

The Official

**AMIGOS**  
Magazine  
*A Neil Mansell Production*

# Kick Start

Issue 10 (August 2017)

## THE ULTIMATE PORTABLE AMIGA?

Also inside...



Amigos Memories:  
First Computer



Publisher Lowdown  
Lucasfilm Games



Box Artist:  
Ayami Kojima

### Plus

- Gen-up on Genlocks
- Gore Factor in Games
- 'Gods' Level Maps
- News & Charts from Nov/Dec 1991



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

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Welcome to the official Amigos podcast magazine. In this issue we take a look at the GPD Win, the latest in handheld machines that is capable of running emulators (including the Amiga) among other 'Windows' titles. It's also Amigos Aaron's turn to share his memories of his 'first computer'.

As usual your comments and suggestions are always welcomed;

Neil Mansell aka Spyhunter ([spyhunter@amigospodcast.com](mailto:spyhunter@amigospodcast.com))

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On 7th August, the Amigos team started staging a week long charity fundraising events in honour of the Make a Wish Foundation, inspired by the story shared by Colin Proudfoot during the Amiga's 30th birthday conference in California.

This included a week long review each day from Dreamkatcha (wow!) and the 12 hour Amigathon on Saturday 11th August that saw John and Aaron (joined by family and guests) playing Amiga games for the duration.

Not only that but for every £1 donated to the cause (through the official Everything Amiga Just Giving page), the dynamic duo of dubious sanity played a minute of an Amiga game of your choice.

A long list of played games through the event included:

- Lionheart, The Addams Family, Summer Games, Gravity Wars, Tanx, Prime Mover, Street Fighter II, Goldrunner, Crazy Cars 3, No Second Prize, Battle Squadron, Biplanes, Dyna Blasters, Ugh!, Firepower, Hunter, Brian the Lion, Disposable Hero, Jump N Roll, Tetris, Shadow of the Beast 2, Myst, Micro Machines, Soccer Kid, Wizkid, Golden Axe, Stunt Car Racer, Primal Rage, World Class Leaderboard, Fightin' Spirit and The Three Stooges.

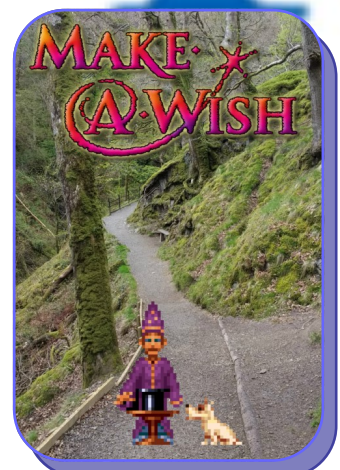
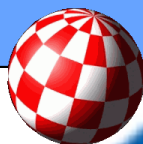
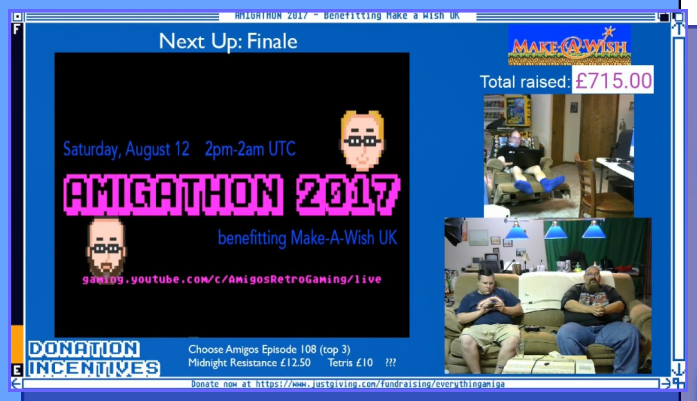
As for the *Why?* The Make a Wish Foundation has been granting the dying wishes of terminally ill children in 46 countries around the globe for 37 years. If we can do our little bit to ensure that they have the funds to continue to do so, we're in!

The event ended on a finale with a Pie in the Face for the presenters.

*Well done guys for such an important and fun event. Hats off to everyone involved (these things obviously take some effort to piece together).*

And the final raised amount was a **staggering £715.**

That's equivalent to £59.58 per hour of gaming play! Great news!



# ✓ BACK IN THE DAY ✓

Amiga News from November-December 1991



## ON ITS WAY FOR UK

The A500 Plus has been available in the US for several months already, being based on the

A500 albeit fitted with the enhanced chipset (Super Agnus, Super Denise), one megabyte of memory and runs Workbench 2. Whilst Commodore has yet to fix a UK price, it is believed it will be close to the current £399 tag, and could be available before Christmas, be at the centre of a £3.5 million TV advertising campaign and will feature the Cartoon Classics bundle.



The A500 is the best selling version of the Amiga, with 675,000 units already in the UK and a forecast growth of a further 180,000 by the end of this year. Allowing it to remain the best selling computer in the country, even so allowing the firm building a \$9.1 million assembly plant in the Philippines, opening in Feb 1993, which also allows the German plan in Braunschweig to continue to manufacture computers higher in the Amiga range.

### UPDATE #1:

Although incompatibility problems have surfaced just weeks after the computer started early shipping, but UKL software houses have pledged to cure difficulties.

Claims that about half of the existing Amiga leisure software base will NOT run on the A50 Plus have been backed by tests, which have found many games, old and new are incompatible.

Serious applications are less troublesome but it is too early to list which packages will not load. Shareware programs not written to Commodore's guidelines seem to largely have escaped the problem though.

### UPDATE #2:

Cortex are at the fore-front of the cut-price consumer war by slashing 10% off their Commodore-approved 2Mb, 4Mb and 8Mb expansions.

## GUEST



A totally new form of interactive entertainment redefining 'state of the art'. Well, that's the angle Virgin Games is taken for their latest offering, named

**GUEST.** Currently under development in the US, this mystery adventure will initially be available on PC CD-ROM format. A spokesman revealed that if Virgin Games ever released Guest on magnetic format, it would fill a staggering 90 floppy disks.

The game itself allows players to touch everything on screen in the massive mansion. There is even a tragic plot which centres around a mad toy maker and the ghosts of the children killed by his inventions.

**UPDATE:** The game being spoken about is actually '7th Guest'.

## MULTIMEDIA DIVISION

Commodore have reinforced their commitment to multimedia by opening a new division at their Maidenhead office, aimed at promoting the top end Amiga's in the field.



It is headed by Terry Cooke, who moves from the company's business operation and will be staffed by a team of 10 across the country.

One of the division's responsibilities will be to oversee the training for dealers wishing to become multimedia data centres. Training has already started and Commodore are expected to announce the first 12 centres by the end of November 1991.





## 040 FOR A3000

As the A2000 sees the new 68040 accelerators arrive, Denver-based Progressive Peripherals and Software have just released the Progressive 040/3000, which plugs into the computer's processor slot beneath the floppy disk drive.

Using supplied software, users can switch between the machine's original 68030 (16Mhz) and the 040/3000 (25Mhz).

The accelerator does not have additional memory and costs \$1,795



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**Citizen 120D+ Printer**  
 FRICTION AND TRACTOR FEED  
 80 COLUMN, 9 PIN, 144 CPS/25NLQ  
 24 MONTHS WARRANTY  
 FREE PRINTER LEAD (PARALLEL)  
 FREE SPECIAL RESERVE MEMBERSHIP

## COLOUR LASER FOR £5

For those who can not afford the £10,000 price tag for a top quality colour laser printer can send their files to Tamsworth-based Studio 101 to receive a printout of their work from a Pantone-registered colour laser printer. Files from Deluxe Paint, Pro-Page and Photon Paint are accepted. The cost of an A4 image is £5 with additional copies available for £2.50 each.

## BT AXE MICRONET



## SCUMM BUSTER?

**Mirrorsoft** and newcomers **Revolution Software** are excited about the latest graphic adventure game system to be introduced.

It goes by the name of 'Virtual Theatre' (VT), and could it be a SCUMM-buster?

The major attraction with VT games is that they're setup to advance and develop independently of the player. You can just sit back and watch life go by if you're feeling lazy.

A Mouse-driven interface is also a plus point which is intuitive and quick to operate. Alternatively players can simply ask other characters to perform actions ranging from 'tell character to get bottle' to complex requests like 'tell character to go to the guard room and get bottle and then use bottle on tap and then go to the outer cell and then give bottle to the prisoner'. Pretty neat eh?

VT is the brainchild of Charles Cecil, Tony Warriner and David Skyes at Revolution Software. Adam Tweek, Stephen Oades and Paul Docherty have produced the backdrops, sprites and animated graphic sequences for the first VT game. Richard Jospesh has composed the music and sound effects. The company is also working with Dave Gibbons, co-writer and artist of the successful comic, The Watchman.

The first game to be released using the VT engine is named 'Lure of the Temptress' and will be available next year for the Amiga, PC and ST.

Lack of profit is being given as the reason for the recent closure of BT's online Micronet computer magazine.

BT had previously stopped signing up new subscribers and sent recommendations that members transfer to the giant CompuServe system, for which they receive free registration. The service never met expected membership levels despite charges being cut this April in an attempt to keep it afloat. It closed with little more than 11,000 subscribers - well below viable targets.

One of the main features of Micronet was an Amiga section which was updated daily with news, views and reviews from all over the world. Letters could be sent via telephone lines enabling users to debate topics and get help from fellow users. Former Micronet editor-in-chief Paul Needs simply offered "It's the end of a dream".

