

# AMIGOS

Issue 85 (March 2017)

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Workbench



Ram Disk



Workbench 2.0

**workbench 2.0**  
**is here!**

A Neil Mansell Publication



CDTV

Publisher 'Denton Design'  
Box Artist 'Dermot Power'  
Amiga Disk Formats  
Joystick Reviews

PLUS NEWS FROM APRIL 1991

Then to Now  
SHADOW OF THE  
**BEAST**



<http://www.amigospodcast.com/>

# WELCOME

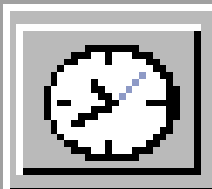


Welcome to the official Amigos podcast magazine. Utilising the 'Back in the day' Amiga magazines covering April 1991. This month's issue covers the great Shadow of the Beast game within the Then to Now feature as well as Publisher report on Denton Designs (before they were taken over by Rage Software). Not only that but we also have an interview with Amigos Staff member, Dreamkatcha. As usual your comments are always welcomed; good or bad.

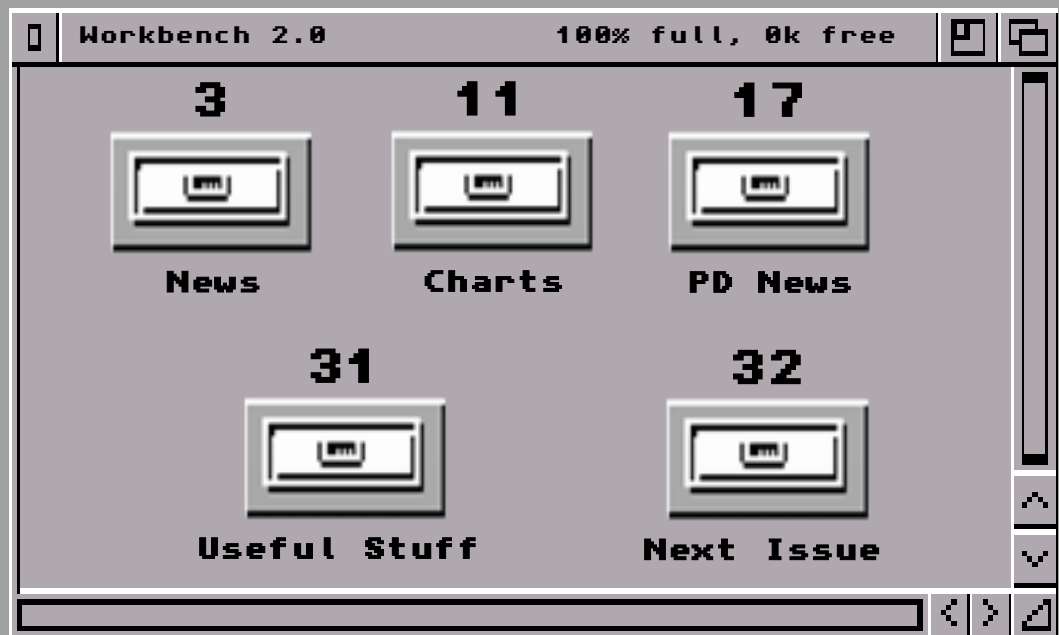
Neil Mansell aka Spyhunter (spyhunter@amigospodcast.com)



Workbench



April 1991



# ✓ BACK IN THE DAY ✓

Amiga News from April 1991: Hardware

## CHEAPER CDTV

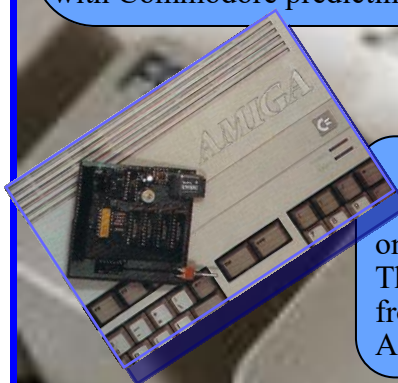
When CDTV hits the shops, it could be £100 cheaper than the originally planned £699 price tag. Although still unconfirmed is a launch date, following its re-launch at the giant Consumer Electronics Show in Las Vegas, where it was well received with more than a dozen working applications on show; there was also market confidence that CDTV would be ready to go on sale in March, although Commodore are still stating a 'Spring Launch'.

When it does appear it will be in 100 Dixons outlets throughout the country with Commodore predicting 50,000 UK sales by the end of the year.



## CHEAPER MEMORY

Memory Expansion Systems have announced a series of price reductions on their Cortex range of expansion cards for the Amiga 500 and 1000. The 2Mb drops from £299 to £279, the 4Mb from £419 to £379 and 8Mb from £699 to £599. They can also offer the Cortex 8Mb expansion card for A1500 and A2000 from £199.

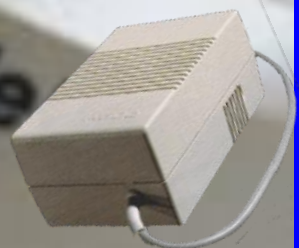


## GLASS SPY PROTECTION

Computer users who deal with confidential material may be under threat from data spies, who lurk outside buildings, home in with powerful equipment and pick up sensitive information from electronic signals that pass through windows. Now Pilkington Glass have come up with protection called 'Datastop'.

It's a spy proof glass with special coatings which reflect electro-magnetic radiation. So no need to keep your computer in a Faraday cage or for windows to be fitted with diffusing wire mesh.

It also removes possible data corruption such from radar entering from outside the building.



## A500 1MEG AS STANDARD

From 1st March the Screen Gems pack features the A500 expanded to a full one Megabyte at no extra cost. The addition of Commodore's A501 RAM expansion commits the A500 1Meg being the standard from now on.

With many games such as Paradroid '90 and Indy 500 now including extra features if 1Mb of memory is available, while some like The Immortal or Chaos Strikes Back have to have 1Mb to even work.

This will not only put greater power in the hands of Amiga owners, but it also strengthens the Amiga's position as the top home computer in the UK.

The Screen Gems pack will still contain all the software - Beast II, Days of Thunder, Nightbreed, Back to the Future II and DeLuxe Paint II and will sell for exactly the same price: £399.





## SCHOOLING AMIGA



Commodore have announced another limited period offer, with schools being able to purchase a 1Mb A500 at the bargain basement price of £299. This also includes getting a free item of software from titles such as DPaint 1, 2 or 3, Sprint, Fantavision, Photon Paint, Music Mouse, Dr T's Education, Talking Turtle, Infofile, Superbase, Maxiplan, ProWrite 2.5 or Let's Spell at Home. Backing up the offer is a 1084 monitor, 1550 NLQ dot matrix printer each or £186. The Amiga looks to replace the BBC Micro as the education machine choice.



## A500 CD DRIVE

The drive is expected to cost £350 and should enable Amiga owners to run CDTV software says Commodore's Andrew Ball 'it will be done as soon as we can, but let's get the CDTV out of the way first'. Expected June this year.



## CHEAPER A1500

The A1500 PHC (Personal Home Computer) is having its price dropped by £150 to £999, which includes a monitor, a bundle of high quality creativity software and books.

Although the A1500 is basically a rebadged A2000 with two floppy disk drives and no hard drive it does offer excellent value as an expandable machine for the more seriously inclined home user.

## A3000 UNIX



Commodore's A3000UX has just been launched and makes its mark as being the first to use the latest version of the Unix 'open' operating system, System 5 release 4.

Also included is the X-Windows graphic user interface (which is set to become an industry standard) and comes with 8Mb of RAM, 100Mb hard drive, 68030 CPU plus maths co-processor and a flicker-free mono monitor.

## HARD DRIVES

Internal £449.99



External £499.99



### SYQUEST 44 MEG REMOVABLE DRIVE

The state of the art 44meg hard drive. This Cartridge based drive comes with one 44meg cart and has an access time of 25ms. The Syquest can be fitted internally or externally which makes it compatible with all Amigas. Amiga 500 users with no Hard drive will need a SCSI controller, ask for more details on SCSI controllers. A2000 users can fit the Syquest in the 5.25 bay or use the external SCSI port. Each Additional Syquest 44meg cartridges are £65.00 per cartridge giving an impressive £1.47 per megabyte of storage.

### Internal & External SCSI HARD DRIVES

#### INTERNAL DRIVES

Fireball A2000 controller.....£120.00  
RAW 3 1/2" DRIVES:  
45 meg Fujitsu drive .....£280.00  
90 meg Fujitsu drive .....£340.00  
126 meg Fujitsu drive .....£410.00  
182 meg Fujitsu drive .....£499.00

#### EXTERNAL DRIVES

Tiny Tiger SCSI hard drive system -  
Includes Power cable, setup software  
and a SCSI interface with OMB fitted.  
45 meg Fujitsu drive .....£390.00  
90 meg Fujitsu drive .....£490.00

Starblazer: 8meg & SCSI interface for all  
A500 & A2000 £140.00 or 2megs populated £279.00

## MORE MIDWINTER



With 250,000 square miles of accurately mapped 3D terrain, 4,000 characters, 24 modes of transport and 13 choices of weapon, Midwinter II: Flames of Freedom promised hours of absorbing strategic adventuring. The follow-up from Rainbird see Midwinter Isle under threat from the earth's changing climate. Evacuees escape from rising waters to the friendly island of Agora but now face a further threat from the evil Saharan Empire.

