

The Official

AMIGOS
Magazine

Kick Start

Issue 06 (April 2017)

THEN TO NOW:



CARRIER COMMAND

WIN
THE 2017
RENTALS
TICKETS!

TOM SPIERS
INTERVIEW



Also inside...



System Overview:
Amiga 4000



Publisher Lowdown:
Delphine Software



Box Artist:
Steve Purcell

Plus

- > Cyberzone special
- > Amiga, Music and Movie Charts
- > News from April and May 1991

A Neil Mansell Production



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

WELCOME

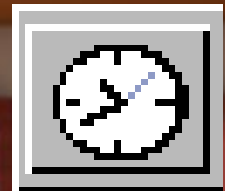


Welcome to the official Amigos podcast magazine, Re-launched with its own identity – **KICK START**. Utilising the 'Back in the day' Amiga magazines covering April and May 1991. Within the pages of this month's issue we cover the fantastic strategy game 'Carrier Command' as well as taking a look at the wonderful 'Delphine Software'. To add to the mix is the fantastic GameEx creator, Tom Spiers interview who shares his thoughts with us. As usual your comments are always welcomed;

Neil Mansell aka Spyhunter (spyhunter@amigospodcast.com)



Workbench



April-May
1991

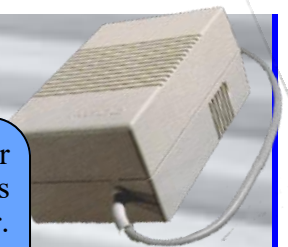


✓ BACK IN THE DAY ✓

Amiga News from April-May 1991

BEST CHOICE

Top publications in both Greece and Italy have named the Amiga 500 as their choice for Home Computer of the Year in the European Computer Leisure Awards 1991. Amiga Vision has also been selected as Multimedia Package of the Year. Now in the 2nd year, the awards are being run in conjunction with the European Computer Trade Show to be held at London's Business Design Centre from April 14th to 16th, with Amiga Computing one of the official sponsors.



EURO-PALACE



Palace Software has gone continental. Paris-based Leisure Holding, which owns French games publisher Titus, has bought the entire entertainment software division of Palace film and video organisation for an undisclosed sum.

With no immediate changes being planned at Palace Software (Dragon's Breath, Int'l 3D Tennis) and no future plans to merge with Titus (Crazy Cars). They will be concentrating on the expansion of the movie and TV production areas.

NEW GAMES MAG

Games-X is set to be the biggest ever computer entertainment publication when launched in the UK, by Interactive Publishing. Over a quarter of a million copies of the preview issue are being distributed. Backed up with a massive promotional campaign which includes extensive TV advertising.

FISTS OF FURY



Virgin have stated their latest offering 'Fists of Fury' includes the cream of the beat-em-ups for £24.99. You get Ninja Warriors, Double Dragon II, Shinobi and Dynamite Dux.

PRESTEL CHARGES

BT has dramatically restructured charges for its view-data information service, Prestel. The first increase in tariffs since 1988. BT point out that inflation has risen 20% since the last price increase.

Residential off-peak time charges are being increased some 10 times higher than inflation with 200% increase from 1p to 3p a minute. With BT claiming this brings charges more in line with costs.

The standing charge also increases to £20 per quarter with the Micronet closed user group being increased to £30 a quarter although off-peak time charges are being scrapped.

Subscribers can opt to pay £20 a quarter and £1.80 per hour in off peak charges for accessing Prestel only. Alternatively a Micronet subscription costs at £30 a quarter will provide greater access to the system with the added benefit of no off-peak charges.

PRINTER SHARING

Micro Control Systems are releasing a new device that allows four computers to share the same printer. The Simple-4-Switch is available in both serial and parallel versions and can be used either automatically or manually.

It is based on the MCS Simple-2-Switch, it enters automatic mode when first turned on and when data comes from a computer it locks on and passes it to the printer.

If other users try to print while the device is busy their data is frozen until the printer becomes available. It works with all types of printers and plotters and priced at £129





SPIDERS EVERYWHERE!

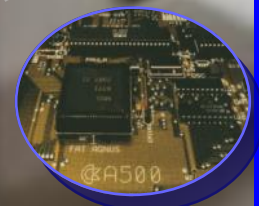
Arachnophobia is a computer game inspired by the recent Steven Spielberg produced spider movie. In the game you hunt down deadly South America spiders who have invaded a sleepy town in California. Investigate hundreds of houses, schools, buildings, barns and cemeteries. Rescue helpless citizens whilst battling through thousands of soldier spiders. The screenshot reminds us of the two-layer Spy-vs-Spy games from First Star.



ENTER THE DRAGON

First Super Mario Bros. hit the big screen now its Double Dragon's turn.

Currently in production and should be ready for release later next year. Being produced by LA-based Imperial Entertainment, Tradewest obtained the video game and film licensing rights to this successful Japanese martial arts coin-op in 1987.



TWIN PEAKS

Hi-tech expansions has decided to scrap plans for a video game based around US TV Show, Twin Peaks. Not only that but it also seems the series has been cancelled by the American television networks because of low ratings. What is Hi-tech expansions focus now? None other than 'Barbie - The Video Game'. Specifically targeted towards young girls aged 4-11, with a NES version set for early 1992.



PC FALCON

Spectrum Holobyte and Mirrorsoft are ready to fly their 3rd F16 flight simulator to the PC - but what's new?

A full-function slight sim, Falcon 3 contains a host of fresh and enhanced features including realistic 3D terrain based on real life world maps of Kuwait, Panama and Israel, totalling 270,000 square miles of active fighting area. It also includes a high fidelity option for maths co-processors, 'black box' replay features and two player dogfights with leader/wingman options.

The first Flacon game has been turned into a training aid for the US Military and just recently been converted to the Commodore CDTV.

KNIGHTMARE



Mindscape have decided to adapt the game-system from the award winning Captive RPG for use in a new game. The game is Knightmare and will be based on the popular children's TV show.

HOLO COIN-OP

Sega is set to unveil a remarkable coin-op utilising holographic visual technology at this year's ACME (American Coin Machine Exposition) in Las Vegas. Details of the revolutionary arcade game are scarce though.

UPDATE: The game in question under the blanket of mystery was in fact 'Time Traveller'.





16BIT LEAVERS

Fans of Firebird's Quartz and Electric Dreams' Spindizzy Worlds won't be pleased to hear that the author of these two gems, Paul Shirley, has left 16bit programming behind to concentrate on conversion work for the Sega Megadrive console.

To add, John Phillips, author of Nebulus has also left to get down to Sega conversion work. His last released project was Eliminator through Hewson over two years ago. Since then he worked on Scavenger (Hewson) which was unfortunately shelved.

3D SPEEDBALL

Coming soon from Core Design is the company's first future sport simulation. Then as yet untitled project, described as a sort of 3D Speedball type thing with smooth sprite scaling is being put together by Steven Northcott (Driller/Darkside) and design from Simon Phipps (Rick Dangerous). The end result should be released this summer.

HEWSON ENDS

Saddest news of this year thus far is that veteran UK software house, Hewson have gone into administration during March.



Hewson have been around since the early 80's and have published many well known games such as Paradroid 90 and Nebulus. It now appears programmers like Andrew Braybrook, Steve Turner, John Phillips and Raf Cecco will all join the victims of the current recession.

Although the reason behind the collapse is still somewhat scarce, we hope that a buyer will be found for the company.

MOVIE LICENSING



Rumours around are that Mirrorsoft has secured the license to bring Aliens 3 to the home computer. However, spokesman refuse to confirm or deny the fact. Also, whilst Ocean work on Terminator 2 (in the hands of Dementia, the team responsible for Core Design's Corporation and Golden Axe for Virgin). Virgin has the license to bring the original Terminator to the Sega console system. Whether this is extended to the Amiga remains to be seen.

HEAD OVER HEELS



The 8bit classic Head Over Heels is coming to the Amiga although Ocean isn't sure how and when. Controlling two cute characters - Head and Heels, you have to interact between the two to overcome puzzling situations. Watch this space for more news.

CLOSE ENCOUNTERS



Novagen's latest is to be a new version of an old favourite - ENCOUNTER.. This was their debut release way back in 1983 on the Atari XL. The new Amiga version will feature pretty much the same straightforward blasting action, although looking and sounding a lot better than the original.