### UPDATE:

On-Line Entertainment has offered ex-users of Micronet free membership of its own multi-player games and £5 of free time. On-Line Entertainment runs two play-by-phone games, Federation II and Air Warrior (flight sim that supports up to 40 players).



## ADDWARE

Game veterans Paul Cooper and Mel Croucher are set to launch a new shareware style software house called **Addware**, which they hope will shake the traditional world of software production. The novel twist is that games will carry prizes for each format - like a trip around the world! for the first player to finish.

With copying strictly encouraged there are also prizes to those who distribute the game to the finisher. Of course you will need to be registered with **Addware** to compete, with **Airmania**, the first title to hit the PD Circuits this October.

Gameboy + Tetris, Batteries,  
Headphones & 2 player lead.  
FREE GAMESLIGHT  
FREE MEMBERSHIP

**69.99**



Game Gear  
FREE MAINS ADAPTOR  
FREE MEMBERSHIP

**99.99**



## WANNA BE ON TV?

The first ever national TV programme covering computer games is called **Gamesmaster** and starts showing on Channel 5 on December 31st. If you want to be on telly you can call 071 712 9536 and ask about tickets for the recordings.

## HAM-E SUPPORT

HAM-E, the low-price 24-bit graphics systems has been very positive in the US. The latest software support to arrive for it will be HAM-E compatible versions of Spectracolour and The Graphics Workshop. Both promise an excellent alternative to the paint program that comes free with HAM-E, currently the weak link in the system.

## STAR TREK

Electronic Arts have announced the release of **Star Trek: 25th Anniversary**, to commemorate a quarter of a century of Kirk and his crew.

It is a 3D flight sim combining polygons with digitised pics taken from the series to make the program as realistic as possible.

The game itself will take the form of a Star Trek series, linking together 14 separate 'episodes' to create a game unlike any other. It is first to be released on PC in October for  
**£34.99**

## SONIC IS MISSING

Sega has unveiled the 2nd video game in the System 32 series which features some of the most impressive hardware processors ever introduced into the arcades will be Rad Rally. Although Sega have decided to drop the swinging Sonic Hedgehog on the windscreen.



**112.99**  
Atari Lynx with  
California Games  
FREE MAINS ADAPTOR FREE COMLYNX MULTI PLAYER LEAD  
FREE SPECIAL RESERVE MEMBERSHIP

## ZZAP CRASHES



Newfield, publishers of some of the most successful computer game mags of the mid-Eighties, have gone bust!

The makers of **Zzap** and **Crash** have called in the receivers after incurring debts. Although they were about to launch two new console mags; Sega Force and Nintendo Force, this will now never happen.

They also owned software house **Thalamus**, creators of some of the best ever games on the C64 including Sanxion and Armalyte.

Around 45 people will lose their jobs and whilst Thalamus is still in business, it is expected that it, along with some of the magazine titles will be sold in order to pay off creditors.







## MEMORY LANE



Back in 1981, an average computer cost about the same as an average computer does these days (1991). However, you got far less for your money.

Commodore's Vic-20 cost £189.95, plus £44.95 for the cassette deck and came with a piddling 5k of memory, one channel sound and only 16 colours.

The Sinclair ZX81 homed in on the cheap end of the market at £69.95 along with only 1kb of memory, no sound and only 2 colours. If you wanted to expand the memory, a 16k memory pack was available for £49.95

In March 1982, Acorn dealers were offering ZX81 owners a £20 trade in on a new Acorn Atom. This piece of advanced computer equipment came with its own typewriter keyboard and a staggering 2k of memory (well it was double the ZX81). You could buy it in kit form (£140) or ready-built (£174). You could also spend £289 on the fully expanded 12k machine.

The best computer at the time though was the Atari 400, which boasted 128 colours, 16k of memory and 3-channel sound. However it cost you £345 and then you also needed to buy a £50 cassette recorder on top of that!



## HMV SUPPORT

As far as records and CDs are concerned HMV have never gone away. Computer games wise they've been quiet since the heyday of the Spectrum, but not any more - large HMV's on Oxford Street, Reading and in Southend form the spearhead of an experimental scheme to return Amiga, ST and PC titles to the record shop shelves. Watch this space whether this takes off in any way.



## A3000 CD

A Commodore insider has revealed that a plan to include a CD-ROM drive in their new A3000 is being developed in the US. Alongside the fact that the computer will have the faster 68040 processor chip by the end of next year. It will make the computer up to 5 times than the existing machine and this only grows speculation that the top-end Amiga could possibly be renamed as the A4000. *(In the US the A3000 is outselling the A2000 with 15% being used for presentation creations).*

## PORN CRACKDOWN

A 24 year old man is expected to appear in court accused of contravening the Obscene Publications Act at the start of a police blitz on the use of computers for displaying pornographic material.

Police responded to an advertisement and once the offending disk was received, swooped on a house in Swindon. Disk and an Amiga setup were seized.

## BACKUP

A program being flagged as the first full backup system for the Amiga hard disk users has been released by Electronic Zoo.

**MRBackup Professional** has more than 60 backup commands for saving to floppy disks or tape streamers and will cost £29.99

## SEGA SCHOOL COMP

Sega are launching a competition throughout schools in the UK to find hot marketing talent among Britain's game-playing kids. Winners will be given a place on the Sega Advisory Board, set up to 'help shape the future of one of the most exciting and fast-moving new industries in the UK'.

The competition is open to 14-16 year olds throughout the UK, and apparently is recognised under the National Curriculum and aims to encourage understanding of marketing. More than 750 schools will take part, which ends on 31st December 1991.



## ANIMAL MAGIC



Due for release are two **RealThings Animation** packages containing game reserve animals and a collection of ocean creatures.



Developers RGB Studios sought help from two relevant authorities when designing the packages, which can be run in Deluxe Paint III or IV and other programs supporting AnimBrushes.

For Safari, wildlife film makers Survival Anglia gave assistance, and permission was granted to use reference sources covered by Survival's copyright. Sea Life Centres gave support for the second title, Sea Life. Each cost £29.84 from HB Marketing.

## VISIONARY



With lots of write your own adventure game programs for the Amiga, a new system from Oxxi promises to set a new standard for 'home made' interactive games.

Aegis Visionary allows you to link text, high quality graphics and sound together in your own adventures - BIG adventures. A game can have 65,000 rooms with 32 attributes per room; 65,000 objects including non-player characters that can interact with the player. It can also have 128,000 variables, 25 IFF screens, 25 IFF Sounds and 25 IFF graphic gadgets on screen at any one time.

Not only that but it also goes even further by supporting HAM, IFF-ANIM, MED, MIDI, NTSC and PAL. The program has its own high-speed compiler and debugger and the interface is designed to let you get on with the creative process.



From next year the Birmingham based software giants will be concentrating even more on their various foreign labels (Lucasfilm, Delphine, SSI) and odd bits of original product (Cybercon III) for the Amiga and leaving Capcom and Sega licenses to the likes of SNES and Megadrive titles.



## 1991 DEVELOPERS CHOICE AWARDS

DevCon announced the following winners at the event:

Best Educational Software  
Best Entertainment Software  
Best Consumer Productivity Software  
Best Professional Productivity Software  
Best User Interface  
Best Hardware  
Amiga Hall of Fame

**Distant Suns** (Virtual Reality Labs)  
**Lemmings** (Psygnosis)  
**AmigaVision** (Commodore)  
**AmigaDOS C Development System** (SAS)  
**Workbench 2.0** (Commodore)  
**Video Toaster** (NewTek)  
**Fred Disks** (Fred Fish)





## EXTERNAL BOOTING

External drives are far superior to the humble DF0 Amiga drive, you couldn't boot from them until now. **Blitsoft's Boot Drive Board** installs inside the Amiga and tricks it into thinking that the external drive is actually the internal one. It also stops unused drives from clicking. Priced at £39.95



## 52Mb HARD DRIVE

- **52Mb HARD DISK DRIVE**  
New state-of-the-art 1" internal Quantum hard disk drive
- **LIGHTNING QUICK 11ms ACCESS**  
A 1100rpm per second transfer rate makes this the fastest hard drive available for the Amiga

FOR THE  
**AMIGA  
500**

- **LEADING EDGE TECHNOLOGY**  
High-tech custom VLSI and Fastest ROM chips

- **8Mb RAM SOCKETS - UNPOPULATED**  
Inside every unit there are sockets to expand the Amiga's RAM by 8Mb

- **USES EASY-TO-FIT 1Mb/4Mb SIMMs**  
To upgrade the memory of your GVP HD8+ up to 4Mb, please quote order ref: MEM 3539 at £49.95 per megabyte. Alternatively, to upgrade your HD8+ to 8Mb, please order 2 MEM 3540 at £109.95 per 4Mb SIMM

- **CUT-OFF SWITCH FOR GAMES**  
The GVP HD8+ features a unique switch to 'cut off' the hard disk for games that won't work with a hard disk. Most other drives require unbooting from the Amiga

- **'MINI-SLOT' EXPANSION**  
This slot has been built-in to allow future expansions to be made without using risky 'pass-through' techniques

- **EXTERNAL SCSI PORT**  
You can add up to 6 external SCSI devices, eg CD-ROM, tape streamers, additional hard drives, scanners, etc

- **STYLE CO-ORDINATED**  
The GVP HD8+ is perfectly matched in colour and style to the Amiga 500

