for \$699. In Europe, the Amiga 500 was released in May 1987. It Commodore Amiga 500 eventually sold 6 million units world-

NEW GAMES

2016

Alter Ego
Blocky Skies
Catacomb 3D
Centre Court 2
Giana Sisters: Special Edition
Heart of the Alien
Karateka
Oubliette
Retro Wars
Reshoot
Sprxz 4
Tales of Gorruth II
Tanks Furry
Total Pattern
Vampire; Curse of the Night



2017

Boxx 3
CD32X-Men: Mind Games
Reshoot R



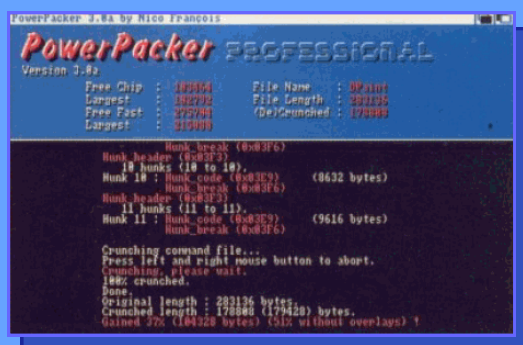
PowerPacker PROFESSIONAL

Anyone who has dabbled in comms or even PD software will have heard of such compression programs as Arc, LHarc and Zoo. The trouble with these is that the file has to be decompressed before you can use them - or do they?

Run-time decompression is an area attracting a lot of interest these days - effective RTD is the grail that will deliver working real-time displays on CDi and Commodore's CDTV.

The idea has been around for some time and isn't just limited to animation. Executable code can be decompressed immediately prior to execution. Effectively this means that you can run a compressed program file.

This technique has been known as 'crunching' and there are more varieties of cruncher available for the Amiga than any other home computer. And the most notable ones are PD or shareware.



With UGA's PowerPacker being used everywhere this has the reputation of being the most stable and most efficient, if not the fastest cruncher around. Now its gone commercial.

The mostable change us the massive increase in speed. The code has been totally restructured to take advantage of a memory cache of up to 200k. The result.. An increase in speed of about 2,000%

Of course to take full advantage of the speedup cache you will need the spare RAM. Smaller caches can be used if you haven't got the spare memory but speed increases will be limited to a factor of around 5 or 6.

The other major difference is use of overlays. In pre-commercial days,

Powerpacker would have trouble with complicated programs which contained special hunk ypes. Typically these were exactly the sort of programs that you needed to crunch.

Now almost all programs can be crunched. The technique is not to attempt to crunch the difficult hunks but to load them in afterwards as overlays. This restricts the level of compression but still allows you to save a decent 37% on such programs as DPaint.

Crunching Data

Data files can also be crunched. Allowing crunched text files for instance that can be read with PPView, ILBMs viewed with PPSHOW and now anim files can be displayed with PPAanim. These three utilities are supplied with PowerPacker.

Other data is still useless for example Pagesetter files can't be loaded until they are decrunched. To make it easier the programmer ha moved all the cunning crunch code into a library.

So why use it on your hard disk? Well, if you van get an extra 10Mb worth of files on your hard drive and you only have to pay £7.99 to gain this and a two second delay in loading then you have to be a fool not to.

Powerpacker 3.0a is price at £7.99

Performance crunching T.A.D.

	Crunched size (bytes)	Time taken
Powerpacker 2.3	59980 (56%)	1398 seconds
Powerpacker Pro	59492 (57%)	282 seconds
buffer { small	"	164 seconds
medium	"	71 seconds
large	"	

All previous versions of PowerPacker up to and including 2.3b have been shareware. Shareware is a method of software distribution which allows the consumer to try out the software before paying for it.

If paid for and registered you will normally get a nice note from the author plus updates to your software when they become available.