Also, Damocles 2: Double Trouble is the sequel to Novagen's mould-breaking adventure Mercenary. Once again the comet Damocles is heading towards the Planet Eris, with only a few hours to spare to prevent disaster.

The other half of Double Trouble is Novagen taking on-board the criticism levelled at the original Damocles - that the going got a little lonely at times. Now you have a villain to contend with too in the name of 'K C Kim'. He rules the outer reaches of the Damocles solar system. Damocles will be released this summer, a year since its predecessor came amongst us, and on a tighter budget release for only £9.99

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THE GEAR



Move over Gameboy, your position as the number one hand-held games machine could be in jeopardy, thanks to a colourful little fellow that's just arrived in Tokyo.

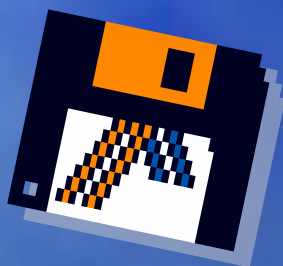
It has already sold over 1,000,000 units in Japan since its launch three months ago, sports 3.2" backlit LCD screen (which can display up to 32 colours simultaneously) and pumps out stereo sound through its built-in speakers.

Power is supplied by 6x LR6 batteries (aka Walkman batteries) which will be initially gobbled up by a range of software which includes Super Monaco GP, Columns, Mickey Mouse, G-Loc, Wonderboy, Dragon Crystal, Shinobi and Golden Axe.

With a number of optional extras becoming available over the next few months following launch, including stereo link-up cables, car cigarette light adapter kits and so on.

But what makes the Sega Game Gear even more unique among its peers is it ability to convert into a colour TV with the addition of a TV Tuner module, which should also be available late this year.

Virgin intends to get the Game Gear in the shops by early Summer, with it setting you back a penny short of a 'ton' and hopes to shift 10,000 of them before the end of the year.



CRL ON-LINE

CRL, the veteran London-based publisher has finally closed up shop last month after a long a varied career which produced such notable 8-bit titles such as Tau Ceti and Jack the Ripper.

However in true phoenix style, a new company has formed from the ashes - the company is On-Line Entertainment.

The first release from the newly-formed publisher is to be Battle Bound, a scrolling beat-em-up.

Watch this space for more news.





JOYSTICK AWARDS



On Thursday 4th April at the Rooftop Gardens, Kensington, the most prestigious industry awards were held. Everyone who is anybody in the games world was at the event, hosted by The One, PC Leisure, ACE, CU Amiga, Sinclair User, CV&G and Mean Machines. So let's see who the winners for each category were:-

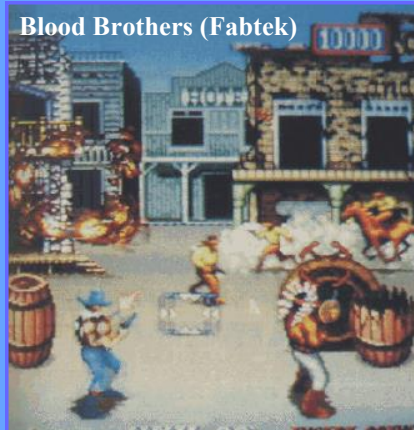
Best Graphics:	Shadow of the Beast 2 (Psygnosis)
Best Soundtrack:	Speedball 2 (Mirrorsoft)
Best Simulation:	F19 Stealth Fighter (MicroProse)
Best Coin-op Conversion:	Golden Axe (Virgin)
Game of the Year:	Kick Off 2 (Anco)
Hardware Manufacturer of the Year:	Sega
Software House of the Year:	Ocean

WHAT'S IN THE ARCADES?

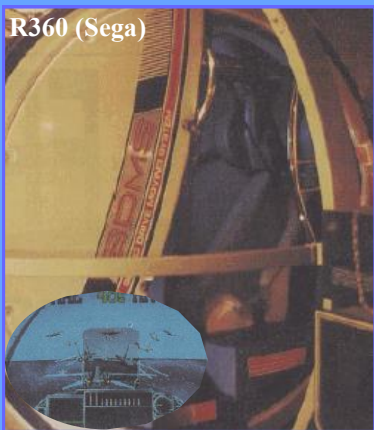
Golfing Greats (Konami)



Blood Brothers (Fabtek)



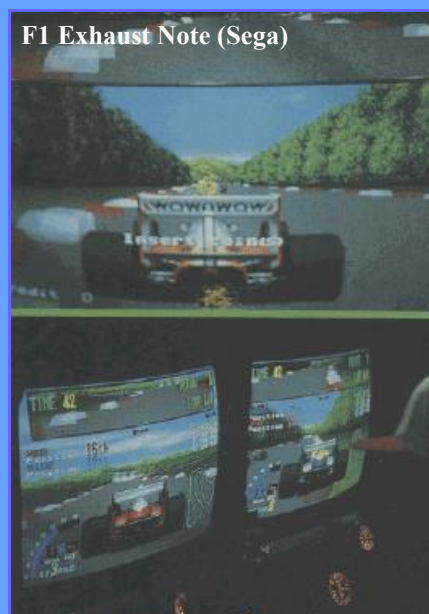
R360 (Sega)



Bride of Pinbot (Williams)



F1 Exhaust Note (Sega)



Asterix (Konami)



Knights of the Round (Capcom)





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UNDER 3'S - FREE

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UNDER 3'S - FREE

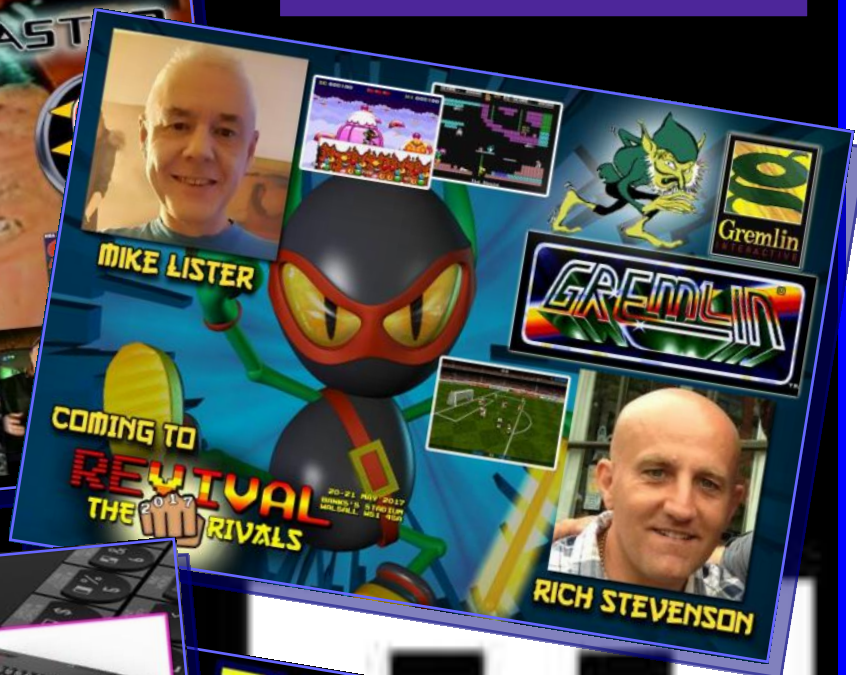
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'The Rivals' 2017 will be focusing on the competition and challenge of retro gaming! From the classic company rivalries to head-to-head competition, this event will have all you love about a REVIVAL event plus:

- Embrace competition - Any old school gamer will likely have grown up with the best gaming TV, and in his first gaming event presence since leaving Sky in 1998, Gamesmaster and Games World commentator, reviewer, co-host and pro gamer Dave 'The Games Animal' Perry will be in attendance to talk about his history and take part in the Retro Lords' on-stage competition.
- Side-by-side system rivalries to directly compare ports - Spectrum vs. Commodore, Nintendo vs. Sega, Apple vs. IBM, they all sparked playground arguments...
- Multiplayer madness - All the best multiplayer experiences from tournament fighters to 4/8-player arcade and sports games will be laid out test your skills.
- Link-ups and crossovers - chance to go head to head over LAN on 486 PC's, cable up those Gameboys for 4-way play, Lap friends at the wheel in Daytona, or play the ST and Amiga system link games!
- Test your skills - There will be more competitions this time with some very special prizes being awarded for the best of the best from speed runners to fighting game masters.
- Special guest talks - including TV's Dave Perry and Mr. Biffo, the Rare team panel, the Gremlin Graphics team panel, Hewson Consultants/Huey Games and the development team behind the Spectrum Next project.