- **DEDICATED PSU + FAN**  
Following Commodore's recommendations for Amiga peripherals, the GVP HD8+ is supplied with its own external power supply and cooling fan

- **FREE 2 YEAR WARRANTY**



**WHAT THE PRESS SAY .....**  
Superb build, excellent aesthetics and lightning speed make this the best 52Mb hard drive... - AMIGA SHOPPER  
GVP shows this is the fastest hard drive in the world and none of our rivals could prove that wrong! - AMIGA SHOPPER  
Overall: Unbeatable. THE choice! - AMIGA SHOPPER  
SHIT the best hard drive ... 92% - AMIGA FORUM  
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**GVP HD8+ 52Mb HARD DRIVE**  
**£399**  
INCLUDING VAT & DELIVERY - ref: HAR 0882  
£599 WITH 105Mb HARD DISK - ref: HAR 0905

## UPGRADE AND REGRADE

If you've always wanted to enhance the performance and flexibility of your Amiga, Cumana's COM-201 RAM and ST506 hard disk controller and interface might be for you. The board previously retailed at £145 and is now being sold for an offer price of £49.95

The dramatic price reduction has been attributed to overwhelming sales in the past which have enabled the huge reduction. The interface slots into the expansion trap door slot and doubles the Amiga's memory to 1Mb. The ST506 compatible drive can be added and the battery backed up real time clock memories the correct time when the machine is turned off. The DMA allows data to be transferred between the peripheral device and the internal memory without intervention by the CPU. This leaves the computer free to perform other tasks.

## SPACE ACE RETURNS



Not content with Guy Spy, Readysoft have also found time to complete the long-awaited **Space Ace II - Borf's Revenge**.

Featuring full screen animation and digitised sound, you re-join our hero as he has been turned the evil Borf into a baby. But the Goons (his henchmen) give him another blast with the *Infanto Ray* and bring him back to full size.

The game is based on more scenes from the coin-op so it is doubtful there will be 'full' interaction.

## GOING BANANAS

A game converted from the Acorn Archimedes to the Amiga!!!  
Whatever next?! The 32-bit machine is best known for sitting in the window of Dixons looking expensive, but it was the lead format for a shattering good game called 'Top Banana'.

The conversion demands some attention though, as firstly it sports exceptionally weird HAM screens. Most intriguing though is the launch of the game will coincide with the release of a single of Top Banana's in-game sounds. Entitled Global Chaos, the 12" features Main Sprite KT on vocals with the Automatic Music Expert System generating complex musical patterns based on the rules of chaos and catastrophe! Fractal music systems have been attempted before, with little success, but publishers Hex are so chuffed with their system that there are plans to release the music software in commercial form in early 1992.





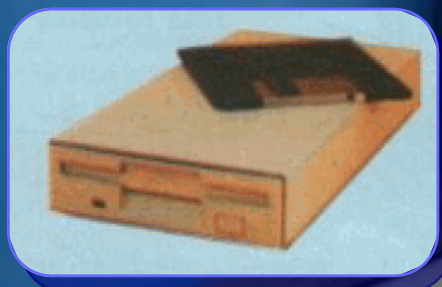
## PIRATES ON THE OCEAN

After months of development, Ocean believe they have found the solution to every software house's nightmare - software piracy. Rumours of a special chip that will somehow be attached to a normal disk are being circulated, although Ocean are being extremely tight lipped about it. The chip is said to have over 50 separate levels of protection that, after two solid weeks hacking by an Ocean programmer, would only yield one level of clearance. The additional won't cost the customer any extra and will be on trial period before it is used on all Ocean games, the first of which could be Robocop 3.



## APPLE GAMES MACHINE

Apple, the company behind the successful Macintosh range of computers have announced that it may be launching a games machine. They are considering a 'Playstation' based on the Apple Macintosh technology and using Hypercard software to drive the games. The unit would be supplied with a CD drive, allowing large and impressive games to be produced.



## KNIGHTMARE CLUB

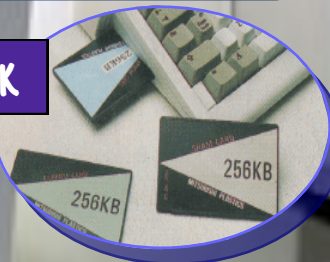
The ITV children's programme, **Knightmare**, also a forthcoming adventure game, now has its own Adventurers Club.

The club is intended for anybody who enjoys the TV programme, books or computer game and wants to know more about the series. You receive a membership pack and a series of special offers. Subscription is via a cheque or postal order for £3.95 with a SAE attached.

## SUPER ANT ATTACK

Rumour has it that Sandy White is back on the scene. Sandy was the brains behind the Spectrum classic, 3D Ant Attack.

Apparently there are plans for a new Amiga game which will be an update on the original, named **Super Ant Attack**.



## LIFE ON MARS

Access are probably best known for top notch golfing games such as the Leaderboard series and the forthcoming Links. But times are changing as now the Salt Lake City team are working on altogether more other-worldly projects.

Martian Memorandum is a futuristic detective, which will be an 'interactive' movie game. A mixture of Casablanca and Total Recall with the plot having you chase across Mars to track down a girl whilst a variety of villains get in your way.

It should be ready by the middle of next year.



## LAST LAST NINJA

System 3 have announced that Last Ninja 3 will be the very last one. The company feels it has taken the theme as far as it can possibly go with the latest Last Ninja 3. Originally a 8-bit product, the 16bit conversion of Last Ninja 2 was put together by Activision rather than System 3 and was almost unplayable. System 3 redressed the balance with Ninja Remix and now it is hoping to impress again although sadly for the last time.

## BUDGET MICROPROSE

Some of MicroProse's older titles are to be re-released on US Gold's budget Kixx label. Kixx is to publish at least 25 MicroProse titles over the next two years.

A price has not yet been confirmed although £9.99 is likely. The first release under the re-release label for MicroProse will be **Stunt Car Racer**.







## WHATEVER HAPPENED TO...

Software houses we loved back in the day (1980's) but unfortunately can't remember any more, because they don't exist..



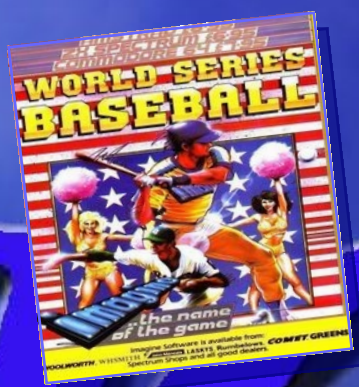
### BUG BYTE

This Liverpoolian software company started in 1982 with Acorn Atom conversions of Space Invaders, Galaxians, Lunar Lander and Fruit Machine. Their most famous and biggest hit though was Manic Miner, although the author decided he could make more money and sold it to Software Projects.

### IMAGINE

Probably the most favour software flop ever. Their first Spectrum release, Arcadia, was a very addictive shoot-em-up but to say the quality of the games followed were 'uneven' would be an understatement.

Schizoids, Frantic, Wacky Walters, Zip Zap and Stonkers were all dunny, but still the company hyped up the public with full-page adverts. Then in the midst of two mega game projects (Psyclapse and Bandersnatch) the company crashed, spectacularly whilst filming a documentary live on TV.



### PSION



Although known for their hand held devices, they knocked out some top Sinclair products in their early days, such as Flight Simulation, Chequered Flag, Match Point and the Hungry Horace series. They later helped out on Sir Clive Sinclair's duff QL project, producing software that came with the machine before turning their attention to more profitable lines of business.

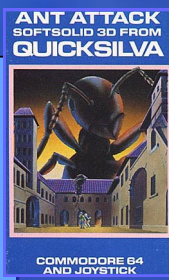
### QUICKSILVA

Quicksilva were there at the start, with versions of Defender and Asteroids (ZX80/ZX81), both written in machine code.

They went on to produce two of the first Spectrum games, Space Intruders and Meteor Storm, as well as Time Gate (a 48k 3D space trek which was very big in its day) and Ant Attack.

Things then went downhill when Quicksilva began branching out into BBC and C64 games and their parting shot was Gryphon, a very pretty C64 game by Tony Crowther (who later programmed Captive on the Amiga) which was bugged to oblivion.

Remember there were no patches back in the day!



### KY GREYE



Although they started life as the purveyors of top quality ZX81 software, they brought us the thrills of 3D Monster Maze and 3D Defender. When the ZX81 began to run out of steam they changed their name to New Generation Software and released minor Spectrum hits such as Escape, Trashman and Cliffhanger on the C64 before sinking without a trace.