Using Maelstrom's unique 3D light-sourced fractal landscapes, it also includes thousands of buildings to explore and an auto-route options allowing players to plan their journey's accurately. Available in May for £29.99

## BITMAP GODS



The Bitmap Brothers are at it again with their 2nd release under the new Renegade label, which they have formed in partnership with Rythm King Records. Their next offering is called 'Gods' and will be available in March and feature music by Nation 12. Nation 12 is the band which includes John Foxx (Ultravox) and Simon Rodgers (The Fall).

Graphics are by Mark Colman, programming by Steve Tall and overall design by Eric Matthews and Steve Tall.

Gods is based on the tasks of Hercules in an eight-way scrolling arcade adventure. Taking on four tasks to gain his freedom from the control of Juno and Eurystheus and achieve eternal life. The acclaimed unique feature is a system of alien intelligence which allows adversaries to interact and respond directly with the decisions made by the player.

## NEW MAGAZINES

Future Publishing has announced the launch of two brand-new magazines for Amiga owners: **Amiga Shopper**, the magazine that's serious about your Amiga costing 99p per month and **Amiga Power**, the magazine with attitude costing £2.95 but will include a cover-disk featuring a complete, high quality, full price game ever month.

Amiga Format has also announced that its circulated averaged 81,234 copies for the months July to December 1990. This doesn't give a true reflection as Issue 18 had 105,000 readers just for that issue.

## HIGHLANDER 2

Highlander 2 will soon be heading to the Amiga. Several companies are lining up to license the film, which is due to hit cinemas around July.

Ocean currently hold the rights to the first Highlander movie, although all they produced was a low grade beat em' up on the 8 bit machines, although they are still favourites to pick up the sequel.

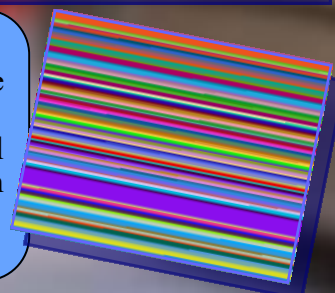
Update: The fact is that Highlander 2 never came out on the Amiga.

**Atari Lynx**  
Official UK Version. Free Special Reserve membership.

**Lynx colour handheld system** 119.99  
+ mains powerpack & California Games  
+ FREE Special Reserve membership

**Lynx Software**

3D BARRAGE	27.49	PINBALL SHUFFLE	27.49
720 DEGREES	27.49	RAMPAGE	27.49
APB	27.49	ROAD BLASTERS	27.49
BASKETBRAWL	27.49	ROBO SQUASH	27.49
BLOCK OUT	27.49	RYGAR	27.49
BLUE LIGHTNING	21.99	S.T.U.N. RUNNER	27.49
CHEQUERED FLAG	27.49	SCRAPPYARD DOG	27.49
CHIPS CHALLENGE	21.99	SHANGHAI	27.49
ELECTRO COP	21.99	SLIMEWORLD	25.49
GATES OF ZENDECON	21.99	TOURNAMENT	
GAUNTLET 3	27.49	CYBERBALL	27.49
GRID RUNNER	27.49	TURBO SUB	27.49
KLAX	27.49	VINDICTORS	27.49
LYNX CASINO	27.49	WARBIRDS	27.49
MS PACMAN	27.49	WORLD CLIP SOCCER	27.49
NFL SUPER-BOWL	27.49	XENOPHOBIA	27.49
PACLAND	27.49	KYBOTS	27.49
PAPERBOY	27.49	ZALOR MERCENARY	27.49







## WING COMMANDER

Despite previous denials that Wing Commander will be converted to the Amiga, it has now been confirmed that the go ahead has finally been given. The Amiga version will be a four disk package containing most of the PC features. To avoid excessive disk swapping the player will be able to skip past some of the cosmetic features and get straight into the game, although extra memory will slow down loading time.

The game is due in October.



## NEW PAPERBOY

Five years after its first outing in arcades, Paperboy is set for a sequel. The new game will be produced by Mindscape rather than Elite, the company who hold the rights to the original. Centred again around the further antics of the paper throwing BMW riding delivery boy. Expect more news soon.

## THE FAMILY WAY



US Gold have acquired the rights to Ford Coppola's latest pasta epic, Godfather III. The game is intended to be both an adventure and arcade although the contents of the game has still to be decided.

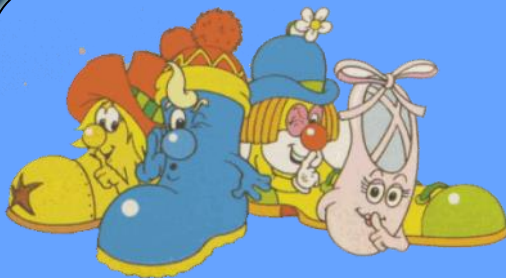
## MEGAPHOENIX

The arcade game Phoenix is to be turned into a sequel by Spanish-based Microdigital Soft. Once more you'll be pitted against hordes of metallic birds who have come to conquer the galaxy.

The improvements include two player modes, vertical scrolling and huge end-of-level guardians. Extra weapons are also promised to fight off the dreaded Mega-phoenix and its army of photon-egg wielding minions. The game will be priced at £24.99 and hitting stores by April.



## EDUCATIONAL GREMLIN



Gremlin have 'laced up' the Shoe People to head their new range of educational products. Since their creation in 1985, the Shoe People have sold hundreds of thousands of books alongside a cartoon. With a huge market for educational software, Database's Fun School 2 & 3 have combined sales figures of over 400,000 so Gremlin might not be the only software house looking to cash in on this lucrative area. The first Gremlin packs should be available this summer.

## INTERFACE INITIATIVE

A new graphical user interface claimed to be better than the Amiga's existing GUI has been launched by Dallas based 'Innovatronics'. Named 'Cando', it includes a module which supports a database facility for indexing, sorting and high speed retrieval of data and also offers seamless links to other utilities. Enhancing the Amiga WIMPS interface, Cando also features true floating point maths with double precision operations as well as maths and trigonometric ones.



Win tickets in next week's issue.

# REVIVAL

REMEMBER... RELIVE... REVIVE...

RETRO GAMING EXPO

## THE 2017 RIVALS

20-21  
MAY

BANKS'S STADIUM  
WALSALL  
WS1 4SA

FEATURING  
DAVE PERRY  
'THE GAMES ANIMAL'  
(GAMESMASTER AND GAMES WORLD)

IN ASSOCIATION WITH

Vintage Gamer

AND

RETRO  
ASYLUM

ARCADES + PINBALL  
COMPUTERS + CONSOLES  
MULTIPLAYER GAMING  
GUEST Q+A PANELS  
RETROGAMING TRADERS  
COMPETITIONS + PRIZES



TICKETS ON SALE FROM OUR WEBSITE

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E-MAIL: [ENQUIRIES@REVIVALRETROEVENTS.COM](mailto:ENQUIRIES@REVIVALRETROEVENTS.COM)



# DENTON DESIGNS

It was 1984 when the **IMAGINE** bubble burst. From the ashes rose DENTON DESIGNS (September 1984). Setup by Ally Noble, Steve Cain, Ian Weatherburn, Graham 'Kenny' Everitt, John Gibson and Karen Davies; the team that worked on Imagine's 'mega game'.



Producing such high quality titles as Shadowfire and Frankie Goes to Hollywood. Many of the founding members left to pursue their own interests.

So what happened during the so called founder's split? The directors, Steve Cain, Karen Davies and John Gibson all wanted to go freelance; Working for themselves rather than the company. When Denton Designs was contracted to develop Shadowfire, Ian Weatherburn became disillusioned with the fact that the company was no longer operating as it had when they had been part of Imagine, and on providing an ultimatum was sacked by the rest of the directors. He

subsequently joined Ocean. The company split in March 1986.



Back in business after a week of the split and now being located at the heart of Liverpool's equivalent to Harley Street, only one founder member remains; Ally Noble. Now the Dentons team consists of Ally, John Heap, Andy Heap, Stewart Fotheringham, Dave Colclough and Colin Parrott.

Ally has a philosophy "If we wanted more money we'd all go freelance and drive around in our Porsches". John pipes in "I think you really have to commit yourself, especially when you consider how much time you put into a game. When you weigh the effort against the money, it's really just a pittance that we earn".

Denton Designs is associated with original material, a reputation the Dentons team intends to build on.

It's not enough coming up with brilliant game designs, the sheer volume and complexity of idea's must be limited by the target machine's capabilities. A bit like racing a Mini instead of a Porsche.

The team respect games such as Knight Lore although are a bit embarrassed by Transformers. They were a bit over a barrel and had to do it. Nobody says anything about Roland Rat.

John Gibson (Programmer of Gift of the Gods, Cosmic Wartoad and Frankie) split from Dentons to pursue a solo career under contract to OCEAN.