All this, plus MORE arcade, MORE pinball, MORE traders and MORE guests. This is our 4th year and whether you've been before or not, be sure to share the poster and get yourselves along for the unmatched REVIVAL atmosphere - it's always a top weekend!

WIN TICKETS



REVIVAL



Do you want to win a pair of Tickets (Adult Weekend worth £40)?

Well, for your chance to win one of two pairs up for grabs thanks to Craig Turner at Revival Retro Events, just answer this simple question...

> **What Amiga games do John and Aaron hate the most; with a passion? (1 each)**

Note: Answers may be within the pages of previous issues. Send your answers with your name and contact email address to: spyhunter@amigospodcast.com

Closing Date is Wednesday 10th May. Winners will be announced during the podcast that week. Tickets will be delivered electronically, direct from Revival Retro Events.

Check out tickets details at:
<https://www.tickettailor.com/checkout/view-event/id/70469/chk/31dd>



Delphine Software first came to the public's attention at the end of 1989.

The reason for this was Future Wars, the companies release to feature the Cinematique system.

In fact it has been in existence for two years and Company Manager has been responsible for some conversion work in his time, notably Space Harrier (Atari ST), Bio Challenge and Castle Warrior, none of which demonstrated the company's real potential.

The unique Cinematique adventure system, which is completely mouse and menu

driven made people sit up and listen to them. With the lack of text input, superior animated visuals and toe tapping good soundtracks make this adventure system accessible to all sorts of players, not only hardened adventure addicts.

To date, Future Wars ha sold nearly 50,000 units throughout Europe and before its 2nd Cinematique adventure was released, Delphine left its previous UK distributor (Palace Software) to begin a new relationship with US Gold.

The second adventure to use the Cinematique system was Operation Stealth. Containing many improvements based on suggestions made by players

and reviewers. Since release this has sold between 18,000 to 20,000 units in France alone.

Meanwhile US publisher Interplay has bought the license to market both games to American consumers. With an added bonus Interplay also acquired a license to use the James Bond character for Operation Stealth. This means the American version will be called James Bond: The Stealth Affair.

Delphine is now working on the 3rd Cinematique adventure - Cruise For A Corpse. Launching around March 1991 and promises to be the most exciting Delphine work to date.



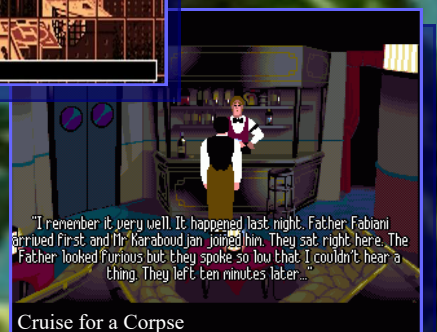
Bio Challenge



Future Wars



Castle Warrior



Cruise for a Corpse

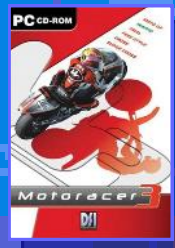
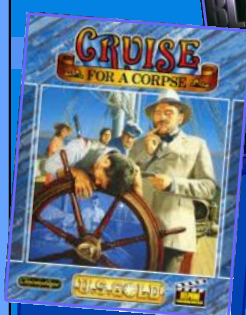
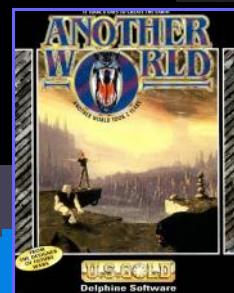
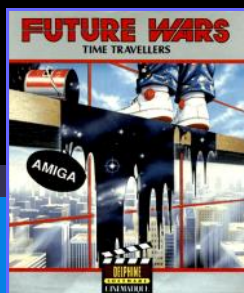
Originally the Cinematique system had been programmed on the ST, but code wizards Paul Cuisset and Philippe Chastel are completely reprogramming the system on the Amiga, using 32 colour visuals as opposed to 16 colour as seen in the two previous adventures. It will be more colourful with bigger and smoother animations.

During the coming year Delphine will be developing the Cinematique system for consoles including Nintendo's Super Famicom (SNES) (Starting in Feb 1991). "It's difficult to decide on which new machines to develop for", states Michael Sportouch. "We will generally be concentrating on developing for existing systems".

Future Wars is to appear on the NES and CDROM although Delphine is not developing these versions. Interplay will be handling the CDTV conversion which will possibly be released as a double pack with Operation Stealth.

Although with some exciting projects lined up for the future including 256 colour VGA PC version of Operation Stealth and next year begin working on Prince of Persia style animation using polygons with sprite-based backgrounds, plus Tolkien's The Lord of the Rings.

They are also hoping to develop for Atari's new Panther console and the new IBM PC Sega Megadrive. And with a good reputation there is no reason why these things shouldn't happen.



UPDATE: In 1993, a subsidiary company named Adeline Software International was created. In 2001, DSI relocated to Saint-Ouen. In December 2002, the company was removed from the Delphine Group. In February 2003, Delphine Software was sold to Doki Denki. The company closed down in July 2004 after bankruptcy and liquidation. Their official website has since shut down. As a consequence, Adeline also shut down around the same time.

1989
Castle Warrior
Bio Challenge
Future Wars

1990
Operation Stealth

1991
Another World
Cruise for a Corpse

1992
Flashback
4 Get It

1994 - SNES/Megadrive
Shaq-Fu

1995 - DOS/PC
Fade to Black

1997 - PSX/PC
Moto Racer

1998
Moto Racer 2

1999
Darkstone: Evil Reigns

2000
Moto Racer World Tour

2001
Moto Racer 3

2002
Moto Racer Advance

Unfinished
Shaq-Fu 2
Humanity Project
Devil Canvas
Legions of Fear
Moto Racer Traffic
Flashback Legend

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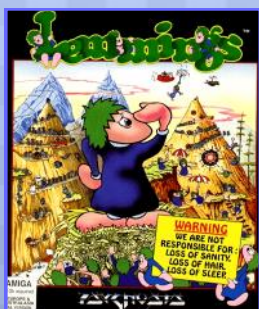
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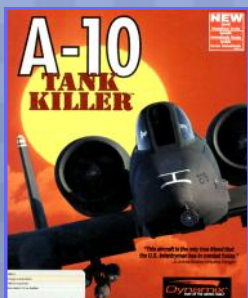


AMIGA TOP 10 (UK)



- 1 Lemmings (Psygnosis)
- 2 SWIV (Storm)
- 3 Turrican II (Rainbow Arts)
- 4 Speedball II (Image Works)
- 5 Final Whistle (Anco)
- 6 F-19 Stealth Fighter (Microprose)
- 7 A-10 Tank Killer (Sierra On Line)
- 8 UMS II (Rainbird)
- 9 Panzer Kick Boxing (US Gold)
- 10 Fists of Fury II (Virgin)

Taken from Amiga Format 022



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

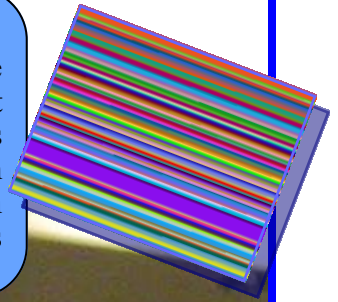




Balloonacy (1Mb)

AMOS APD115

A classic game revitalised by Delboy Dobson with the help of AMOS. Balloonacy is a simple but addictive hot-air balloon stuck above a city. You have to drop bombs to flatten the skyscrapers with several subtle twists, such as vehicles speeding across the bottom of the screen (extra points) and aerial objects being hurtled towards you. Simple but lots of fun.