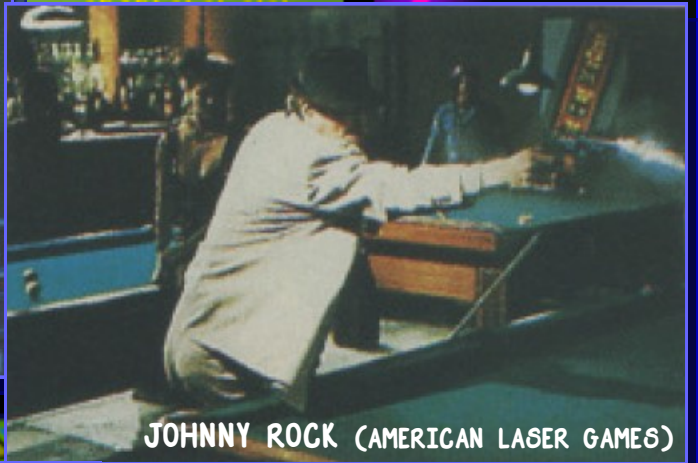


## In the Arcades (Nov-Dec 1991)

STEEL TALONS (ATARI)



JOHNNY ROCK (AMERICAN LASER GAMES)



VENDETTA (KONAMI)



SCORE  
0 129500



STARBLADE (NAMCO)

SPIDERMAN - THE VIDEO GAME (SEGA)

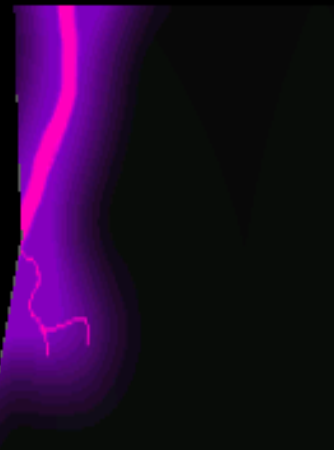




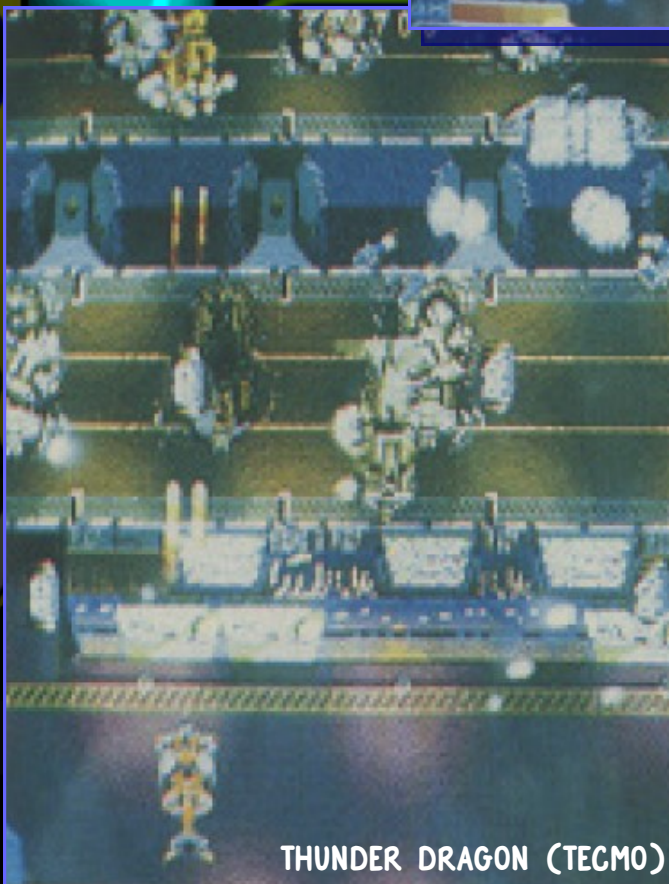


## In the Arcades (Nov-Dec 1991)

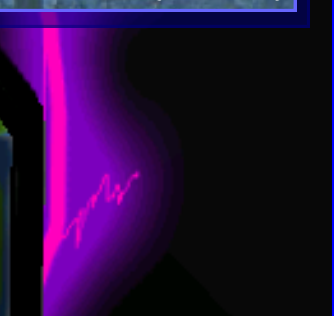
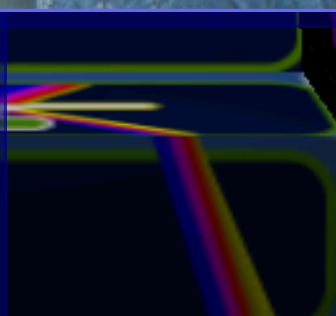
GUN BARON (JALECO)



KING OF DRAGONS (CAPCOM)



THUNDER DRAGON (TECMO)



MONSTER TRUCKS (TAITO)

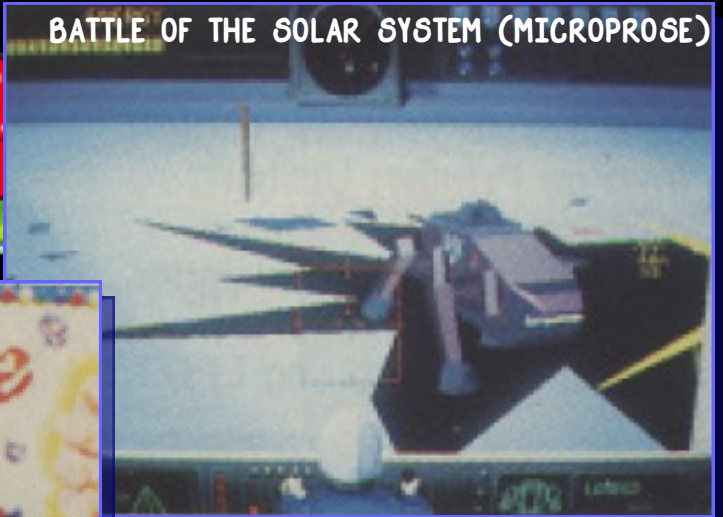




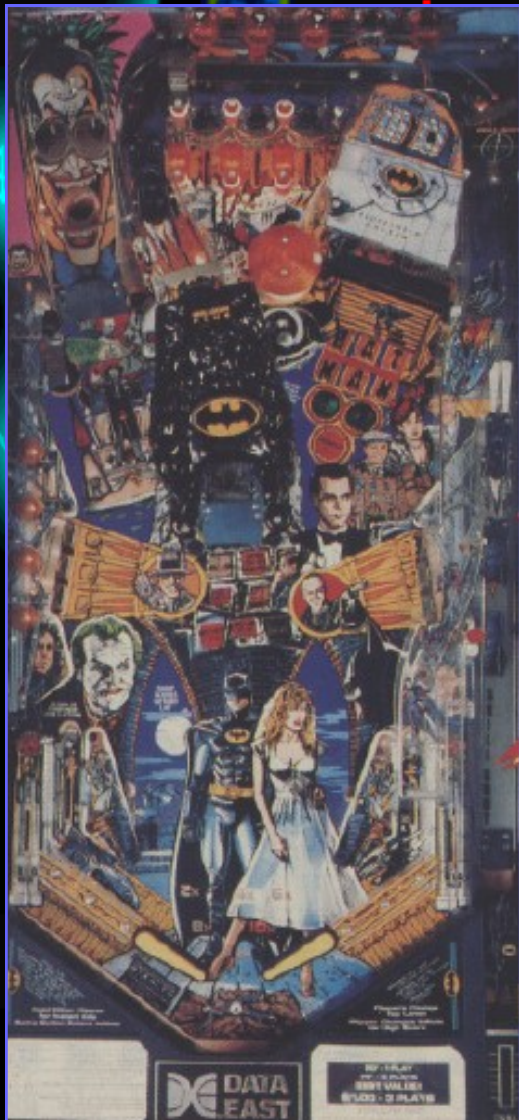
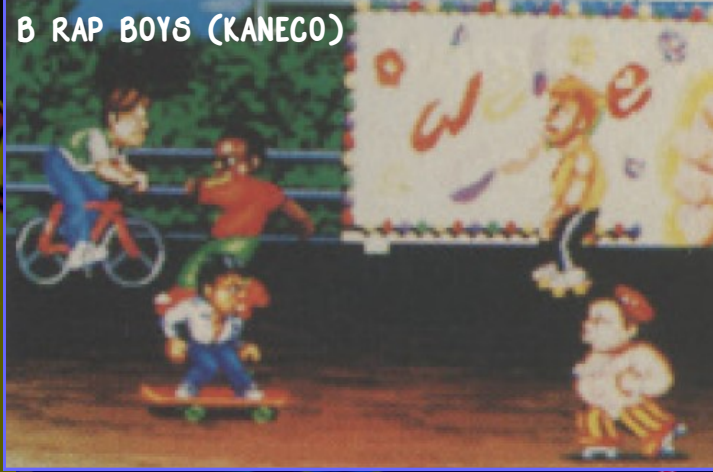
## In the Arcades (Nov-Dec 1991)



BATTLE OF THE SOLAR SYSTEM (MICROPROSE)



B RAP BOYS (KANECO)



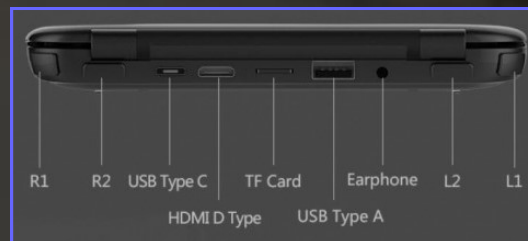
BATMAN PINBALL (DATA EAST)



PARTY ZONE (BALLY MIDWAY)



The GPD Win is the next iteration of the GPD Series. The last being the GPD XD (Android based), whereas the GPD Win is now windows based. It's literally like carrying a small laptop around in you pocket.



## What kind of product is it?

Well it runs Windows 10 Home alongside an Intel Atom Cherry Trail X7-X8570 Quad-core CPU (1.6Ghz to 2.56Ghz), 4Gb LPDDR3 RAM (ultra low voltage, ultra power saving) and 64Gb eMMC Hard Drive space (although this works out to a spare 42Gb ish)

The **CPU** is based on the 64bit processor architecture and 14nm Lithography. It initiates turbo boost technology when processing high intensity or multi-process tasks, and is able to achieve a perfect balance between performance and power consumption. It also includes Bluetooth & Wifi.