Mainly doing licensed games and pale arcade conversions. He left Dentons being disillusioned with wanting to write programs rather than attend meetings and running a company. When David Ward of Ocean made him an offer he couldn't refused, he left.

So the lack of money appears to be the reason behind the Dentons split. Was this the case with the rest of the original crew.

Three Denton designers created CANVAS (Southport). Steve Cain, Roy Gibson and a recently contracted 'Kenny' Everitt to develop the Atari ST version of Star Trek (for BEYOND) with Karen Davies freelancing for the company.

With CANVAS portrayed as being a commercial programming agency, they do not intend to do their own stuff, not straight away at least. They are working on conversions for other companies, mainly coin-ops. Although Wizard War, an original game will go out with the Canvas name on it, possibly publishing it themselves.

In December 1995, Denton Designs was acquired by **Rage Software.**





**1984**

Gift from the Gods

**1985**

Cosmic Wartoad (Spectrum)

Enigma Force (C64, Spectrum)

Frankie Goes to Hollywoo (C64, Spectrum)

Bounces (C64, Spectrum)

Shadowfire (CPC, C64, Spectrum)

**1986**

Dante's Inferno (C64)

The Great Escape (CPC, C64, Spectrum, PC)

The Transformers

**1987**

Mutants (CPC, C64, Spectrum)

Madballs (CPC, C64, Spectrum)

**1988**

Foxx Fights Back (C64, Spectrum)

Where Time Stood Stills (ST, Spectrum, PC)

Eco (Am, ST)

**1989**

Eye Of Horus (Am, ST, C64, PC)

**1992**

Batman Returns (Am, GG, Megadrive,

Lynx, SMS, SNES, NES, SCD, PC)

Wreckers (Am, ST, PC)

**1993**

World Class Rugby (Am, SNES, CPC, ST, C64, Spectrum, PC)

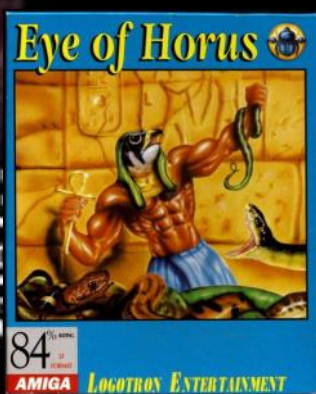
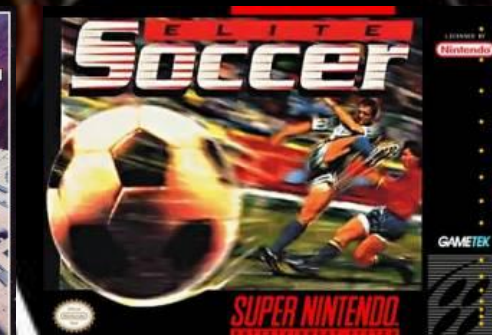
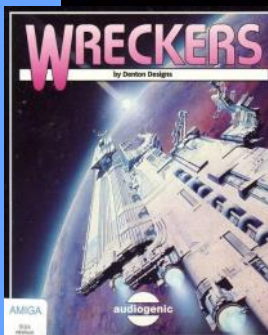
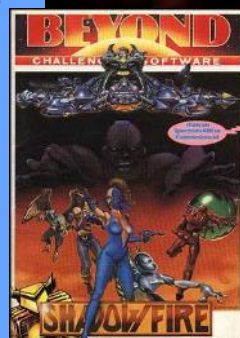
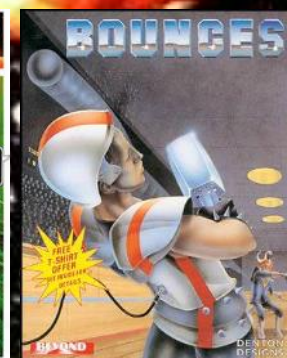
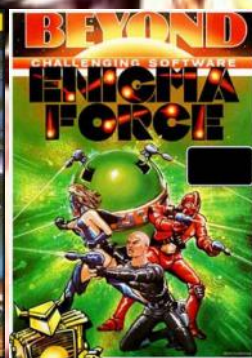
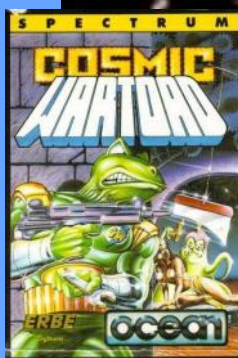
**1994**

Elite Soccer (GB)

World Class Rugby 2 (SNES)

**Compilations**

Live Ammo (CPC, C64, Spectrum)





# G O D S

THE BITMAP BROTHERS



ST version shown

Are you bored of games that pose no real challenge? Mindless adversaries that can't fight back? Dumb nasties who just ask to be slaughtered?  
**GODS is a complete departure!**



Featuring a revolutionary system of artificial intelligence, your opponents react to your actions and interact with the environment. Perhaps guile will achieve more than brute strength! Your cunning, as well as skill with the fearsome array of weapons at your disposal, are needed equally to overcome the enemy...

Award-winning Bitmap graphics and music by Nation 12 make this their most exciting game ever...

*Have you got what it takes to be a GOD?*

Amiga, ST, PC



St, Metropoleen Wharf, Wapping Wall, London E1 2BB  
© 1991 The Bitmap Brothers. Published by Renegade





## AMIGA TOP 10 (UK)



- 1 Robocop 2 (Ocean)
- 2 Powermonger (Electronic Arts)
- 3 SCI (Ocean)
- 4 Teenage Mutant Hero Turtles (Mirrorsoft)
- 5 Hollywood Collection (Ocean)
- 6 F-19 Stealth Fighter (Microprose)
- 7 Tournament Golf (Elite)
- 8 Toyota Celica Rally (Gremlin)
- 9 Indianapolis 500 (Electronic Arts)
- 10 Narc (Ocean)



*Taken from Amiga Format 021*



## MUSIC TOP 10

### UK

- 1 Cher - Shop Shoop Song
- 2 Chesney Hawkes - The One and Only
- 3 KLF - Last Train to Transcentral
- 4 James - Sit Down
- 5 OMD - Sailing on the Seven Seas
- 6 Vic Reeves - Born Free
- 7 Senza una Donna—Zucchero ft Paul Young
- 8 Waterboys - The Whole of the Moon
- 9 Electronic - Get The Message
- 10 De La Soul - Ring Ring Ring (Ha Ha Hey)

### US

- Amy Grant - Baby Baby
- Roxette - Joyride
- Wilson Phillips - You're In Love
- Hi-Five - I Like The Way (Kissing Game)
- C&C Music Factory - Here We Go
- Londonbeat— I've Been Thiking About You
- Rick Astley - Cry For Help
- Cathy Dennis - Touch Me (All Night Long)
- Divinyls - I Touch Myself
- Tara Kemp - Hold You Tight



## FILMS

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

- |    |                      |        |
|----|----------------------|--------|
| 1  | Out for Justice      | \$39.6 |
| 2  | Oscar                | \$23.5 |
| 3  | Mortal Thoughts      | \$18.7 |
| 4  | A Kiss Before Dying  | \$15.4 |
| 5  | Toy Soldiers         | \$15   |
| 6  | The Marrying Man     | \$12.4 |
| 7  | The Object of Beauty | \$5.1  |
| 8  | Impromptu            | \$4    |
| 9  | Spartacus (re-issue) | \$1.8  |
| 10 | Daddy Nostalgia      | \$1.1  |

*Taken from Box Office Mojo figures*

*As of 27th April 1991*



# WORKBENCH V2.0 IS HERE



machine you will notice the changes. For starters if you don't have an auto-booting disk, you'll see the 'Insert Workbench' prompt has changed.

arranged like any other window.

Windows that are obscured by others allow a single click to bring it to the front. Click again and it is sent to the back.

The new zoom gadget shrinks a window to its minimum size, clicking again restores its original dimensions.

**Workbench v2.0** is here! With it comes virtually every aspect of the Amiga's operating system has been vastly enhanced, to such an extent that a 2.0 based Amiga has become almost unrecognisable from its 1.3 predecessor.

Providing increased power and flexibility rather than just bug fixed. A3000 owners were the only people luckily enough to run Workbench 2.0 but Commodore has announced it intends to make the upgrade available to both 2000 and 1500 users. Although Commodore seem to believe that A500 owners don't want it.

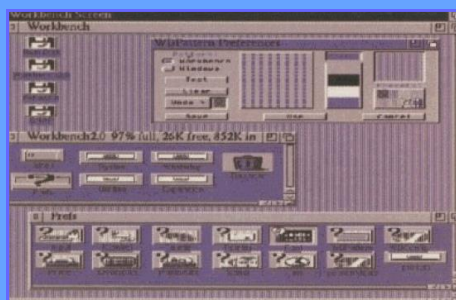
Why? Possibly an ulterior motive as Commodore US recently launched the A500+. Which was basically a one-meg A500 with both ECS and Workbench 2.0 with Commodore UK refusing to acknowledge its existence. So until it arrives (and is acknowledged) A500 owners will be left out in the cold.