PD TOP 10

- 1 Share & Enjoy Amazing Tunes 2
- 2 Budbrain Megademo 2
- 3 Stealthy 2
- 4 Tioal Recall
- 5 Amaze Music
- 6 Fraxxion Horror
- 7 100 C64 Tunes
- 8 Digital Concert 6
- 9 Depeche Mode
- 10 Sounds of Knome

PD Top Ten (Amiga Format 022)



Spice Music Demo SOFTVILLE PD DISK SOF-742

This demo once again shows that Hacktrick are a force to be reckoned with when it comes to dance music. The demo contrasts the evil 'Mr Kirks Nightmare' with more ethereal 'There Can Be Only One'. Some of the better PD grooves to appear for a while.

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AS10 memory chips 1MByte.....	£24.00	2MByte.....	£46.00

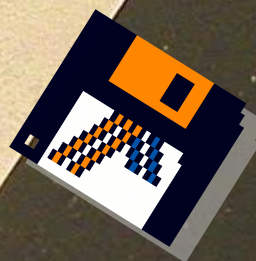
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Do the Bartman

VIRUSFREE 1211-1213

Hard Music Series of a sampled rendition of a young Simpson's 'Do The Bartman' song.



Dragon Cave PDSOFT 1248

Dragon Cave is a maze adventure from PDSOFT. The intro contains a raunchy Rolling Stones style medley to warm up for the battle ahead. It's a game involving skill and knowledge, with the aim to arrange the gold-laden treasure chests in such a way that the dragon doesn't object. The lasting value of the game is considerable as there are 100 different caves to explore.

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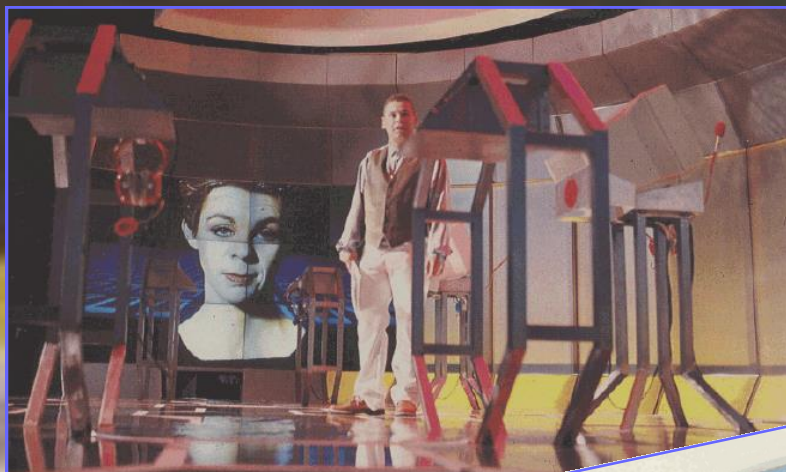
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Cyberzone is the latest project from Broadsword TV productions, the company behind TV shows such as *Knightmare* (Anglia TV) and *The Satellite Game* (BSB), and lays claims to being the first Virtual Reality programme.

The concept: two teams guide their cyborg alter-egos through a computer generated virtual reality - The Cyberzone, in a tense race against the vlock and each other to try and find 'Survival Points' that will allow them entrance to the centre of the Zone and victory.

This sounds simple enough, but it isn't. The Survival points are only uncovered by solving puzzles in the game world (fans of *Driller* and *Dark Side* will be at home here). As well as rogue cars, UFO's and Flame throwers/ machine guns around every possible virtual corner.

Two teams of two players compete; one player has a full map of the Zone and its denizens and guides another player who, via a 'mobility station' has direct control over their cyborgs' actions. Giant video wall displays the Zone as 'seen' by each team's alter ego, in fast polygon-generated 3D.



Pads on the floor react to players walking or running on the spot and make the virtual avatar perform the same. Sensors in the gun holster detect when the gun has been drawn.

With just three days to film two pilots (one for adults, one for children) it was pretty hectic at Anglia TV's Norwich studio.

Cyberzone's compere was Craig Charles (aka Lister from *Red Dwarf*). It takes a while for the players to learn how to use the equipment but after that they really get into it. If anything the adults get drawn in more than the kids.

The biggest objection one could raise is that Cyberzone isn't really VR, and is little more than a 3D game. Although Broadsword's Directors disagreed stating that their are degrees of virtual reality. So why not the VPL/W Industries VR route of headsets, gloves and so forth.. We did but the headset limits the experience to the player and is not something that the viewer could share easily. Gloves would not work as the player is not viewing the game in Steroscopic 3D so it would be very difficult to judge depth.

Anglia TV will view the pilots and then decide whether to go ahead with a full series, probably for late Autumn.

Cyberzone Dimension

It has been created from the 'Superscape 3D' system developed by Dimension Intl. (an independent off-shoot from Inceptive - the company responsible for Freescape 3D routines used in Dark Side, Driller, Total Eclipse and Castle Master.

Dimension was created in January 1989 to explore the commercial potential of virtual reality. Superscape 3D was totally rewritten to run on 25Mhz 486 PC's. Ian Andrew, Dimension's boss explains "If you're writing a piece of software for a range of home computers then you're limited by the capabilities of the weakest machine. With this system you are free to do just about anything you want".

Using SPEA graphics cards, Superscape can generate 256 colour 640x480 pixel displays, running between 5 and 15 screen updates per second.

As Ian continues, "It's a compromise between speed and realism. Any lower resolution and the image gets too blocky; any higher and the update gets too slow".

With the system having been written in modules, it can easily be stripped down to suit the application at hand. Objects can have 'hot spots' with associated conditions such as a button on a

computer, when pressed, will cause a red 'power on' LED and screen text to appear.

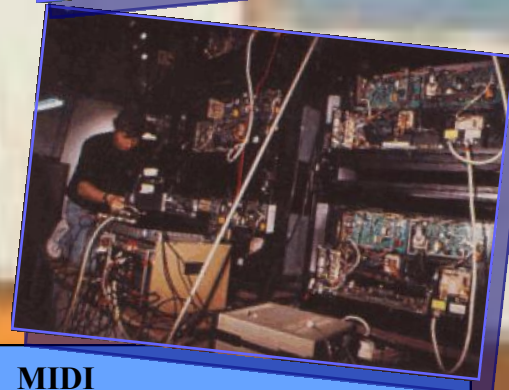
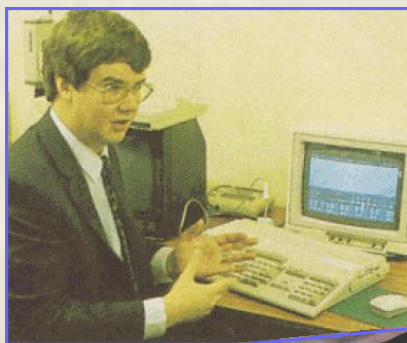
Having previously worked with Broadword on The Satellite Game, they were commissioned to start work on Cyberzone some 15 months ago.

With the main objectives being the creation of a realistic player alter-ego - vital for audience identification. Each humanoid figure is made up of 200 facets.

Cyberzone uses six PC's to run the game, two generate the first-person views for red and blue team players (shown on the video wall). One generates the overhead map views used by the two leaders (although they both see the same view) and another PC is for the unseen 'Zone Master' who can oversee the game and generate events to spice up play.

The 5th PC is locked to a TV camera, allowing the show's director to switch between 20 virtual cameras in the game world.

Lastly the 6th PC handles the complex job of synchronising events in the five game worlds. The other PC's send information to the 6th PC reporting on any changes in their game world. With this information being stored up and sent out to all PC's every 15th of a second.



MIDI

Normally sounds effects are added in post-production, costly in terms of money (up to £100k per show) and time.

However, in Cyberzone the Superscape program has been setup to send a MIDI stream to an AKAI S950 Synthesiser (costing around £1,000) should certain 'events' occur. The synth then plays the called-for effect. The MIDI data stream also includes velocity information so that the distant effects actually sound far away.

Dawn Leeder (Broadword's Sound Technologist) has named it 'MIDI dubbing'. With 24 events catered for (although it could handle more), including ambient sounds. The main object was to keep it simple and functional with 'Occam's Razor' being applied to every aspect of the project.

TOM SPIERS



What is GameEx?