Whilst playing the games, the **Intel HD Graphics 405** processor (200Mhz Base / 600Mhz Pulse) takes care of most things. Due to the Direct

X version, I had a few problems getting some of the older games to run, but with the help of the free **dgVoodoo** Utility I got most working (the problem where DirectX doesn't show half the screen when running old games).

I managed to get most running after a small mount of tweaking. More modern compatible games via Steam or GOG ran without a hitch.

Although I did tweak the device after researching on the GPD forums of how to get the best out of its power and performance (a few BIOS tweaks and removing some unnecessary running windows services).

It has a **PC keyboard** (67 standard + 10 function keys) which does the job nicely (I wouldn't want to type an essay on this thing) and has great gaming controls with the ALPS Joystick (which is said to have a product life as high as a million rotations) and OMRON micro switches (the same as inside the Microsoft and Logitech Keyboard and Mice). You can control the volume using the volume +/- buttons as well.

It is also equipped with a gravity sensor and hall sensor for those who require it.

The 6,900 mAh **Battery** states it to last either playing 80

hours of Music, 8 Hours of Video, 6-8 Hours of online games or 672 Hours of standby time on one full charge.

I have not noticed any battery drain, although have mine on regular charge as the charging does appear to take ages to complete when the battery is low (I'm talking overnight here).

The **screen** is rather crisp at 5.5" H-IPS 720P screen (3rd generation Coming Gorilla Glass with full lamination technology) running at a resolution of 1280 x 720 (267 PPI/16:9).

Oh and the screen has capacitive multi-touch control.

**Connections** are amass - it has USB (Type C), HDMI (Type C), USB (Type A), Earphones and slot for a SD/TF Card.



The **HDMI** allows for larger screens to be projected which makes it an ideal gaming device to take round your friends (with your HDMI cable) to connect to their TV. Even better as you can also connect a Bluetooth controller and be totally hands free.



Inserting a USB stick into the device acts much the same as a normal windows machine. I have mine set up with 128Gb SD Card and 128Gb USB Card. Due to the IO speeds of the USB I run all my Windows (eg: Steam, GOG) games from the USB and the emulators from the SD Card. The forums advise to do this due to the emulators not needed the IO power but to be truthful, I have not noticed any speed differences. Both options seem capable. I also invested in a nice GPD carry case to protect it all.

One useful feature is the Mouse/Gamepad Switch. A 3-stage switch in the middle top of the device allows you to change the controller

from Dinput, Mouse (shoulder buttons also act as mouse buttons in this mode) or Xinput (eg: Xbox controller). This worked well in Steam games, which were built for a controller, but I had difficulty running this in Emulators due to switching to mouse to setup the Xbox controls in the first place.

The compact body is well built and I have not suffered from the reported 'loose' shoulder buttons. As the GPD XD did, it feels sturdy and solid. It's footprint is only 9.7cm x 15.5cm with a thickness of only 2.3cm. Perfect for your pocket weighing only 350g.





## Charging

You are supplied with the USB cable which doubles up as the charger (make sure to tell them you want a UK plug as I received a US plug with mine). The charge is very very slow. I found if the device was left to run low, it would take ages for the charge to get it back up to 100%, even leaving it overnight. I have now found it better to burst the charge every so often and not let it run too low, that way it doesn't take too long.



The device can get hot when playing some CPU hogging games. But fear not, the latest version of the device comes with an adjustable fan that can be controlled using a switch (off/low/high) under the device. My first thought was I won't need to sue this, but some Windows games do have the device running hot - so switching the fan on allows the device to perform better as well as keeping your hands cool.

There is also a bit of a bug where you cannot turn the device on if its charging. You have to remove the charger, turn it on then replace the charger. Again, the forums have answered many a question about the device and some of its oddities. It's not a major problem once you know this fact.

That leads me onto the handling of the device. It actually feels quite nice to hold, albeit can seem heavy for long periods. The sticks fit perfectly in your hands and once you get use to controlling the mouse using a stick, all is well. Frustrating at first but its just a matter of teaching your brain to think slightly differently when using this method.



## So what games can it really play?

If you are thinking of buying one you have probably looked online at the huge library of videos showing what games are actually playing on it. You are led to believe it can run Rayman Legends, Half Life 2, Psychonauts, Street Fighter IV, Spelunky, Ronin, Skyrim, GTA: San Andreas, Broforce and Magic 2014 - and the YouTube videos can verify that a lot do work, albeit some need tweaking. (I had HL2 and Skyrim running without any problems).

I have found a few games that do not run let alone play but for my use as primary an Amiga pocket emulator (one that has mouse and controls), the games it can actually play on Windows is quite impressive.

Some of my Steam games run perfectly such as: Choplifter HD, The Witness, Life of Pixel, Need for Speed: Hot Pursuit, Life is Strange, Mars War Log, Mass Effect, Deus Ex, Skyrim, Fallout, Wastelands 2, Sims 3, Star Wars KOTOR 2, Red Alert 3, Star Wars: Empire at War and Banished to name but a few.

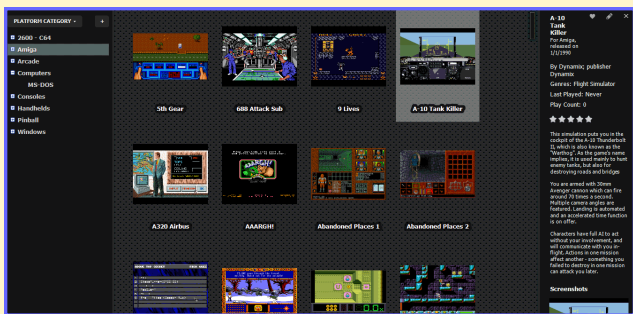
## Emulators galore!

My main reason for upgrading from the GPD XD to this device was the fact it had a mouse control AND keyboard, perfect for the emulators I want to play such as Amiga (WinUAE64) and C64 (Vice).

The mouse does take some getting used to controlling via a stick but once you get the hang of it, all is well.

### Launchbox

I decided to bundle up my Emulators and place them on a menu system. The one I use is Launchbox. I can set all the options on my main PC before copying the config/data files across and viola!! all works. I am still 'tweaking' the game screens and that but it works well. I can use the keyboard to



control the game selections, although I had to register the product (Premium) to use this feature (this only cost \$20 (Annual) or £50 (Forever)).

The current emulators I am running are:

- 3DO, 3DS, Amiga, MAME, Lynx, C64, Game Gear, GBA, Laserdisc (Daphne), Megadrive, N64, Pinball (Future/Visual), PSX and SNES.

on the device. Changing the Amiga spec (.uae) to it working on the device. I now have 1,900 config files including games, CD and PD.. All ready to play on the device!

It has taken some time but the end result is amazing; knowing every game runs and has the controls setup. This is where the mouse and keyboard are worth their weight in gold.

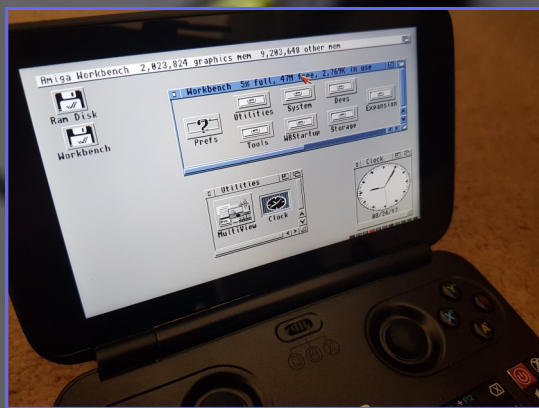
I have spent the last few weeks going through **EVERY**

Amiga game to see if it works

on the device. Changing the Amiga spec (.uae) to it working on the device.

I now have 1,900 config files including games, CD and PD.. All ready to play on the device!

It has taken some time but the end result is amazing; knowing every game runs and has the controls setup. This is where the mouse and keyboard are worth their weight in gold.



## PS4 Remote Play / Steam Stream

This was a bonus for me knowing that I could play my Steam games from my PC using Steam Stream and PS4 Remote Play.



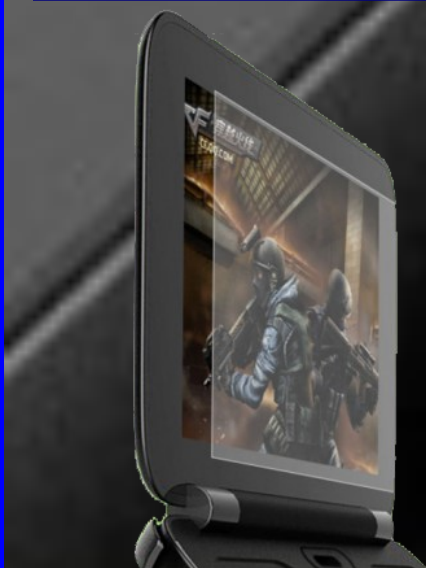
**Steam Stream** - This is where I am slightly disappointed. I managed to get it working on my PC (device has to be on the same wireless network as I have found out, the PC cannot be wired on the same network - it MUST be wireless as well) but

I couldn't get it working on the device. To be honest I have not played about with it much more as I was setting up the device for my use other than Steam Stream but it would have been a nice extra. I know some users have this working but I have yet to 'tweak' to get it working for me.