STORM

S

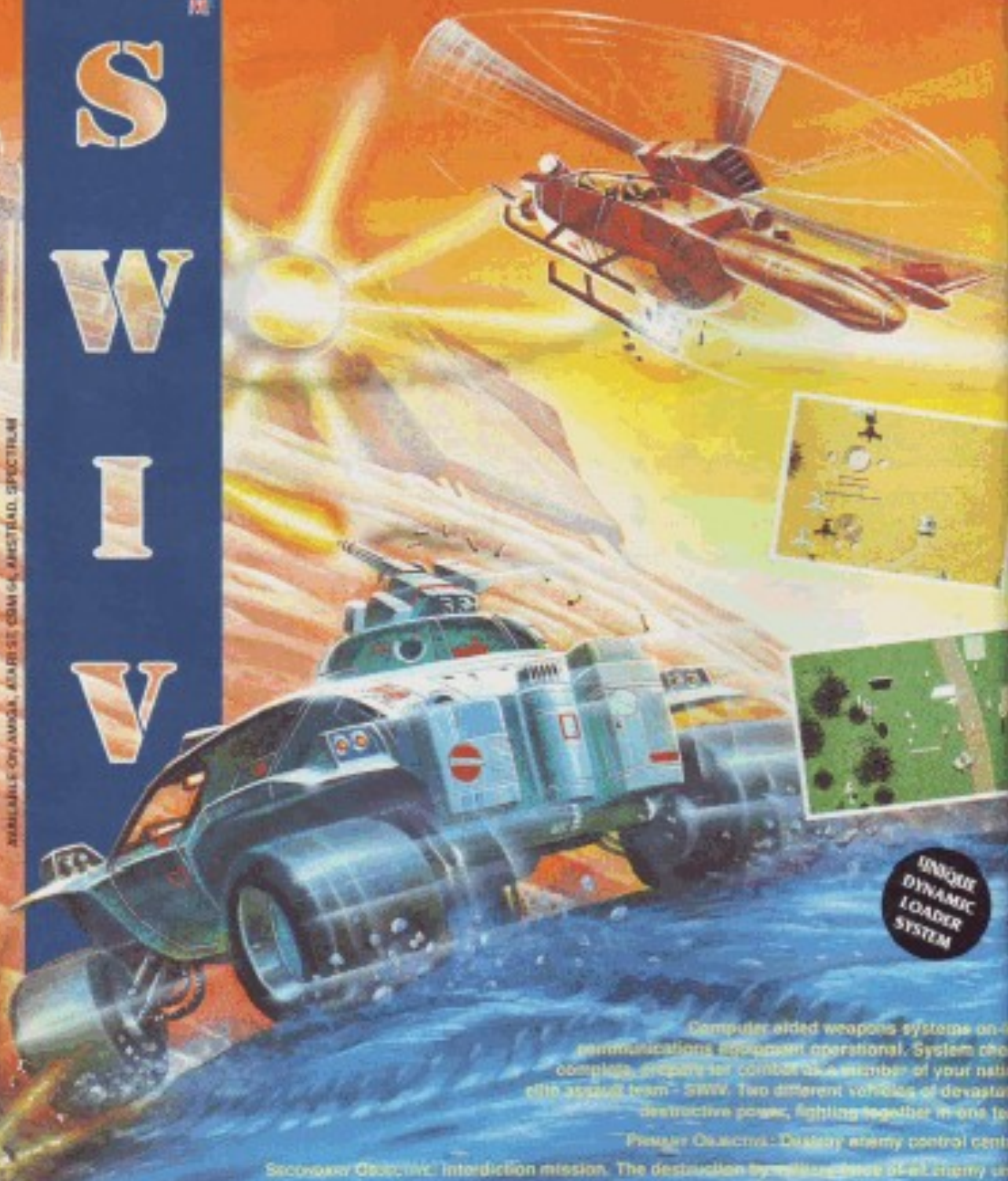
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V

AVAILABLE ON AMIGA, ATARI ST, COM 64, AMSTRAD, SPECTRUM

From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.



Computer aided weapons systems on-line communications equipment operational. System also complete, prepare for combat as a member of your nation's elite assault team - SWIV. Two different vehicles of devastating destructive power, fighting together in one go.

Prequel Objective: Destroy enemy control centre.

Second Objective: Interdiction mission. The destruction by reconnaissance of all enemy units.

SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.

"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November, '90

"Superlative Shoot 'Em Up Stunner." Zero November, '90

Screenshots shown are from the Amiga version.

AMIGA BOX ARTIST

Celal Kandemiroglu

Turkish born Celal started his career producing comics in the late 1970's before he moved onto artworks for home and video movies.

His diverse style and 5 to 7 day turnaround of cover art made him a natural go-to-guy and by the beginning of the 90's much of Germany's output for box art would have his name.

His early artistic style was his artistic characters would be lit by a distinct light source afflicting heavy shadows on their faces.