GameEx is considered to be the most powerful, stable and feature rich gaming front-end (emulator launcher) for MAME, GameBase, Daphne, PC Games and all command line based game emulators, along with being a complete Home Theatre PC solution or plug in for windows media center. It's designed to be used seamlessly with arcade controls and various arcade products and also has fully featured touchscreen and tablet support suitable to be used as a CarPC and touchscreen frontend. GameEx is available as a free **standard** version or enhanced **registered** version.

GameEx was created in 2003 and has been in active development ever since. It started life as an arcade only emulator front end for arcade cabinets and HTPC setups. Since then it has grown phenomenally and now supports all retro game systems, online game services (Steam, UPlay, Origin) and boasts many of its own HTPC features as well as a vibrant community with active forums and regular updates.

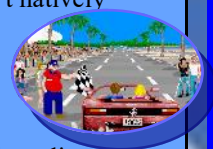
Standard Features: (free)

- Supports nearly any emulator
- Advanced support for MAME
- Optimized for Dual and Quad core Processors
- Media Center Plug In
- Windows XP, Vista, 7, 8, 10 compatible
- Arcade Controls (X-Arcade, Slik-Stik, JPAC,IPAC), MCE
- Plug-In support including advanced LCD/LED, Ul-trastick
- Specific ArcadeVGA support
- Native Widescreen and HD support
- Completely customizable controls
- Full Touchscreen and Tablet PC support
- Global gamepad and keyboard exit combo to exit any emu
- In game key. View game info and controls while in a game
- Full featured database driven front end for GameBase
- Full integration with GameEx Arcade instantly and automatically adding over 3,500 flash games
- Jukebox supports all formats with visualisations and offers integration with iTunes and windows media player
- Advanced all formats Video Player with support for different audio and subtitle streams
- DVD Player with support for choice of codec and FFDSHOW
- Picture and slide show viewer
- Internet Radio
- UPNP / DNLA media server client
- News Reader
- YouTube module
- Advanced multi process based attract mode/screensaver
- Multiple languages, custom languages
- Theme Editor offers custom skinning
- MAME High Score Support
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- Faster loading without the nag screen
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- Full unrestricted access to downloads and the GameEx and PinballX FTP servers.
- Various MAME lists including on line lists
- Complete menu customization. Organize the layout, structure and appearance of the gameex pages, and create your own menu system.
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- Plug and play EA Origin and UPlay support
- Karaoke Mode
- MAME to emulator mapping. Launch specific MAME games or MAME game types with alternate versions of MAME or emulators
- Search feature. Easily find all games and media
- TV Plugin support including VU Player and ServerWMC, SiliconDust HDHomeRun
- Play DVD and Blu Ray ISOs
- Goodmerge 7-Zip support
- Zip support for emulators that don't natively support it.
- Rotated monitor support
- Mouse control emulation
- eBook and Comic Book reader
- Play separate music based on emulator list
- CD-Ripper/Player with album lookup
- Automatic updates
- Automatically create all game snaps as images or video
- Game Statistics
- Media Library. Brings all your pictures, videos and audio together in one place. It can also be used as an alternative to the jukebox by allowing you to view your music by folder and filename
- Run GameEx on Linux and Macs under Wine.
- Free license for the specific Mac OS X version.





What's your first memory of computers?

Well my first memory was not actually computers but the 2nd generation consoles most notably the Atari 2600. I desperately wanted one of these at the age of about 6. My Dad (who incidentally was one of the first computer programmers in the UK) had a better idea and purchased a Sinclair ZX Spectrum for me at Christmas. He figured it would be more educational and he was correct. I was programming it within a few months and spent a lot of time copying tapes!

Why did you decide to create GameEx?

GameEx started off as a front end for the MAME arcade emulator. My goal was to create something to play all my games from windows media center (The first decent HTPC software) but I was obsessive about Arcade games from an early age and also wanted it to run on an Arcade Cabinet. The front end scene was very different then and GameEx turned out to be pretty much the best there was at the time. It was 15 years ago. I soon added multi emulator support and HTPC features.



What is GameEx Arcade?

GameEx Arcade Edition is a cut down version of GameEx without all the HTPC media features and with a simpler interface and better cosmetics. It has less settings and just supports games. It was designed just for all the major arcade based emulators but I added support for all games systems recently.

What is GameEx Online?

GameEx Online allows you to stream, share, socialize, browse, configure, and control GameEx and PinballX. It is available for all subscribers.



What is Pinball-X?

PinballX is a gaming front end designed purely for virtual pinball, and digital pinball cabinets. Digital Pinball cabinets are way more awesome than arcade cabinets and are much more complex, supporting 3 displays, PlayField, Backglass and DMD, and with support for real Pinball displays, force feedback and all kinds of cool stuff. Not for those on a budget and not nearly as mainstream as other emulation but PinballX can also run on a desktop PC and on Windows tablets. Visual Pinball is the most popular emulator PinballX supports. BadBoyBill did it first with the HyperPin front end and PinballX superseded it when I decided to purchase my own digital pinball machine.



What other things are you involved in (gaming wise)?

Not much to be honest. I don't play much other than a quick blast at Pinball or something old school like Defender or Gradius. I'm interested and fascinated by gaming more than actually wanting to play.

Are you happy with the current version, are there any features you would like to have included?
I'm never happy with it, that's why it keeps getting better and I keep adding features and new front ends. What I couldn't or didn't do is why GameEx Evolution started and will be available soon.

What links to other retro gaming do you have?



For EmuMovies I am the unsung hero. I created, developed and maintain their download service and API which the majority of front ends use. I also help the other front ends with its use and help them with some other stuff too from time to time.

I get a bit tired of helping the competition but I am normally happy to help! I get involved in a few other projects here and there, a notably cool and recent one is VPDB.io



Do you have a favourite retro game that brings your fondest or worse memories flowing back when playing?

The laserdisc games were always my favourites and I could complete Dragon's Lair and Space Ace in the arcades. I even knew the cheat for Dragon's Lair in the arcade to get infinite lives although I could complete it on one life.



Check out GameEx at www.gameex.com



Carrier Command was released in 1988 and developed by Realtime Games (Published by Rainbird). It was available on Amiga, Atari ST, PC, ZX Spectrum, Apple Macintosh, Commodore 64 and Amstrad CPC computers, winning accolades from across the industry.

A cross between a vehicle simulation game and a real-time strategy game where players control a robotic aircraft carrier, set in the near future, where a team of scientists have developed two robotic aircraft carriers to colonise an archipelago of sixty four islands. Unfortunately, the more advanced carrier falls into the hands of a terrorist organization, and they plan to conquer the archipelago for their own evil ends. It is the player's job to use the less advanced carrier to colonise the islands and destroy the enemy carrier. No easy feat!

Across all but one format, Carrier Command uses filled-in vector graphics to create a three-dimensional view of the game world. The game does not use texture mapping but uses a simple raster pattern to shade objects. The carrier and the vehicles it carries have full 360-degree freedom of rotation. The Commodore 64 version is the exception and reproduces the same gameplay from a top down 2D viewpoint.

When previewed and finally released on Amiga and Atari ST formats, the game received substantial attention due to the level of 3D fluidity in the graphics engine that hadn't really been seen before. The game also featured a sampled theme song by Dave Lowe, which was expanded into a full,

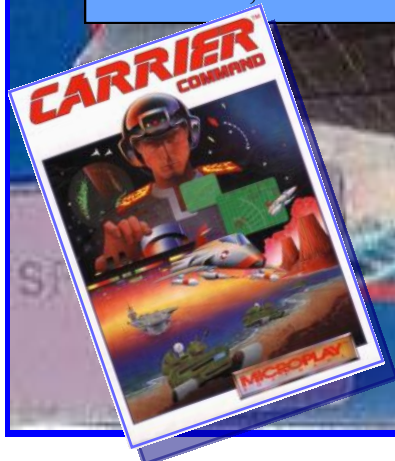
studio-recorded vocal production entitled "Just Another Mission". This was included on a tape cassette with certain releases of the game. A similar scheme was used for the later game Starglider 2.