**PS4 Remote Play** - This is the most disappointing. Although this connects, there is a problem where the PS4 does not recognise the back button, making it near impossible to play anything. It did look good connected and there are supposed to be utilities to fix the problem, such as

Twisted Remote Play application but I cannot find a way to download (purchase) or get this from anywhere.





## What I hate about the GPD Win?

If I could design the next version of the design what would I include, remove, etc

Well, I love the power of the design, the screen is OK with me (if I wanted a larger screen I would use a tablet). The problem I have is with the switching of the Xbox controller. It would be nice to run the mouse all the time regardless of the control mode. Like I have said, it works well with games in Steam as you run the game switch to the controller. Game reads the controller and all is well.

But some old games and emulators need to see the controller exists BEFORE they are ran. Also its damn hard to set up an emulator using just a controller. Once setup its fine but frustrating to get that far. I opted to keep all my emulators using the normal DPad and Buttons, it just doesn't feel right playing Pacman using an analogue stick anyway.

I also hate the fact that I cannot run PS4 Remote Play out of the box, as it appears to be advertised. If it wasn't for the GPD community (its worth joining the forums by the way) I don't feel I would have gotten very far without giving up. There is a lot of tweaking to get it right, some hardware some in-game but still tweaking after all. (eg: Screen resolution installation issue)

I suppose one bug bear is also the mouse control. It can be frustrating at time but that's not the device's fault. It's more me getting use to it. It's like using the old IBM Thinkpad red mouse control (middle of keyboard). I don't see how else they can add a mouse, not one that I would match what I regularly use anyway, so they have the best alternative option available. You can use the touch screen or a touch pad may have been nice but again, its what you get use to in the end!

I also wish it had 2x USB ports, one for the storage and one for other devices I would like to connect that are not Bluetooth.



## What I love about the GPD Win?

Here comes the best bit - I do actually love the device. I have not picked up any other handheld since. It runs ALL the systems I want it to run, so no complaints from me.

Would I want it to run Fallout 4 - possibly yes just for handheld usage, but would I really play such games on a handheld - possibly not - they are the sort of games that require long time to play and with a mouse and keyboard not both in the palm of your hand.

The performance is great also. I have not noticed any sort of slowdowns in anything I play. I do not run any games from the internal memory, which I would assume would be a faster IO option rather than SD or USB. It was definitely worth investing in both the SD and USB at the start. Steam and GOG are easy to set the destination installation folders, so you just point to either card to never fill your internal hard drive.





# Ultima VI

The False Prophet



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MINDSCAPE





# LUCASFILM GAMES

*(1991 Interview)*

Everyone will remember the Monkey Island games from yesteryear. It was used as a level for most of the point and click adventure games that followed it.



Doug Glen, General Manager of the Games Division at Lucasfilm is pretty much in charge of everything that happens, development wise at the company. So who better to get the views of as we asked all those big and important questions.

**What projects are you currently working on?**

One project we are currently working on is Young Indiana Jones, which we're designing for CD from the word go. It's based on a new TV show George Lucas is doing and we've got the actors from the show to do the voices.

Generally we're taking full advantage of the things CD does well; like music and sound effects and of course great graphics. Luckily we have access to the sound effects library at Lucasfilm, just down the road where they do movie post production - we sneak in there after they've gone home and use all their equipment!

**What's the main difference between having text on screen and spoken voices?**

Text on screen has no inherent emotion. With spoken voices and using a dialogue interface you can have a characters respond not just in different words but also in different tones of voice. We took 12 actors into a studio to record the speech for the new CDTV version of Loom. I think they expected it to be a radio drama, but in reality, in a game you don't get two voices interactive as such - the actors found they had to say everything as a little stand-alone bit of speech, yet still try and get emotion and character into it.

**Isn't the speech in games going to make it harder when attempting to sell your games abroad?**

We actually sell more in the UK and Europe than we do in the US. One reason for this is that there are more people in Europe, and the fact that we actually bother to translate our games into European languages has a lot to do with it.

Of course it means we will also have to translate the speech elements into the languages as well.

**You've got film maker Hal Barwood working with you now. What sort of useful skills has he brought along with him?**



Hal's been in the movies for years - writing and producing such titles as Sugarland Express, Dragonslayer

and Close Encounters.

He has brought lots of ideas about how to build and develop character and what makes a story interesting to the computer medium. A lot of it is based on the idea of there being seven basic stories which goes back to Aristotle and applies to every medium.

**How do you see your role in computer games?**

My role is that of a writer - telling a story that unfolds in the form of a series of puzzles.



From left to right: Cynthia Wuthmann (Sales), Jack Sorensen (Business), Lisa Star (Intl Coordinator), Doug Glen, Lucy Bradshaw (Development), Edward Kilham (Project Lead), Howard Philips (Creative Director) and Kelly Flock (Marketing).

## How did you come up with the idea for Indiana Jones and the Fate of Atlantis?

This was always intended to be the last of the movies but Indy had become too popular to die. Doing a game around him seemed a natural way to keep the character alive.

The problem was coming up with a big enough story to hold him - he had already been involved with the Holy Grail and the Arc of the Covenant, so Atlantis was one idea that fitted the bill.

We were initially wary of it because George Lucas had established a criteria for Indy that he never becomes involved with fantasy-like things - he only finds things that have, or at least could have, existed. He was keen to push for of a fantastic, sci-fi approach and Atlantis worked in that context too, because we could give everything a slightly odd, alien feeling.

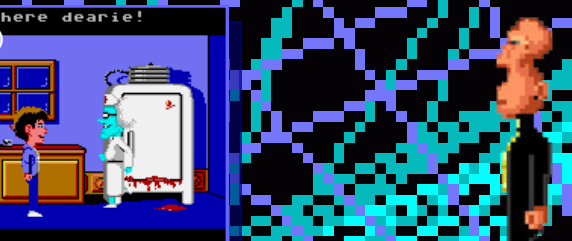
## Games of Lucasfilm

**LUCASFILM**  
GAMES

Want some food? Come here dearie!  
Maniac Mansion (1987)

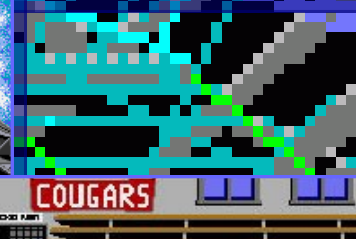


Walk to  
Push  
Pull  
Give  
key



Zak McKracken & the  
Alien Mindbenders (1989)

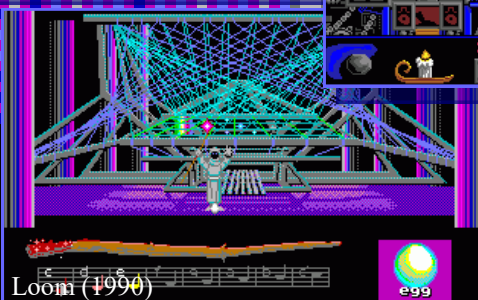
Battlehawks 1942 (1989)



Nightshift (1991)



Their Finest Hour (1989)



Loom (1990)

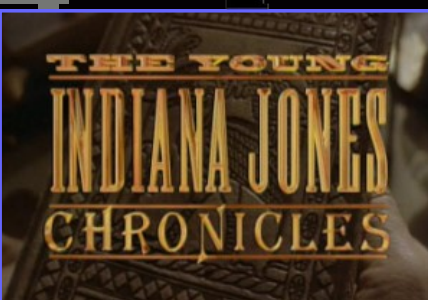


The Secret of Monkey Island (1991)

## Lucasfilm's Next Three



The Secret of Monkey Island 2:  
The Treachery of El Chuch's Revenge



THE YOUNG  
INDIANA JONES  
CHRONICLES



Looks like textiles from  
the Shawmut Collection.

Indiana Jones & the  
Fate of Atlantis



# ...PERSONAL



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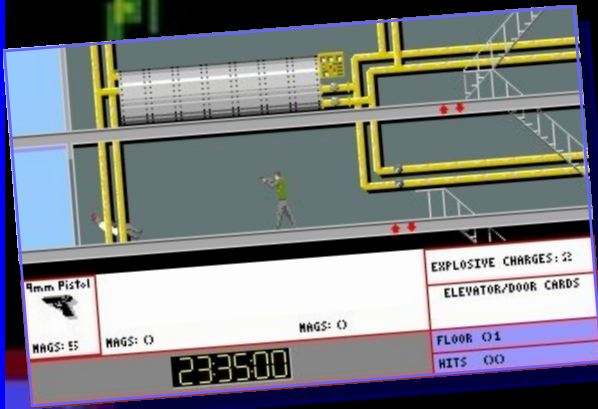
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Certain moments in certain games have been a spectacular gore fest. While any game that you may care to shake a stick at could claim to include a reasonable level of conflict I have decided to lift the lid on some of the games that contain just that little too much.



## Persian Gulf Inferno (1988)

*The moment:* Whenever you shoot a terrorist, the action is realistic. Bullets hit their targets as soon as the weapon is fired, and the victim's innards are sprayed over the decor behind them as their body is blown backwards by the impact.

*Gore Factor:* The terrorists scream in their native tongue as they rush on screen, then scream again when their insides are introduced to daylight. Loads of blood and good recoil on the gun enhances the effect.