So what does WB2.0 bring to those of you who taken the plunge? Well as soon as you switch on the new spec

Now the hand is holding a familiar disk with an animated display of a floppy disk being inserted into a disk drive.

Booting your machine you will also notice the rather flat looking WB1.3 look has been totally redesigned, looking much more professional.

The default colours have changed, with a less eye-straining grey, black, blue and white metallic embossed 3D raised look replacing the traditional 1.3 colours (blue, white, black and orange). With the new colours make for excellent viewing on a multi-sync monitor.



Icons are now displayed within their own raised box, which makes selecting them easier. The workbench disk icons are now held within a window that can be dragged about, resized and depth



Double click on a disk icon and you'll see another major change - Windows 2.0 windows now display the total amount of space used, available both as percentage and as bytes, along the top of each disk window (Thus removing the clunky old fuel gauge).

The menus have also undergone a huge change and now contain genuinely useful options. Many have been included to reduce the need for the Amiga's CLI. It is now possible to carry out many operations which were previously CLI-only.

The new CLI now has the NEWCON device moved to RAM, so no more need to mount it first. CLI now also allows command line history and editing with a few new commands, rewritten for speed and compactness, with some with additional arguments.



The aged Startup-Sequence still remains but you no longer have to touch it if you wish a program to be executed during startup. Instead WB2.0 has an all-new WBStartup folder that is a little like the Auto folder on an ST. Dropping a program into this drawer will execute it automatically during startup.

One main problem with WB1.3 is the ability to only view files and directories that had their own icon (.info) file. Now it's possible to reveal all those hidden files using the pull down menus. Icons can also be multiple selected by dragging a rectangle around a group of icons to select them all (and can be moved about by holding the shift key).

Most of the Workbench programs have been upgraded although especially the Preferences. Now showing 14 different Preference programs. You can now change the system font to your choosing

and even drop a pattern behind the Workbench and directory windows.

With an improved Error Handler that traps software failures before they can do serious damage (Guru has been laid to rest), you can choose to kill it and continue working again.

The Fast File System was previously restricted to just hard drives, but this can not be utilised using floppies. Reading and Writing to floppies is noticeably faster.

The Utilities drawer has had an overhaul, with the removal of Notepad but two new utilities included: Display (IFF viewer) and Commodities Exchange (Mouse and Keyboard event controller).

The Extras Disk has changed as well, with new additions such as new version of IconEdit, being completely rewritten and includes many DPaint-like drawer tools as well as a loading/saving IFF's as

icons.

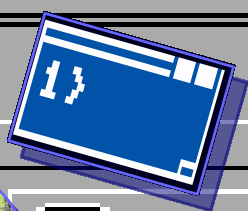
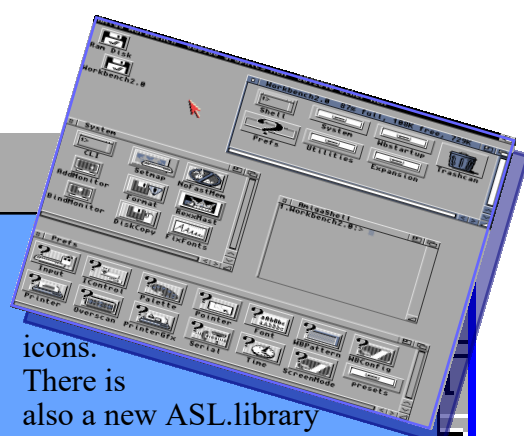
There is also a new ASL library which provides standard file and font requestors. Allowing future programmes to develop applications that feature a more consistent user interface.

Unlike previous Workbench releases, you can also change the screen mode, including the number of colours; without having to reboot each time.

Switching between high res interlaced screen modes, plus a number of ECS-specific modes if ECS is installed.

Quite simply Workbench 2.0 is the most revolutionary thing to happen to the Amiga since the launch of the machine itself. Providing extra power and ease of use that totally transforms the Amiga.

**If you are able to upgrade to 2.0 then waste no time to get it as soon as possible.**



## ECS Upgrade?

Along with the WB2.0 release you will soon be able to upgrade your machine's graphics capabilities with the much talked about Enhanced Chip Set (ECS). This is nothing new to A3000 owners. The new ECS offers new screen modes (up to 1280x480 with multi-sync), a more capable-blitter and an increase in the amount of memory that can be set aside as chip RAM.

Upgrading may require you to return your machine to a Commodore service centre and cost in the region of £100+. Although if you have a recent machine (A6.2) that you may already have the ECS Agnus chip fitted.

Following on from the Interview with John and Aaron, this new section introduces you to the 'Amigos Staff Team'.

First up for the interrogation is **Dreamkatcha**.



Dreamkatcha has been an integrated part of the Amigos team with regular site updates but just how well do you know him?

### What's your first memory of computers?

As a kid I had this nasty habit of spontaneously asphyxiating in the middle of the night. Gasping for air I'd bang on my parent's bedroom door and they'd rush me to the hospital to be put on a nebuliser to stabilise my breathing. While I recovered I'd be kept on the children's ward for observation for several days at a time, doped up on steroids and hooked up to machinery, where to kill time I'd play on the Acorn Electron the nurses wheeled round between beds on a trolley.

Any kids who could get out of bed would shamle along to the one where the computer was currently parked and we'd take it in turns to play games like Frogger, Defender, Dig Dug and Space Invaders. Luckily my ventilator was on wheels so I'd shared more beds than Leisure Suit Larry could dream of before I was 10 years old. A common opening line would be, "so what are you in for?" as though we were veteran hardened criminals doing time. There was a real community atmosphere - we were kindred spirits bound by pixel sprites and dodgy health, and came to associate the hospital with happy memories.

Sometimes bald kids would go off for an op and never come back, or leave the ward to be moved to a palliative care centre, and I'd get to fast-track the gaming queue... though of course it felt like a bit of a pyrrhic victory, and the appeal wore off for a while.

On other occasions they'd make a full recovery, put their civvies back on, go home and live happily ever after. I grew out of my asthma, upgraded to harder to tackle conditions and began a life experimenting with prescription drugs, which probably explains a lot.



### How much Amiga exposure did you have 'Back in the Day'

I was 11 years old when I got my first Amiga so I wasn't setting the world ablaze with my contribution to the community, it was all about the games for me. I had some ambitious daydreams about creating games and demos having read how-tos in Amiga Format and CU Amiga, yet they never left the imaginary drawing board.

I remember the older brother of a friend showing me a demo he'd made featuring wavy, scrolling text and a helicopter constructed with jointed balls, and being blown away by the spectacle. I couldn't get my head around the idea that he'd done that himself in his bedroom and thought he was a genius.

Another friend dabbled a bit with DPaint for school. Aside from that we were playing and swapping games, reading mags like Amiga Power, and spending a ridiculous amount of time removing disk labels with turps and applying new ones! ...actually I think that last one was just me, I always *was* a neat freak.

### What do you do for a living?

I'm an accounts monkey for hire. I tend to do fixed term contracts to get companies out of some hole or other, then move on to the next job just before the bureaucracy and office politics drive me loopy. It pays the bills, though Monty Python were spot on to want to outlaw the profession - it's soul destroying stuff.



## Do you have any other computing skills? (retro or modern)

Nothing to write home about given the immense talent of the other Amigos who make me look like Fred Flintstone.

When you could save a tonne of cash by building your own computers I did quite a bit of that for myself and friends/family. For a while I was obsessed with building a completely silent, SFF PC, which was easier said than done about 15 years ago when heat dissipation was more of a challenge. I managed to do it using a Micro-ITX motherboard and tiny case with a passive heatsink, though it ran far hotter than I was comfortable with despite being remarkably underpowered. You could literally have cooked an egg on the heatsink, never mind the exposed CPU. The manufacturers claimed this was perfectly normal and safe; that said, I got the impression they

didn't care much if your rig melted after a month's light use. They'd got your money in the bank by then.

Another system I built used a Celeron with a huge, slow-spinning Pabst fan mounted on a comically oversized Zalman heatsink. That ran faster and there was zero risk of burning the house down. I had it wired up to a Fanmate device that would adjust the fan speed to give me a trade-off between noise and cooling efficiency, while monitoring the temperature of various parts of the system via software. I soon realised I could do the same with a faster processor so swapped the Celeron for a P4, and started looking for a better spec, passively cooled graphics card.

Now many computers are whisper quiet by default, and

I'm coping better with my tinnitus too, so tinkering with hardware is less of a priority. Plus, margins are so low these days you may as well buy a computer off the shelf. Curse you progress with your technological advances and cheap prices!

Over the years I've dabbled with lots of things on an amateur level... building web sites/forums, setting up/tweaking Perl and PHP scripts, graphics design, maintaining databases, tech support. Essentially using tools other, more creative people put together in the first place. My real USP is starting ridiculously convoluted projects that most people would have the sanity not to touch with a barge pole.



## What is your favourite Amiga game?

It would have to be **Robocod** because it's loaded with good-natured witty charm coupled with gorgeous visuals that are good enough to eat. It was a real labour of love for Chris Sorrell - certainly no quickie cash grab like a hundred other Amiga games you could mention.