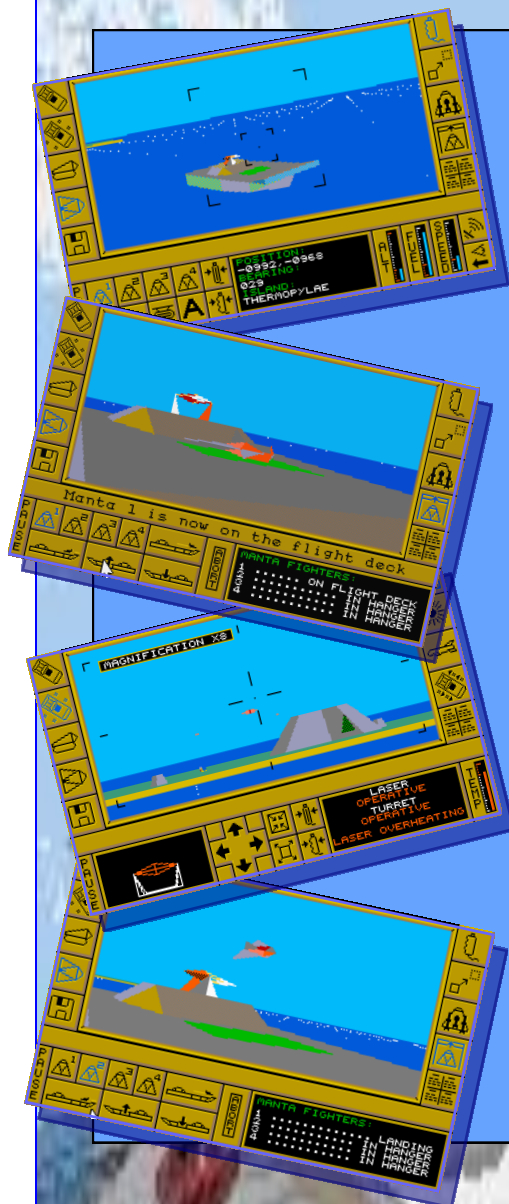


You can play it two ways:

"Strategy" mode; the player starts with one island and the enemy starts with eight islands, while the rest are free. The two carriers each start at their respective home island, and the two home islands are chosen to be as distant as possible from one another. The enemy carrier, because of its superior speed however can assimilate islands more quickly than the player can.

"Action" mode; the game begins with each player already possessing a network of islands (some islands remain neutral). The enemy carrier has a greater number of islands under its control. The player's carrier begins the game near the centre of the map, where there is a much greater chance of confronting the enemy carrier.

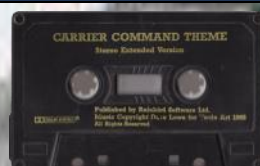




The player's carrier (ACC Epsilon) is a very complex system, having its own weaponry and automatic repair systems. The carrier has a laser gun turret which is able to fire an unlimited number of shots, but heats up in use requiring it to be rested after firing several shots in rapid succession. The carrier can fire missiles by launching a recon drone high into the sky and then selecting targets while looking through the recon drone. It is also equipped with a decoy flare launcher which works as an aerial countermeasure, and defence buoys to protect it from enemy missile attacks. With any damage to the carrier being repaired by the automatic repair system.

The carrier is divided up into several systems. With the exception of the carrier superstructure and the automatic repair system itself it is possible to fully repair any of the carrier's systems from 100% damage. The carrier is destroyed when damage to the superstructure reaches 100%, resulting in the loss of the game. Damage to the components is done according to where the impacts are on the carrier. For example, a hit from a missile to the rear side of the carrier will do heavy damage to both the engine and docking bay, but will do little or no damage to the other components of the ship.

Although the player can set the repair priorities for each part of the carrier that will determine which parts will be repaired first. Any component except the automatic repair system that has over 50% damage will not work. Some components that are damaged will operate less efficiently. If the engine is damaged for example, the carrier will not be able to move as fast. If damaged, the laser turret will heat up faster and cool down slower so it will not be able to fire as frequently. The repair system repairs the carrier slower if it is damaged.



The carrier carries up to eight Manta (Multirole Aircraft for Nautical Tactical Assault) remote-controlled aircraft and up to eight Walrus (Water And Land Roving Utility Shuttle) remote-controlled amphibious vehicles, although only four of each may be operational at any one time. The remote control of the Mantas and the Walruses has to be linked through the carrier, so if they go too far from the carrier the cockpit screen of them will become ghosted. If they venture even further away from the carrier, they will lose all contact with the carrier and be destroyed; the Mantas will just simply fall out of the sky. A Manta may be equipped with a long-range communications pod, allowing operation of it and any other nearby vehicles as far away

from the carrier as desired. However, only one Manta may be fitted with a communications pod at any one time.

The Mantas are primarily for combat use, but the Walruses are primarily used to carry payloads to the islands. Depending on the current status of the island, and its intended use, the payload might be the starting kit for a colony, or a virus bomb to convert an enemy colony to the player's side. They can also be equipped with missiles that can automatically lock on to enemy targets whilst The Walrus vehicles can be loaded with missiles that can be manually guided into targets.

The enemy carrier (the ACC Omega) is also constantly sailing the archipelago, but instead of Mantas and Walruses it uses a stronger variant of the island defence fighter to capture friendly islands, and actually floats onto neutral islands to capture them. If the player manages to destroy the enemy carrier, the game is considered to be won. However, the player is then offered the opportunity to recapture all of the remaining enemy islands in the absence of the enemy carrier.

All islands in the game are flat and rectangular, and surrounded by sloping beaches. Neutral islands are covered in trees. Some islands have active volcanoes which erupt glowing rocks.

To assimilate a neutral island, an ACCB (automatic command-centre builder) pod must be placed by a Walrus. The player must nominate whether the island will be a resource island, a factory island, or a defence island. Resource islands mine basic raw materials from the ground, which are used to build defences and production buildings on other islands.

The islands are interconnected with a supply network. Each side can designate a stockpile island where supplies such as fuel and equipment are stored. When this network is disrupted in such a way that the stockpile island is cut off from your headquarters (the very first island you have), resupply becomes impossible. Player has to define stock levels and production priorities for fuel types, ammunition, spare vehicles, missiles, decoys and basically all items available.



SEQUELS

Carrier Command was followed by many sequels.



Battle Command (1990)

Released on Amstrad CPC, Atari ST, Commodore 64, Commodore Amiga, MS-DOS, Sinclair Spectrum, Developed by Realtime Games and Published by Ocean Software. In some unknown time in the future, armies of tanks battle for supremacy as the Ultra War rages between the two dominant races in the New World.

The player takes control of a single "Mauler" assault tank in a series of combat missions against other armoured vehicles and stationary targets. Unlike Carrier Command which incorporated significant strategic elements with the player viewing the battle from the forward perspective of the tank. The turret is fixed and cannot be rotated or elevated. However the playing area is flat and shells travel in long horizontal trajectories, so to aim the gun the tank is simply rotated left or right.

There are ten missions in all to complete.



Hostile Waters: Antaeus Rising (2001)

Inspired by Carrier Command and features many similarities. Developed by Rage Gams and Published by Interplay for Windows. It takes place in a utopian future where war has been abolished.




Carrier Command: Gaea Mission (2012)

A modern remake by Bohemia Interactive's Prague studio (since 2008) and Published by Mastertronic and Rising Star Games for Windows and Xbox 360. The objective remains to conquer and control islands, featuring a vast 33-island archipelago on Taurus.

It was originally a project of Black Element Software that was later acquired by Bohemia Interactive and continued under its wings. The story was inspired by the unfinished Gaea trilogy of David Lagettie (concept) and P. D. (Phil & Didi) Gilson (author team) and most notably its unreleased second book "Gaea: Sunrise", sequel to "Gaea: Beyond the Son".

Crystals of Arborea

A Strategic Role-Playing Challenge

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Silmarils

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AMIGA 4000



The Amiga 4000 (A4000) is the successor of the A2000 and A3000 computers. There are two models, the A4000/040 (25Mhz) released in October 1992 with a Motorola 68040 CPU, and the A4000/030 released in April 1993 with a Motorola 68EC030, both with 1.76Mb 3.5" Floppy and 120Mb Internal IDE Hard Drive.