## Lemmings (Psygnosis, 1990)

*The moment:* Multiple-stomping room is by far the one with most entertaining moments. When a whole stream of Lemmings go through the stomping pillars or when they explode one by one.

*Gore Factor:* Reasonably high on the Oh My God! front if not actually very messy. Seeing the volume of Lemmings axed by such a high percentage is pretty amusing though.



## Barbarian (Palace, 1987)

*The moment:* The Flying Neck Chop timed right will slice your opponent's head clean off. The green monster that appears thereafter to drag the headless body and kicks the head off screen is a good touch.

*Gore Factor:* The decapitation itself couldn't be portrayed any more graphically, with blood squirting everywhere. Sound enhances the experience, with a lovely 'swish' as the sword slices the head clean off, and a gruesome squelch as the severed loaf bunces across the screen like a football.

## Technocop (Gremlin, 1989)

*The moment:* As Technocop strolls through the ghetto, DOA punks attack, but they don't stand a chance. One shot from your .95 AutoMag tears the bad guy limb from limb, leaving a quivering pile of mashed organs and bits, which actually shiver and twitch as their life ebbs away.

*Gore Factor:* The high visuals are made marginally less alarming by the fact they have a comic edge to them. Some arterial spray would have improved matters as opposed to the all-too-neat pile of organs you get. A nice touch though is the post mortem twitching.





## Oids FTL (1989)

*The moment:* Careless or intentionally wreck-less use of thrusters can set the little men alight, igniting their heads and causing them to run round for a brief time while gloriously burning down to nothing.

*Gore Factor:* Pleasing visuals as the little fellas flap around with their heads on fire. Although not very 'gorish' on the sound front.



## Indianapolis 500 (EA, 1990)

*The moment:* Screaming around the long corner and into the finishing straight, the race leader had the briefest glimpse of a pile up behind him. Ploughing into cars at 200 mpg, his polygon rocket shattered all it its path, scattering the debris over a huge radius.

*Gore Factor:* Plentiful smashes and the bonus of an action replay with plenty of different camera options and a Save Crash option will keep you re-running those favourite smashes again and again!



## NARC (Willims, Arcade 1990)

*The moment:* When Hit and Max down a bad guy with their machine guns, the body is ripped to shreds. Bloodied limbs rotate as they fly through the air spectacularly. This is nothing though when you fire your rocket launcher at them.

*Gore Factor:* Very nasty indeed. Increased by the fact that the weapons are so bloody hard. Not much in the way of sound but the visuals are great.



## Warzone (Core Design, 1991)

*The moment:* Flamethrower pickup required. A quick tap of the fire button and a roaring stream of flame squirts out of your barrel, turning enemy troops into pillars of fire. The writhing bodies slowly fall to their knees and curl up in a hilariously authentic manner.

*Gore Factor:* It's the animation that makes this a real nasty. The stricken bodies don't just go up in smoke, they perform realistic death throes.





# Nebulus 2

Pogo a gogo



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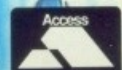
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## AMIGA TOP 10 (UK)

*Taken from Amiga Format 029*

### Full Priced Games

- 1 **Jimmy White's Whirlwind Snooker**
- 2 **Silent Service 2**
- 3 **Terminator 2**
- 4 **Magic Pockets**
- 5 **Cruise for a Corpse**
- 6 **Flames of Freedom**
- 7 **PGA Golf Tour**
- 8 **Utopia**
- 9 **Manchester United Europe**
- 10 **Last Ninja 3**

### Budget Priced Games

- 1 **Kick Off—Return to Europe**
- 2 **Bubble Bobble**
- 3 **Shadow of the Beast**
- 4 **Dragon Ninja**
- 5 **Full Contact**
- 6 **Head Over Heels**
- 7 **TV Sports Football**
- 8 **Lombard RAC Rally**
- 9 **Fantasy World Dizzy**
- 10 **Batman - The Movie**



## MUSIC TOP 10

### UK

- 1 **Queen - Bohemian Rhapsody**
- 2 **KLF—Justified & Ancient**
- 3 **Diana Ross - When You Tell Me That You Love Me**
- 4 **George Michael/Elton John - Don't Let The Sun Go Down On Me**
- 5 **Right Said Fred - Don't Talk Just Kiss**
- 6 **Guns n' Roses - Live & Let Die**
- 7 **Kym Sims - Too Blind To See It**
- 8 **Hammer - Addams Groove**
- 9 **Shaft - Roobarb & Custard**
- 10 **Brian May - Driven By You**

### US

- Michael Jackson - Black or White**
- Boyz II Men - It's So Hard To Say Goodbye to Yesterday**
- Color Me Badd - All 4 Love**
- PM Dawn - Set Adrift on Memory Bliss**
- Michael Bolton - When a Man Loves a Woman**
- Mariah Carey - Can't Let You Go**
- Paula Abdul - Blowing Kisses in the Wind**
- Ce Ce Peniston - Finally**
- Hammer - 2 Legit 2 Quit**
- Marky Mark & Funky Bunch - Wildside**



## FILMS

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

- |    |                             |         |
|----|-----------------------------|---------|
| 1  | <b>Hook</b>                 | \$119.5 |
| 2  | <b>Father of the Bride</b>  | \$89.3  |
| 3  | <b>Fried Green Tomatoes</b> | \$82.4  |
| 4  | <b>Star Trek VI</b>         | \$74.8  |
| 5  | <b>Prince of Tides</b>      | \$74.7  |
| 6  | <b>JFK</b>                  | \$70.4  |
| 7  | <b>Last Boy Scout</b>       | \$59.5  |
| 8  | <b>Bugsy</b>                | \$49.1  |
| 9  | <b>Grand Canyon</b>         | \$33.2  |
| 10 | <b>Rush</b>                 | \$7.2   |

*Taken from Box Office Mojo figures (Dec 91)*



*As of 29th December 1991*

## PD UNION



Major PD companies are flocking together to form their first 'union'. The PDS (Public Domain Standards) have already been fully endorsed by Commodore themselves as the official supplies of quality PD. All houses that join the group will carry the distinctive logo on their ads and thus guarantee the public value for money.

All members must adhere to eight requisites. They must discard all pornographic material on disk, demos that contain bad language must carry a warning sticker, they must have been trading for at least 6 months before they can join, they must have fully manned phone and not an answering machine, they must operate a helpline for customer problems, have to accept credit cards, guarantee virus checked disks (a co-member of the group is the Virus Research Clinic who will be issuing all the necessary software to members) and all must process orders within 4 hours. A minimum price for disks is 99p but could rise to £2 to cover costs. With a number of companies already joining, you can contact the Essex Computer Systems on 0268 55363 for more information.

## FILLED VECTOR



(17 Bit, Disk 1197)

The Special Brothers designer programmer to create your very own ordinary filled vectors and bobs. There is also a nice demo showcasing what the designer can do.

## LLAMATRON

(17 Bit, Disk 1249)

Minter goes Shareware!!!

A reworking of Williams Robotron, where you control Llama, rescue the other llamas onscreen and blast all the creatures heading your way.



## RAID



(Virtual Free PD, Disk 1722)

One of the better PD games created using Palace Software's 'Shoot Em Up Construction Kit' (SEUCK).

Once past Level 1 it does begin to look like parts of SWIV, although unfortunately this homage is merely visual. The action is more think and stodgy than fast and exciting.

A nice attempt but not great although has some very nicely sampled sounds.

## MESSYDOS

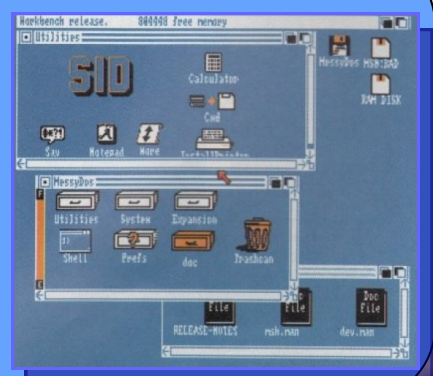
(NBS, Disk U619)

If you work with the PC then utilities such as Dos-2-Dos probably get used quite a bit. The trouble with Dos-2-Dos and such utilities is that they only enable you to copy files to and from an MS-DOS disk.

MessyDOS goes one stage further in allowing you to use either an Amiga or PC Disk, in the same drive.