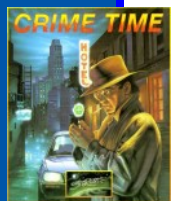
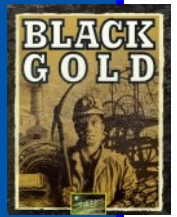
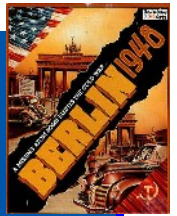
As seen on box art for Volleyball Simulator, Spherical, Atomino and Crime Time and Fate: Gates of Dawn.

Early box arts had an airbrushed look to them (Z-out, Zero Gravity, Rock 'n Roll), but his versatility would stretch to other mediums with cover arts for his war games (Berlin 1948: East vs West, Air Supply and Dyter-07) having a softer brush-painted appearance.

Like many box artists of his generation Celal would early on become involved in the graphic art side of

video game development. Using the early paint program Deluxe Paint on titles such as X-out, M.U.D.S and Dragonflight, he would create not only title screens (as many box artists did in the 80's) but also background and sprite work. Later, this would lead the artist's career to further development roles such as editor, 3D modeller and art director.

In the 2000's he would join Take Two and become heavily involved with the Sacred series. Since then he has free lanced as a 3D modeller.

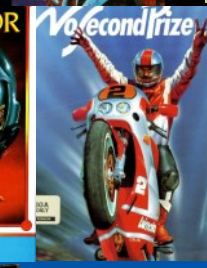
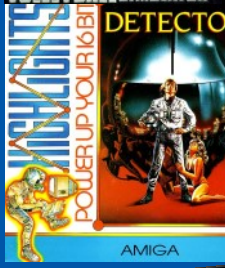
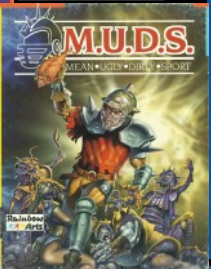
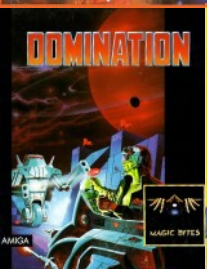
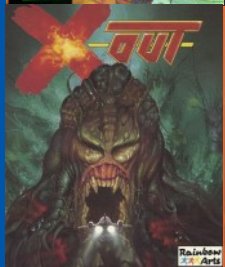
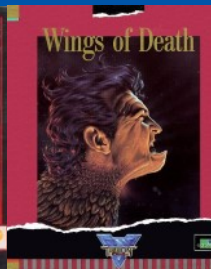
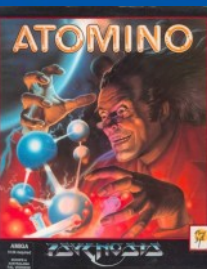
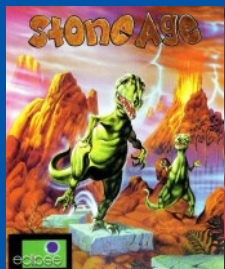


1987
Volleyball Simulator

1988
Detector
Katakis
Spin World
Zero Gravity

1989
Black Gold
Berlin 1948
Rock 'n Roll
Spherical

1990
Air Supply
Battle Stations
Big Business
Crime Time
Domination
Dragonflight
Dyter-07
Leaving Termanis
Legend of Faerghail
Masterblazer
M.U.D.S.
Star Trash
The Second World
Tie Break
Turrican
X-out
Wings of Death
Z-out



1991
Atomino
Fate: Gates of Dawn
Lethal Xcess
Monster Business
Turrican II: Final Fight

1992
Elysium
No Second Prize
Stone Age

1993
Turrican 3

1994
Football Unlimited

1995
Biing!
Talisman

1999
Panzer Elite

2003
Revenge of the Apes



NEXT ISSUE



Word of the Week: **Fractal**
Used to describe a mathematical formulae which seems to have an infinite number of possibilities. Benoit Mandelbrot who first described the phenomenon also gives his name to the most commonly seen interpretation of Fractals, the infamous Mandelbrot Set.

Sources of Information

This magazine would not be possible without the original sources of information:- (Feb 1991)

- > Amiga Computing 033
- > Amiga Format 019
- > CU Amiga 012 (including UK Charts)
- > Wikipedia
- > Captain Future
- > <http://easygalaxy.net/cfamiga/>
- > Elite Fan sites
- > Frontier Dev.
- > Amiga.History.Plus.com



Join John and Aaron on their weekly podcast as they discuss current Amiga news, review games and hardware, and interview Amiga fans and developers from all over the world, all with a sense of humour. You can also show your support by visiting

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