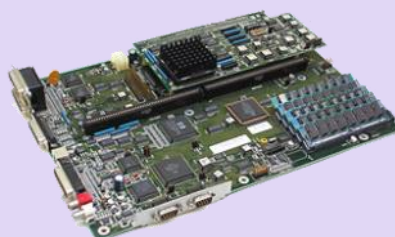
The Amiga 4000 introduces the Advanced Graphics Architecture (AGA) chipset with enhanced graphics and continues the A3000's system architecture. However, the SCSI from previous Amigas was replaced by the lower-cost Parallel ATA, but it is possible to add a SCSI controller as an expansion module.

The original A4000 is housed in a beige horizontal desktop box with a separate keyboard. Later, Commodore released an expanded tower version called the A4000T.



It shipped with either a Motorola 68EC030 or 68040 CPU, 2 MB of Amiga Chip RAM and up to 16 MB of additional RAM in 32-bit SIMMs.

There is a non-functional jumper that was intended to expand the "chip RAM" to 8MB although later third-party developers created various CPU expansion boards featuring higher rated 68040, 68060 and PowerPC CPUs. Such hardware also typically offers faster and higher capacity RAM (128 MB or greater).

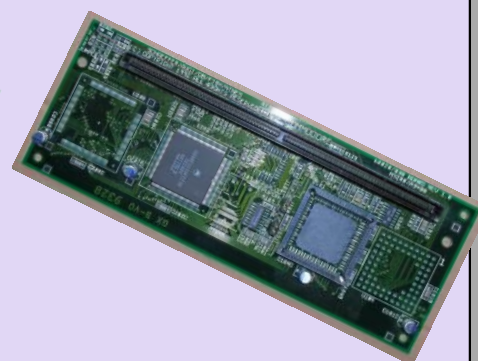


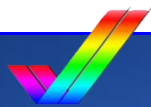
Unlike previous models, early Amiga machines have the CPU

mounted in an expansion board; the motherboard does not have an integrated CPU. Later revisions of the A4000 have the CPU and 2 MB RAM surface-mounted on the motherboard in an effort to reduce costs.

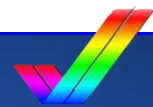
These machines are known as the A4000-CR (cost-reduced) and the surface-mounted CPU is a 68EC030.

These cost-reduced models also make use of a non-rechargeable lithium battery for real-time clock battery backup rather than a rechargeable NiCd battery. The NiCd backup battery is one of the most common causes of problems in an aging device that uses one because it has a tendency to eventually leak. The released fluids are somewhat corrosive and can eventually damage the circuitry.





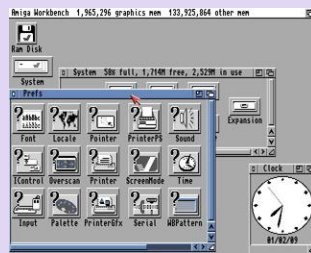
SYSTEM OVERVIEW



The A4000 has a number of Amiga-specific connectors including two DE-9 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, at launch the A4000 was compatible with many existing Amiga peripherals, such as, MIDI devices, serial modems and sound samplers.

Like the just-earlier Amiga model, the 3000, the A4000 has four internal 32-bit Zorro III expansion slots. This expansion bus allows the use of devices which comply with the AutoConfig standard, such as graphic cards, audio cards, network cards, SCSI controllers, and later even USB controllers.

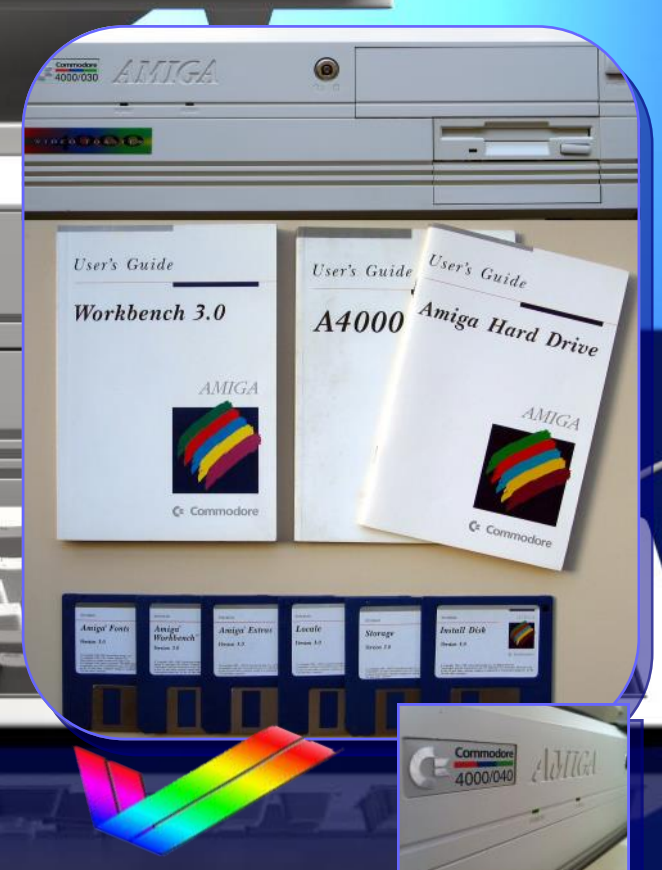
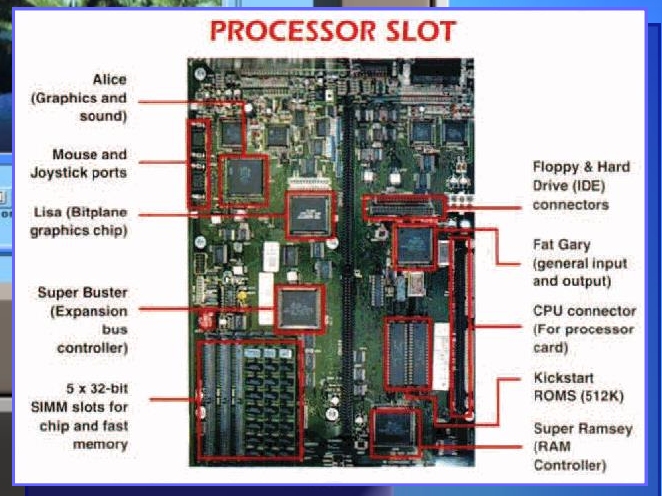
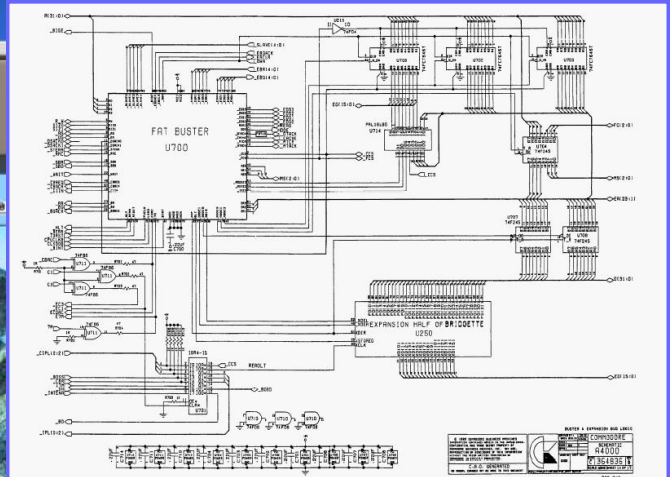
The three ISA slots can be activated by use of a bridgeboard, which connects the Zorro and ISA buses. (eg: Bridgeboards for on-board IBM-PC-compatible hardware, including Intel 80286, 80386, or 80486 microprocessors allowing emulation of an entire IBM-PC system in hardware).



It shipped with AmigaOS 3.0, which consisted of Workbench 3.0 and Kickstart 3.0, which together provide a single-user multi-tasking operating system and support for the built-in hardware. It is possible to upgrade by installing compatible Kickstart 3.1 ROM chips. The later AmigaOS 3.5 and 3.9 releases were software-only updates requiring Kickstart 3.1.

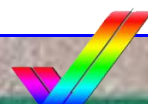
AmigaOS 4, a PowerPC-native release of the operating system, can be used with the A4000 provided a CyberStorm PPC board is installed. Likewise, MorphOS, an alternative Amiga compatible operating system, can be used with this hardware.

Variants of platform independent operating systems such as Linux and BSD can also be used with the A4000.