Before I knew it like the back of my hand there was always something new to discover, it features several innovative nuances not seen in other Amiga platformers prior to 1991, incorporates an insanely catchy theme tune by music legend Richard Joseph, and as the plot revolves around Christmassy themes it comes bundled with oodles of nature's happy pill endorphins by default. I had some fantastic Christmases as a kid and Robocod helps me reconnect with all those positive memories.

## What is your worse Amiga game?

That's a tougher question than you'd imagine - there are so many! I don't hate any so much I'd want to compile a top ten list, I just shake my head and don't play them... or only play long enough to vilify them in a review before moving on. Maybe something I saw in the arcades and desperately wanted to take home... and was really disappointed with when I eventually did. There's no shortage of awful arcade conversions.

Any point 'n' click adventure that takes itself too seriously and punishes you with death for not being able to read the programmer's warped mind is a big turn off, so that's most **Sierra** games relegated to room 101 from the outset.

OK, if I had to name names I suppose I'd go for Top Banana, Wind Surf Willy, and Freddy Hardest in South Manhattan... all games I've lampooned in one article or other.



### What made you decide to contribute to the Amigos team?

Writing reviews to accompany the podcasts on the EAB forums was something I found myself almost compelled to do. I could see the level of passion John and Aaron were pouring into their new project and wanted them to succeed and know that it was appreciated.

Going overboard with my comments was probably my way of trying to match their enthusiasm and be noticed by people I admired for having a great idea and making it happen, while the rest of us moaned about there being no Amiga podcasts without doing anything to change the situation ourselves.

Feedback was thin on the ground so my thoughts would regularly be included on the show. It was quite a buzz to know that someone cared about something I bashed out on a keyboard thousands of miles away across the ocean and that's what kept me motivated to continue.

John soon asked if I wanted to keep it up on an official basis. Flattered and staggered that he thought so highly of my waffle I couldn't refuse, and the scope and breadth spiralled from there.

The way my brain works, if someone tells me I'm doing a good job I feel duty bound to never give them cause to

change their mind. I'm my own worst critic so dozens of ideas get scrapped long before hitting the blog, although there's definitely some weird stuff on there where even I've wondered what I was thinking looking back at it now.

Writing is satisfying in itself, though it *does* help to grease the wheels if you feel that it's appreciated by at least a handful of other people somewhere in the world, even if they're the ones you're writing about so have a vested interest. In a way it's a bit like drawing for your parents - it's a given that they care.

### If you could choose to work your dream job what would it be?

Studying psychology at uni I always thought it would be amazing to go on to use my degree professionally to become a 'people fixer', knowing deep down I didn't have the confidence or aptitude to make it happen as a career.

I'd ignore the fact I can't resolve my own issues and hone in on being the solutions guy for other people, taking psychologically distressed individuals, helping them work through their mental anguish and transforming their lives in a positive direction.

You'd be surprised how many psychologists and psychiatrists get started exactly like that. For some, offering therapy to others is a projection of their own self-therapy.

### Is there any game or item you would like John and Aaron to cover?

The more obscure the better; I like it to come as a surprise and learn about games I'm not familiar with. They've done a few themed medley shows in the past as a break from focusing on a single game, which I seem to remember went down well. More of the same would be great.

I love it when I've talked about a game that's hit a nerve with the guys and out of the blue it's featured on the show. That gives me a bizarre sense of pride even though I've had absolutely no involvement with developing the game whatsoever. That of course works vice versa... I got started writing follow-ups to the showcased game after all.

### What would you like the future of Amigos to be/include?

At its core, it's a winning formula already - I'd be happy for them to maintain the status quo. More retro gaming celeb interviews would be wonderful though.

John has mentioned wanting to do some 'on the road' 'out and about' coverage at relevant retro events. I wholeheartedly second that idea. We *do* need more of a presence out there in the real world. I've thought about doing a few offline stunts to bring people to the site myself, without actually putting them into action. Nothing too spectacular.

Truth be told it's the *potential audience* that needs to change, not the show or the hosts - the general public should come to appreciate how awesome AP is and get Amigos tattoos, yesterday if not sooner! ;)



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## PD TOP 10

- 1 Total Recall
- 2 Laurel and Hardy
- 3 Bruce Lee Slideshow
- 4 Viz Slideshow (Adult)
- 5 Game Music Creator
- 6 Star Trek
- 7 Budbrain Megademo 2
- 8 Digi Movie (Adult)
- 9 Sound of Silents (Music)
- 10 Probe Demo

PD Top Ten (Compiled by Gallop, CUAmiga)

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## DEMOS OF APRIL 1991

### PHENOMENA 'Enigma'

Coder: Azatoth, GFX: Uno, Music: Firefox/Tip



### QUARTEX 'Substance'

Coder: Corto, GFX: Loom, Mack, Music: Moby



### SANITY 'Elysium'

Coder: Chaos, Panther, GFX: Cruiser, Cthulhu, Music: Jester



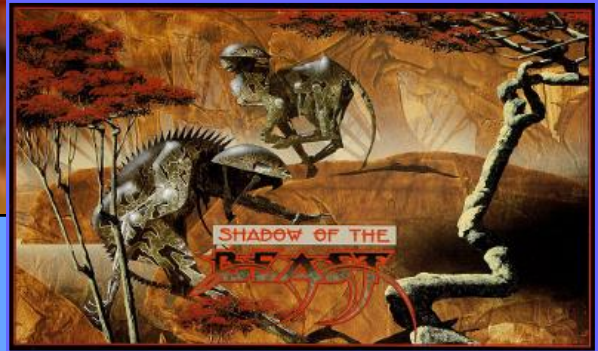
### SILENTS 'Global Trash'

Coder: Sunjohn, GFX: Mikael Belle, Sionic, Music: Jesper Kyd





# SHADOW OF THE BEAST™



Developed by Reflections and published by Psygnosis in 1989 (retailed for £35 with T-Shirt), originally on the Amiga but later ported to many other systems. Known for its numerous colours on screen with twelve levels of parallax scrolling and an atmospheric score composed by David Whittaker that used high-quality instrument samples.

## PLOT

A man named Aarbron is kidnapped as a child and corrupted through magic into a monstrous warrior-servant for the evil beast lord Maletoth. The creature's memory of his human life returns when he watches a man being executed, whom he later recognizes as his father. This prompts him to seek revenge on Maletoth. A long arduous journey ensues, forcing him to battle his way through both hostile terrain and Maletoth's forces. He eventually confronts one of Maletoth's minions, a gargantuan creature whose only visible body parts are its hand and foot. Defeating the

creature, Aarbron is freed from his curse, the titular "Shadow of the Beast", and returned to a more humanoid form.

SOTB was designed over nine months by Martin Edmondson and Paul Howarth. Following their previous 16-bit game, Ballistix. They described it as their "most ambitious project to date", stating they wanted the game to push both the Amiga and Atari ST to their technical limits.

To achieve this, the Amiga version was written first, so that they would take advantage of all of the computer's advanced hardware capabilities.

The scrolling on the Amiga version ran at 50 frames per second (the same framerate found in arcade machines). The developers made use of the hardware sprites and scrolling rather than using the blitter, which they felt that the blitter "does not run quite as fast as some people would believe." To get the speed they

wanted, the developers employed difficult techniques such as the sprite multiplexing. With the game using up to twelve levels of parallax scrolling with a maximum of 128 colours on screen its quite impressive.

The game was designed to be as difficult as possible; Edmondson remarked that he liked difficult games at the time and he "used to get frustrated if the game was too easy."

The game's cover art was designed by British artist Roger Dean, who also done cover artwork for other Psygnosis-published game with music composed by David Whittaker. He wrote six main pieces of music, with each piece containing its own sub-theme, to "fit the changing scenes in the game." The instruments were created using the Korg M1 synthesiser and then sampled at 20 KHz.

## SEQUELS

Shadow of the Beast II was released in 1990 and Shadow of the Beast III in 1993, music penned by Tim Wright under the alias of CoLD SToRAGE. A remake was released for the PS4 in 17 May 2016 with first gameplay at EE Expo 2015 with a release date originally set for 2 March 2016, and also included the Amiga original game.







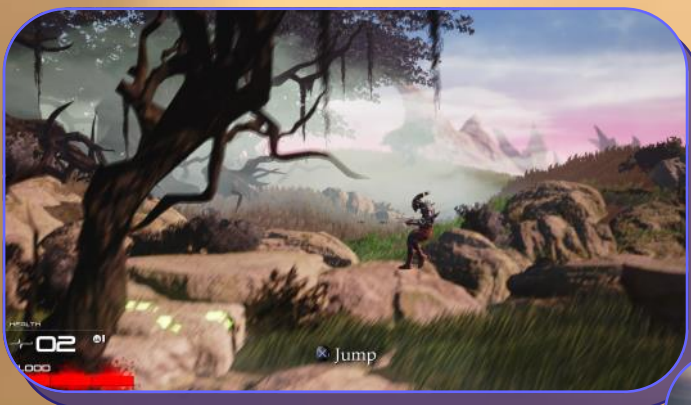
## PS4

Combining platform and action (with combos) you have to defeat enemies by counter-attacking to strike them down; although shield-wielding foes must be ducked behind in order to defeat them. Featuring a traditional health bar, combos through quick-time events, and traps inside dungeons. The game features the parallax scrolling from the original title, but now in glorious 3D. It utilised the Unreal Engine 4 as its underlying engine technology and Audiokinetic for audio; with a dynamic soundtrack by Ian Livingstone with each level getting its own theme and the music escalating as the fighting increases in intensity (The David Whittaker score is an unlockable).