SYSTEM OVERVIEW



UPGRADING YOUR AMIGA 4000

Upgrading the RAM



1.) The two screws which hold the top cover are located at the top left and right corners at the rear of the A4000. Unscrew these and lift off the cover. Don't remove any other screws, as these all hold other bits of the computer together.

2.) The RAM chips on the A4000 are located on the front left-hand side of the motherboard, if you are looking from the front of the case. The Chip RAM is located in the socket closest to the Zorro sockets.

3.) To remove a SIMM, gently push the two plastic clips on the side outwards, and pull the SIMM forwards. Then once it is clear of the two side clips, pull it upwards, and clear of the socket.

4.) To fit a SIMM, push the SIMM down vertically into the socket. When it's located in the slot, push it backwards until the two plastic clips on the side hold it firmly in the socket.

5.) This jumper determines which size of SIMMS are fitted to your machine. With 1Mb SIMMS the jumper should be over the two left-hand pins. With 4Mb SIMMS, move the jumper over the two right-hand pins. Then replace the cover and run a program such as AIBB to test the RAM.

Fitting a Zorro Card

Most peripherals designed for use with the big box Amigas fit into one of the Zorro slots located inside the case. Fitting one of these cards is a simple procedure;

The first thing to do is to decide which slot the card is going to fit into. If you're fitting a video card such as the OpalVision or Video Toaster, you'll need to fit it into the video slot, which is the bottom one. Other cards should fit into any other slot, but you should check a few things before fitting. If you already have any cards fitted, check that the new card won't touch any others. You don't want them causing a short circuit if they touch each other. You should also make sure that all the cards have enough space for some ventilation. Once you've picked a slot, take off the cover.



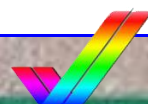
1.) First remove the cover from your Amiga then remove the screw holding the chosen slot onto the blanking plate. Do not lose the screw - you may need it later. Put both the screw and the plate in a safe place, as you may need the plate if you ever decide to remove the card.



2.) Fit the Zorro card by pushing it gently, but firmly, into the slot. Lining up the board with the plastic guides and pushing the edge into the connectors. If it's the first time a card has been fitted, a fair degree of force may be required, but be careful not to bend the card. Once the card is in the slot, fix it in with the screw previously used with the blanking plate. Finally replace the cover and test the card with the software which accompanied it.



SYSTEM OVERVIEW



UPGRADING YOUR AMIGA 4000

IMMODORE

Adding an FPU to your A4000/030

If you're adding an FPU running at 25Mhz, all you need is a chip, preferably PLCC (Plastic Leadless Chip Carrier) type, although others can be fitted.

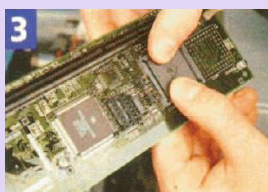
Open the case and remove the hard disk(s). Remove the front panel by squeezing the two clips in the corners then unscrew the drive bay and pull it out.



1.) Release the CPU daughterboard by grasping it at both ends and pulling. The two clips holding it should release, and you should be able to pull it out. Be careful to only pull up, as any movement from side to side may damage the connector.



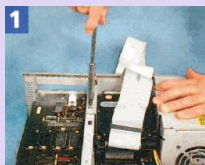
2.) Insert the chip, making sure to align the spot on the chip with the mark on the daughterboard. Inserting the chip may take a fair amount of force, but be careful not to damage the daughterboard. If you are using a chip other than the PLCC type, you will need to move the jumper to the right of the chip.



3.) If you are adding an FPU with a clock speed different to that of your CPU, you'll also need to add a crystal of the appropriate speed. Solder a socket on to the space on the daughterboard and insert the crystal into this socket. You will also need to move the jumper near the FPU from the SYS setting to the ALT one.

Now, replace the daughterboard in your Amiga and put back the drive bay and the hard disks. Put the Amiga's cover back on, and power up your machine. Run a test program such as AIBB or SysInfo to make sure that the FPU has been detected.

Adding a 2nd IDE Hard Drive



1.) Remove the two screws on the back and lift off the Amiga's cover. Remove the four screws which hold the drive in place and lift it out. Remove both cables from the drive.



2.) Set the jumpers on both drives. You will need to refer to the manual for the new disk to configure it as a slave drive. The Seagate drive included with the A4000/030 is set to expect a slave drive by putting a jumper on the third pins (counting outwards from the 50 way connector), as shown in the picture.



3.) Replace both drives in the cradle and then replace this in the machine. Connect the IDE cable and power cables to the drive. Reboot your Amiga.



4.) When you reboot, don't be surprised if no icons appear for the 2nd drive. Run HDTtoolbox which should pick up the 2nd drive as Address 1.

Click on this drive and select Change Drive Type. Click on Define New and Read Configuration. This should read the drive attributes. Click on OK and you should see the drive in the list of types. On the main screen, click on Save Changes To Drive and Exit. Reboot, and you should see an Icon for the drive. You can now format it.

FLAMES OF FREEDOM



TOTAL FREEDOM

Steve Purcell

After studying at the California College of arts and crafts Steve would freelance for a number of years as a jobbing artist and as a penciller for Marvel comics. This period would be the genesis of Steve's most enduring characters: Sam & Max.

LucasFilm Game's artist Ken Macklin (Manic Mansion) would introduce his art director, Gary Winnick to the newly released Sam & Max comic strip, and on the strength of it Steve was hired in 1988 as an adventure game artist and animator.

His first task would be the box art for Zak McKracken and the Alien Mindbenders (1988) before working on in-game pixel art for Indiana Jones and the Last Crusade (1989).

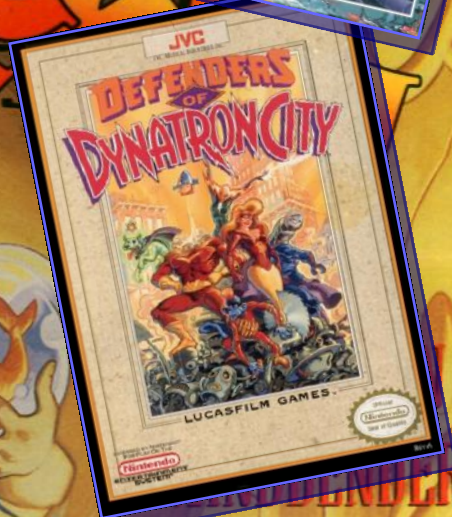
It would be his work on The Secret of Monkey Island (1990), including the games box art, that would expose his art at an international level. Compared to the familiar territory of Zak's cartooned style, Monkey's more painterly realism in opaque watercolours would creatively stretch the artist.

What followed would surprise Steve; LucasArts approached him on using the Sam & Max licence. Sam & Max: Hit the Road was released in 1993 and would be a landmark game in character development, humour and design. Steve would be responsible at every level of the games creation including the duo's cover art.

Steve has said that he always found painting box art fun because of the opportunity it gave to flesh out the pixelated characters on screen, defining their look and world in paint over computer art.

This traditionalist view point could also go some way in explaining why he created the box art for Telltale's Tales of Monkey Island (2009) using acrylics at a time when most artists favoured digital art (he has always favoured traditional media even when creating comic strips).

Leaving LucasArts in 1996 would free Steve to pursue a Sam & Max animated series and also gave him the opportunity to freelance for other developers and their characters including Sega's ToeJam and Earl.



1988

Zak McKracken and the Alien Mindbenders

1989

Pipe Dream

1990

Secret of Monkey Island

1991

Monkey Island 2: LeChuck's Revenge

1992

Defenders of Dynatron City

1993

Sam and Max: Hit the Road

1996

Mortimer and the Riddles of the Medallion

1997

Here's Adventure

2009

Tales of Monkey Island





NEXT ISSUE



Sources of Information

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

- > Amiga Computing 036
- > ACE 044
- > Amiga Format 022
- > Amiga Power 01
- > CU Amiga 015
- > The One 32
- > www.boxequalsart.com

Word of the Issue: **Micon**

A Moving or animated icon. Not very common on the Amiga - the best examples are animated mouse pointers like Animouse and Sleepy. Kickstart 2 uses a frontend micon to tell you it wants a disk.

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 <https://www.patreon.com/amigospodcast>

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