The original Shadow of the Beast is included in the remake as an unlockable extra with an "infinite lives" mode added to make the original game a whole lot easier to play.

The game follows the story of its original predecessor. Players control Aarbron, who was kidnapped as a child and corrupted through magic into a monstrous warrior-servant; seeking revenge against his master Maletoth who was responsible for Aarbron's corruption into a feral beast form.

Roger Dean also kindly provides a super hi-res scan of the original painting that was used for the box art. Play the game well enough and it can be unlocked to view and zoom in on so you can examine his incredible work in exquisite detail.





## Amiga Disk File (ADF)

A file format used to store images of disks. It has been around almost as long as the Amiga itself, although it was not initially called by any particular name. Before it was known as ADF, it was used in commercial game production, backup and disk virtualization. ADF is a track-by-track dump of the disk data as read by the Amiga operating system, and so the "format" is really fixed-width AmigaDOS data tracks appended one after another and held in a file. This file would, typically, be formatted, like the disk, in OFS.

Most ADF files are images of the Amiga-formatted tracks held on cylinder 0 to 79 of a standard 3.5" double density floppy disk, also called an 880 KB disk in Amiga terms. The size of an ADF will vary depending on how many tracks have been imaged, but in practice it is unusual to find ADF files that are not 901120 bytes in size (80 cylinders  $\times$  2 heads  $\times$  11 sectors  $\times$  512 bytes/sector).

Most Amiga programs were distributed on double density floppy disks. There are also 3.5" high density floppy disks, which hold up to 1.76 MB of data, but these are uncommon. The Amiga also had 5.25" double density disks. The WinUAE Amiga emulator supports all three disk formats, but 3.5" double density is the most common.

## **Reading ADFs**

ADF files can be downloaded and copied to Amiga disks with the EasyADF application and various applications freely available on the Internet.

There is a program called ADF Opus, which is a Microsoft Windows-based program that allows people to create their own ADF files. This program supports creating double density (880 KB ADF files, the most common) and high density (1.76 MB) ADF files. ADF Opus also allows people to convert ADF files into ADZ files.

## **ADZ**

An ADZ file is an ADF file that has been compressed with gzip. The typical file extension is ".adz", derived from ".adf.gz".

The ADF file format can only store disks that have legal AmigaDOS format tracks. Disks with non-standard tracks may be available in ADF format, albeit cracked in order to create a regular AmigaDOS volume.

However, the Amiga itself was not limited to storing data in these standard tracks. The Amiga's floppy disk controller was very basic but transparent, and for that reason very flexible allowing disks of other and custom formats to be read and written as well. Disk handling is not locked down like the one in a modern PC, and so most of the work to read and write disks is done by the operating system itself.

However, because programmers did not have to use the operating system routines, it was quite normal for games developers to create their own disk formats and also apply many different sorts of copy protection.

As it was, most full-price commercial Amiga games had some form of custom disk format and/or copy protection on them. For this reason, most commercial Amiga games cannot be stored in ADF files unaltered, but there is an alternative called Interchangeable Preservation Format (IPF) which was specifically designed for this purpose.





## DMS

ADF files were sometimes compressed using the Disk Masher System, resulting in .dms files.



## FDI

FDI (from Formatted Disk Image) is a universal disk image file format specification originally published by Vincent Jोगuin in 2000. The FDI format is publicly documented, and accompanied by open source access tools. Because the format can store raw low-level data, as is for example required to support copy protection schemes and other non-standard formats, FDI files can be larger than disk image files in other formats. The typical file extension is ".fdi". Because of the universal design of the FDI format, files in other disk image formats, such as ADF, ADZ and DMS, can in theory be converted to FDI.

## Amiga rigid disk block

In computing, a rigid disk block (RDB) is the block on a hard disk where the Amiga series of computers store the disk's partition and filesystem information. The PC equivalent of the Amiga's RDB is the master boot record (MBR).

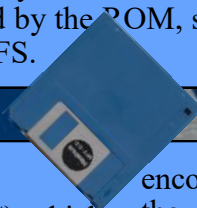
Unlike its PC equivalent, the RDB doesn't directly contain metadata for each partition. Instead it points to a linked list of partition blocks, which contain the actual partition data. The partition data

includes the start, length, filesystem, boot priority, buffer memory type and "flavour", though the latter was never used. Because there is no limitation in partition block count, there is no need to distinguish primary and extended types and all partitions are equal in stature and architecture.

Additionally, it may point to additional filesystem drivers, allowing the Amiga to boot from filesystems not directly supported by the ROM, such as PFS or SFS.

The data in the rigid disk block must start with the ASCII bytes "RDSK". Furthermore, its position is not restricted to the very first block of a volume, instead it could be located anywhere within its first 16 blocks. Thus it could safely coexist with a master boot record, which is forced to be found at block 0.

Nearly all Amiga hard disk controllers support the RDB standard, enabling the user to exchange disks between controllers.



## Amiga floppy disk controller

The Amiga floppy disk controller (FDC) which is called 'Paula' is very flexible. It is capable of reading/writing Amiga/PC/Macintosh/AppleII/C64 3.5 inches and 5.25 inches floppy disks.

Paula can read a variable number of bytes from disk, the PC FDC can't. The PC FDC uses the index hole to find the beginning of a track, Paula uses a synchronization word. The Macintosh uses GCR encoding instead of MFM.

In fact, Paula is simpler than the PC FDC because it does not perform automatically the decoding just after the read operation, and the encoding just before the write operation : it must be done by software. The MFM decoding/

encoding is done by hardware with the PC FDC, the Amiga can do GCR or MFM decoding/encoding because it's done with the CPU. In some versions of the AmigaDOS, the decoding/encoding is made by the Blitter custom chip.

Classic PC FDCs \*can't read Amiga floppy disks\* even if they are MFM encoded on a 3.5 inch floppy, because they can not find the beginning of a track. This is why the .ADF format has been created.

However, a custom FDC available on PC machines is capable of reading/writing Amiga, PC, Macintosh, Atari and C64 floppies !!! This is CatWeasel.



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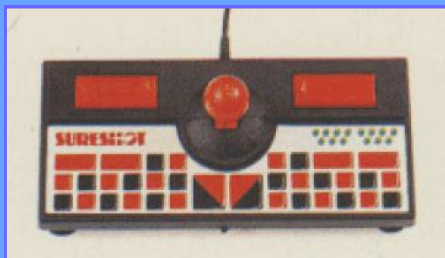
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The Iceman



## JOYSTICKS



### Command Module (Sureshot £17.95)

Resembling a pencil case with a short shaft, knobby handled stick, it is a big stick to test. The hollow sound of its base indicates that its size is possibly just cosmetic. Six sticker feet ensure stability on a table top with twin fire buttons allowing you to pound away.

It has a small auto-fire switch near the side of the base; not the ideal position for switching during play, but the worst thing about the stick is the silver trim.

The cord is long enough at 137cm and its best used for stubby jerks rather than gliding movements. Auto fire has a major issue that when holding fire with it selected it works a dream, but go to move the stick in any direction and auto fire is interrupted. Overall construction seemed fairly solid.



### Converta (Krackin £9.99)

This multi-purpose hand held and table top stick appears good on paper but the method of achieving its chameleon change just doesn't work. The short, contoured grip (which is rather small for the average hand) protrudes from a baked potato sized base, the bottom of which hinges out so that it can be used on a flat surface.

Unfortunately the polypropylene hinges offer too much resistance for the unit to fold up properly and its puny, suction cup feet won't hold it closed or flat on a table for long. The cord is long enough at 150cm.

Its fire buttons seem tiny (both mounted on the handle) and long use as a hand held leaves cramps in your hand.



### Flashfire (Krackin £9.99)

This stick has a good sized grip and a reasonable base with excellent suction cups. The placing of its base fire button to the left of the stick makes it tricky for left handers though. It has two triggers on the stick though these are too stiff compared with the loose, more responsive one on the base.

The stick feels rather stick but not unpleasantly so. With good centring and positive clicks from the micro-switches. Cord length is a shorter 95cm.

Playing R-Type showed the different responsiveness from the different fire buttons with good inertia for accurate positioning.

### Pro 9000 De Luxe (Suzo £16.95)

Looking solid although the base is a little large and chunky for hand held use and its four suckers are too springy to do the job properly. The skinny stick's feel is easy and nicely sprung with the fire button on top, falling pleasantly under your thumb. At the front corners of the base are two more buttons with a similar feel. Depressing and rotating the left hand one changes the rate of auto-fire. Oddly you can't have the base and stick buttons active at the same time; there's a switch selector on the bottom for this task. Cord is fairly generous at 140cm.

The inability to use the buttons simultaneously was difficult whilst playing games such as R-Type, however turning up autofire resulted in steady stream of missiles.





**Turbo Pro (Quick Gun £12.95)**

Classier looking than most of the sticks, this one has a handle that is short, red and rather rude. However the grey stylish, rounded base sits happily in the hand and the stick has a nicely balanced action with a positive, sturdy feel.

It's a little large for handheld play and doesn't have any suction cups but small pads which tend to slide around the table top. The fire buttons, on either side of the base are fairly stiffly sprung but very accurate. Below them is a long slider switch for the auto-fire, with an LED to indicate its mode. The cord is a rather smallish 122cm.

Playing R-Type showed the soft touch fire buttons lacking the tactile feedback necessary for building up fast firing speeds but the auto-fire is nicely timed. Stick action is well balanced too although a little more movement in the stick would have been nice.



**Sting-Ray (Logic 3 £14.95)**

A dramatic blue, handheld stick, styled somewhere between a snub-nosed laser gun and an American car of the fifties. With a single trigger built into the curved handle, which sits comfortably in the palm.

The other hand controls the tiny stick which has good centring. Towards the front is a slide switch for auto-fire and it comes complete with a staggering 175cm of cord.

The design makes the stick suited to either left or right hand. The autofire is not the fastest found on a stick.



**Challenger Infrared (Contriver £34.99)**

This table top stick looks the business, its sleek style makes it stand out instantly from the other joysticks.

The handle grip accommodates almost any size of hand and the four suction cups on the base provide effective stability no matter how much pounding the stick is subjected to during play.

It has a choice of fire buttons; two located on the hand grip for thumb and forefinger and four more on top on the plastic body. These are positioned to accommodate both right and left handed players with two buttons on either side. With all being responsive and issue positive clicks when depressed. As standard there's also an auto-fire switch and a sliding control for adjusting the rate of fire; both highly useful. The stick is well sprung and the micro-switches provide a responsive feel when in use.

It is also an Infra Red joystick and as such, battery operated. A small reception unit with a 160cm cord plugs into the usual joystick ports, with a small transmitter concealed as an integral part of the main joystick. This gives an extra 6ft on top of the cord length and it worked perfectly with no interruption of the signal.

So not only does the Challenger look good but it also plays like a dream. Playing R-type proved a doddle with the stick proving to be equally responsive and manoeuvrable, easy to use and extremely portable.



### **Turbo Blaster** (Comptek £10.95)

A small rectangular base with suckers makes it ideal for table or handheld use. With a short 122cm cord and fire buttons on either side of the base and at the top and front of the pistol grip, which is comfortably contoured. It sounds definitive clicks from the micro-switches although has no auto-fire feature. Playing R-Type the stick's resistance seemed well balanced, through a fraction more travel might have made life even easier.

The fire buttons are slightly 'rattly' and not precise enough although the big grip is ideal for sweeping manoeuvres.



### **Zoomer** (RC Simulation £57.95)

This stick is intended for simulation, looking like it had emerged from a plane. It's a hefty piece of kit, 30cm tall and almost the same across.

The handle itself has reasonable sideways rotation but the vertical axis is considerably less mobile. There are fire buttons on top of each arm of the yoke which have a soft feel. On the base is a knob to control the rate of auto-fire and four suckers to keep everything stable. The cable is the longest of the reviews at 300cm.

It was totally unsuitable to play R-Type (as expected) but playing The Ultimate Ride (Mindscape) is performed well. Its strong inertia kept you on the track, making it feel believable. Not for the average game but ideal for flight, car or bike simulations, adding a new dimension to your play.



### **Star Probe** (Cheetah £14.99)

Chunkier than a Yorkie bar with no fewer than four fire buttons and an auto-fire switch, intended for table top use.

The fair sized pistol grip is comfortable with its two fire buttons nicely falling under the thumb and forefinger. The auto-fire switch lies between the two base fire buttons so its easy to change during a game. There's a feel of slackness about the stick though and one of the trigger buttons rattled.

The cord is 125cm. Although it looks top heavy it proved fine playing R-Type, though with not much resistance. If you use auto-fire and stop firing then it auto-fire stop rather than continuing and the fire buttons seemed to give up from time to time.



# SYSTEM OVERVIEW

## AMIGA CDTV



Commodore announced the **CDTV** (Commodore Dynamic Total Vision) at the Summer 1990 Consumer Electronics Show (Chicago), promising to release it before the end of the year with 100 software titles.

The reality was it debuted in North America in March 1991 (CES Las Vegas) and in the UK (World of Commodore 1991 at Earls Court, London). Priced at £499 (UK)/\$999 (US) for the CDTV unit, remote control and two software titles.

The CDTV was essentially an Amiga 500 with a CD-ROM drive and remote control. Adding an optional keyboard, mouse, and disk drive gained it the same functionality of the Amiga. Though it was marketed strictly as a CDTV, with the Amiga name omitted from product branding.

Marketed as an 'all-in-one multimedia appliance' in a stereo-like case rather than a computer; its competition

audience being the same as the Philips CDi, Pioneer LaserActive and Tandy Video Information System. Although with the expected market not materialising, neither machine met with any real commercial success.



### A570

The Amiga community on the whole avoided the CDTV in the expectation of an add-on CD-ROM drive for the Amiga, which eventually came in the form of the A570. This hurt sales of the CDTV, as both it and an A570-equipped A500 were the same electronically, and could both run CDTV software, so there was very little motivation to buy it.

### AMIGA CD32

Commodore would rectify this with CDTV's successor, the A1200-based Amiga CD32, by adding the Akiko chip. This would enable CD32 games to be playable only on the CD32. However, Nolan Bushnell, one of the chief endorsers of the CDTV, argued the system's high price point alone was enough to explain its market failure, stating "it's very difficult to sell significant numbers of anything at more than \$500. I felt that I could sell a hundred thousand of something that costs \$800 standing on my head. I thought that it would be a no-brainer. And I can tell you that the number of units that we sold in the U.S. at \$800 you could put in your eye and not draw tears".







## UPGRADES

The CDTV was compatible with many existing Amiga peripherals. In addition, official CDTV peripherals and upgrades included:

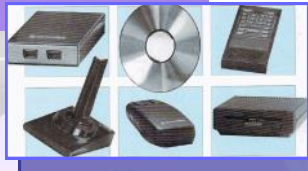
- Wireless infrared mouse (CD1252)
- Wireless trackball
- Black styled keyboard
- SCSI controller providing both an internal and external SCSI connector for hard disk drives and other SCSI devices
- External black styled hard disk drive
- External black styled floppy disk drive (CD1411)
- Proprietary memory cards with a capacity of 64 or 256 kB (CD1401/CD1405) allowing storage of game scores and progress
- Genlocks for NTSC or PAL (CD1300/CD1301) to overlay video signal with a secondary video source[10]

## Bundle Versions

**CDTV:** CDTV unit and remote control/gamepad

**CDTV Pro:** CDTV unit, remote control/gamepad, keyboard, mouse and floppy disk drive, along with Almathera CDPD Public domain software compilation on CD-ROM.

## CDTV-II



Though Commodore later developed an improved and cost-reduced CDTV-II it was never released. Commodore discontinued the CDTV in 1993 with the launch of the Amiga CD32, which again was substantially based on Amiga hardware but this time targeted the gaming market.



## SPEC

The CDTV was supplied with AmigaOS 1.3, rather than the more advanced and user-friendly 2.0 release that was launched at around the same time. Notably, the CDXL motion video format was primarily developed for the CDTV making it one of the earliest consumer systems to allow video playback from CD-ROM (Single-speed CD-ROM drive (proprietary controller)).

Motorola 68000 at 7.16 MHz (NTSC) or 7.09 MHz (PAL), 1Mb Chip RAM (upgradable), 256k Kickstart ROM (256k CDTV firmware ROM)  
Audio 4 × 8-bit PCM channels (2 stereo channels). 28 kHz maximum DMA sampling rate

Ports: Keyboard (5 pin mini-DIN), Mouse (4 pin mini-DIN), RS-232 serial port (DB-25M), Centronics style parallel port (DB-25F), Floppy disk drive port (DB-23F) and MIDI (In and Out)  
Audio out (2 × RCA and 6.35 mm stereo phone jack), Analog RGB video out (DB-23M), RF audio/video out (RCA or RF loop through), Composite video out (RCA), S-Video out (4-pin mini-DIN) and SCART audio/video out.

Expansion slots: Proprietary card slot by ITT-Cannon and Fujisoku from 8 to 1024 KB non-volatile memory cards, 80-pin diagnostic slot, 30-pin DMA expansion slot and Video slot.

Dimensions: 430 × 330 × 95 mm (W × D × H)



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Screenshots from Amiga format.



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## DERMOT POWER

Irish decent, Dermot moved to London in 1987 with career aspirations of illustrating within the comic book industry.

In 1989 he had an interview with Virgin Games who, unknowingly to the artist, happened to be producing a Judge Dredd home computer game. Luckily Dermot's portfolio of comic art strips would land him the job designing the cover.

His portrayal of Dredd was duly noted by the comic book anthology 2000 AD and within a few months of the games release he'd be commissioned to pen his first comic cover for Megazine #699.

It would start an eight year career in the comic book industry where he'd instantly become a much-loved artist depicting not only Dredd but also Celtic axe master Sláine, joining artists Simon Bisley (Gods, The Terminator: Rampage) and Glenn

Fabry (Speedball 2, The Incredible Hulk) in immortalizing the character.

Follow up cover for Virgin, Sega's arcade smash Golden Axe (1990), would stylistically set the tone for much of the artist's early character art. Scorned with deep, fissured muscle formations, heavily shaded and painfully bulging, his characters would feed a generation of kids still greedy for the excessive action hero of 80's movie pop culture.

The 1991 cover for Wonderland saw the artist embark upon a long history of illustrating Lewis Carroll's Wonderland characters that would also take him into TV with the Hallmark series (1999), and into film with Tim Burton's 2010 offering.

Followed in 1992 with Lure of the Temptress, being his final box art and the beginning of an 18-year hiatus from the video game industry, although this was briefly

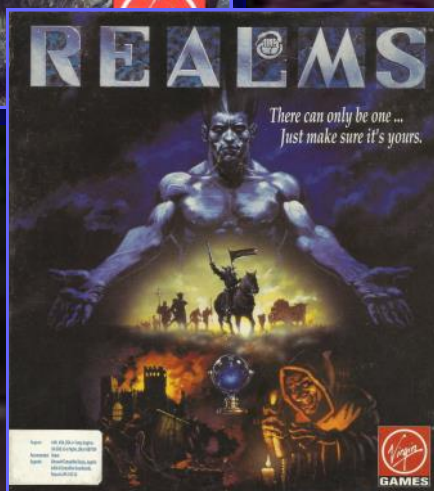
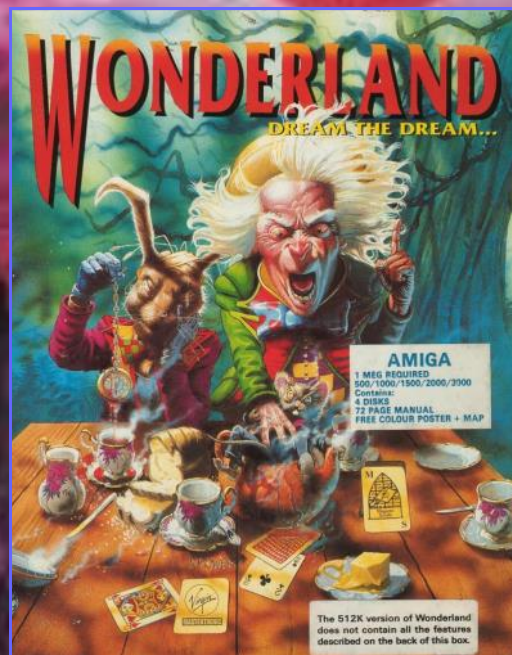
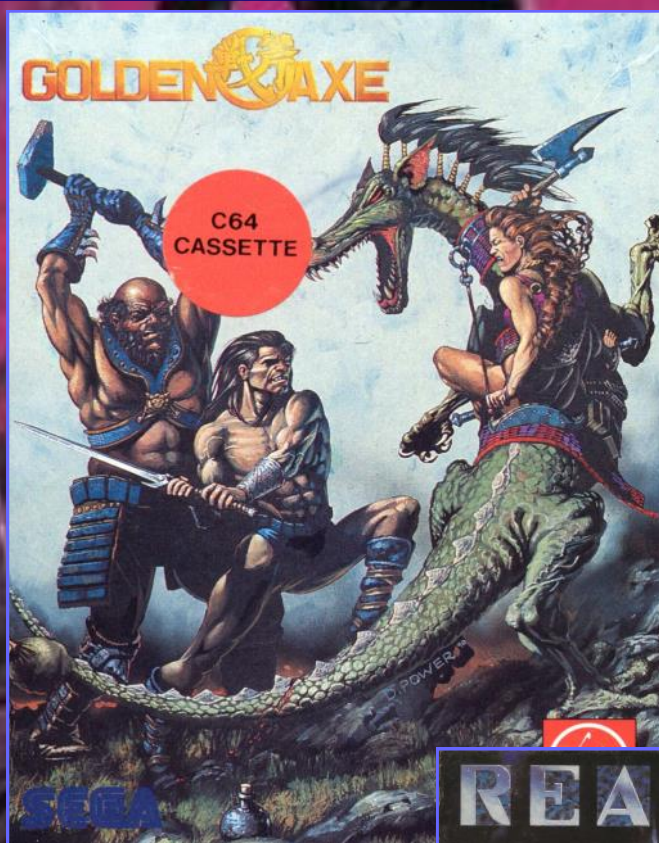
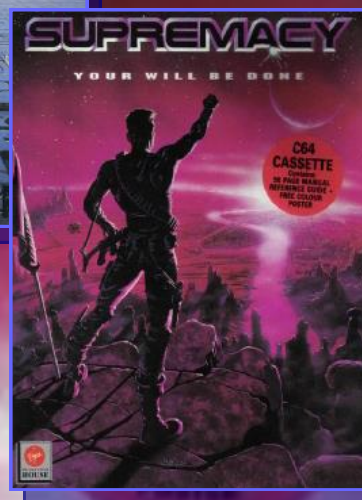
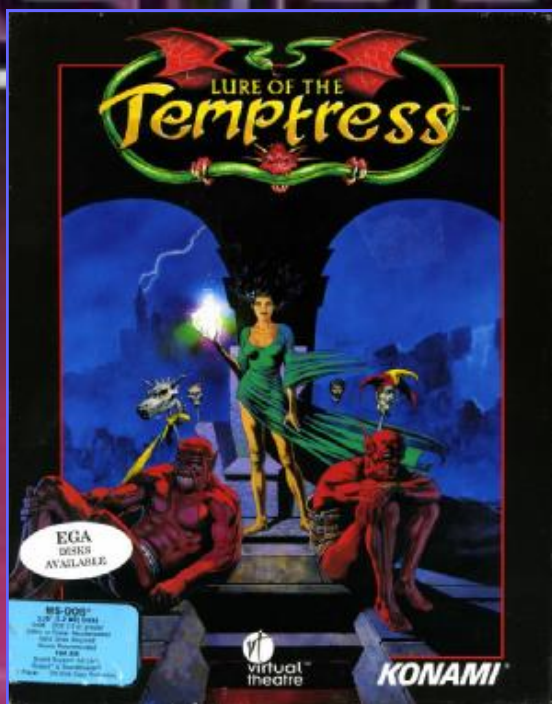
interrupted in 2010 with some design concept work for 2K's Bioshock 2).

His creations used traditional media, specifically acrylic and gouache on Cs2 paper. Although today; he is very much a digital proponent.

Come the late 1990's Dermot moved on to design concept work and storyboarding within TV and film, cementing a truly international presence by working on the art team for Star Wars Episode II: Attack of the Clones (1999). This job opened up his career to other high profile movies such as Batman Begins, V for Vendetta, Alice in Wonderland and the Harry Potter movie series.

More recently the artist worked on Star Wars Episode VII: The Force Awakens within the costume design department, along with some contributions to sets and environments.





1990  
Golden Axe  
Judge Dredd  
Supremacy

1991  
Magnetic Scrolls Collection  
Realms  
Sarakon  
Wonderland

1992  
Lure of the Temptress



## USEFUL STUFF



Can't find your old Amiga game Code Wheel for that adventure game. Worry not, there is a website that can offer you digital version of the wheel and the best thing - its all free.

Find them at:

<http://www.oldgames.sk/docs/codewheel/>

### Kickstarter - The Commodore Story



**Changing the world 8-bits at a time Blu-ray and Printed Book.** In this nostalgic film they will be interviewing an extensive range of ex-Commodore engineers and staff, games makers, magazine publishers and Commodore user stories from past and present.

With already over 30 collaborators and rising including Commodore Legends Leonard Tramiel, Dave Haynie, Michael Tomczyk, Greg Berlin, Randell Jesup, Hedley Davis and Ronald Nicholson with more to come and games programmers, 8-bit music composers, Commodore book and magazine authors.

**Currently standing at £24,577 pledged of the £17,500 goal**

<https://www.kickstarter.com/projects/yousee3d/the-commodore-story-changing-the-world-8-bits-at-a>



## NEXT ISSUE



### Sources of Information

This magazine would not be possible without the original sources of information:-

- > Amiga Computing 035
- > Amiga Format 021
- > CU Amiga 014
- > Your Commodore 078
- > Wikipedia
- > Captain Future
- > <http://easygalaxy.net/cfamiga/>
- > [www.boxealsart.com](http://www.boxealsart.com)

### Word of the Issue:

#### Longword or Lunch

Four bytes or 32 bits. A standard unit of measurement of computer memory for 16/32 CPUs.

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