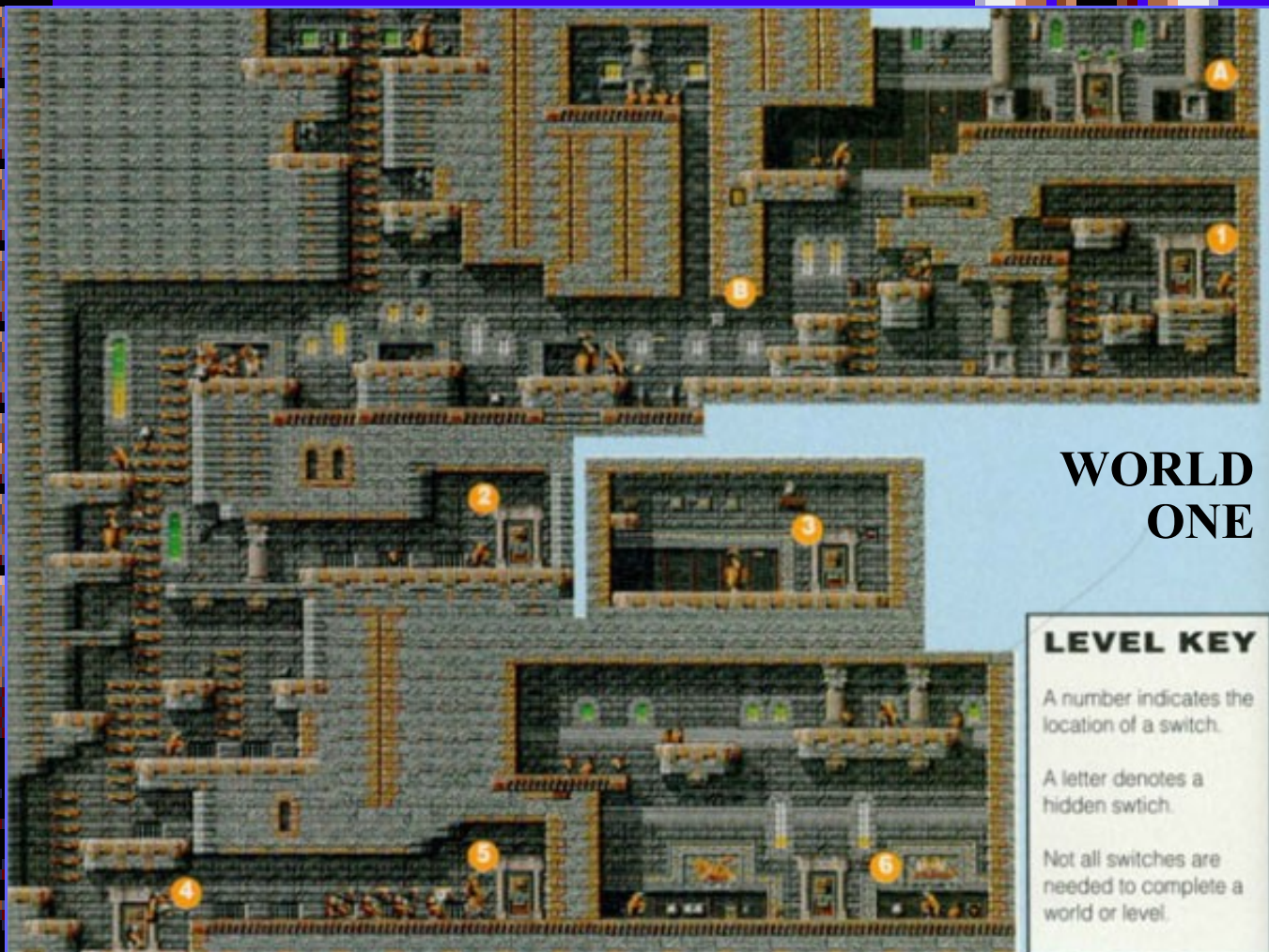
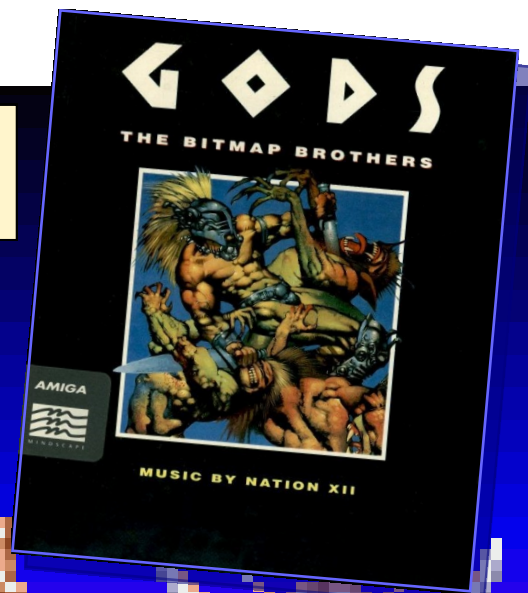
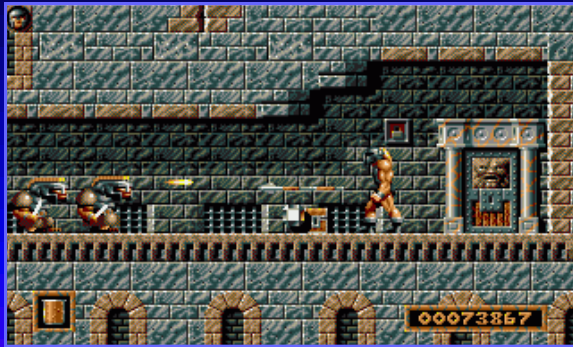
So you can save or red files on to or from those PC format disks.

If you swap between the PC and Amiga with any frequency then this is a very useful utility.





The start of another new feature within these pages: **CHEATS**. Each issue we will be attempting to bring you maps and cheats for your favourite (and not so favourite) Amiga games.



## WORLD ONE

### LEVEL KEY

A number indicates the location of a switch.

A letter denotes a hidden switch.

Not all switches are needed to complete a world or level.





## WORLD TWO



## WORLD THREE





Thinking back with a bad memory is no easy task. As i've proven time after time on the Amigos, the majority of my brain is tapioka. Being in such a state, an "I remember when" style article is certainly not my forte'. Tack on the added obstacle of trying to recall something from almost 40 years ago...now we're going into a whole new universe of sketchy. Dates...ages...the order of things...the truth is awash somewhere in a foggy bay. With that in mind, let's talk about my first computer. (Amigos Aaron)

## FIRST COMPUTER

Firstly, my first computer was actually my first console and not a first computer at all! In the early 80's, after videogames had been out and running for a few years, I was quite interested in getting an Atari VCS. My neighbour had one with Space Invaders and Asteroids, and I was eager on having my own to play since sharing wasn't the kid's strong suit.

Unbeknownst to me, the old man had been eyeballing the whole video game situation and had determined that when the time came to buy, he'd be after the machine that could not only play the games, but aid lil' Aaron (yes, I was lil' once) with his book learning!



Finally, my pop made his decision and a **Magnavox Odyssey 2** came to live with us. Dad had picked the O2 for one simple reason...it had a membrane keyboard. I'm not

quite sure if dad even knew it was a console. I mean it did have joysticks and game carts, but it had a KEYBOARD!

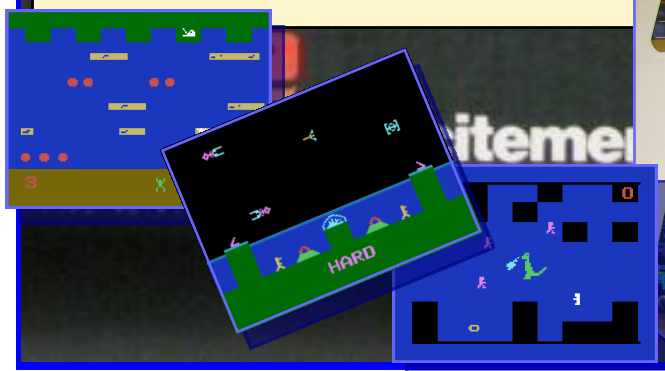
**A MEMBRANE ONE!** As I got adjusted to life with an O2, we would occasionally pick up a game here and there...none of my friends had an O2 so swapping was right out, and all this chatter I hear about schoolyard debates over which console was best...ha! I stayed the hell out of those. I loved the O2, but I knew when I was licked.

After a year or two of the Odyssey 2, I think it began to sink in with the old man that while the keyboard was a convenient way to type your initials in the high score table, or to serve as a handy membrane coaster, the educational value of the O2 was slim to none. I had nosed around the local Radio Shack with the family and had noticed a small computer playing a Pac-man like game (Mega Bug)...it looked pretty slick. I knew about the TRS-80 line from school...although we had the old school TRS-80 Model II with the mono-

chrome monitor built in there. I chatted with dad about a computer...he actually seemed very interested. Unbeknownst to me, dad had been talking with a friend at



work about getting me a computer...a proper computer. A few weeks later, a Tandy TRS-80 Colour Computer II arrived into my life. THIS was a computer with a full and proper keyboard. I remember hooking this thing up with my dad..damn was I excited. We powered it on, and the green screen appeared with the pulsing multi-colour cursor..wow! I played with the keyboard.. it worked great! Then...I sat there. I had no games for this thing... I didn't have anything. My first computer sat on a desk for months untouched.



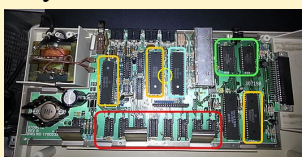


I was at the grocery store with my mom when I saw an issue of **Compute Magazine**. The cover mentioned a game inside this issue for the Colour Computer!

Hot damn! I had my mom buy it immediately and home I went. Then I got to learn the fun and joy of typing 1 billion lines of basic into a Colour Computer. Anyone old enough will recall buying magazine full of code and killing four hours the hard way. Typos out the yin yang then introduced young Aaron to the world of debugging. I hate that world. Still, I now had games. I found some I really enjoyed!

Then I had a problem. I had no way to save anything. If I wanted to play a game, it was time to type..a bunch. I got the bright idea of leaving the computer on...brilliant! Problem was that the **CoCo 2** tended to overheat. The issue was simply known in our house as the dreaded **ZERO EFFECT**. You'd be typing or playing a game, and suddenly

a zero would show up randomly on the screen...then another...then a whole mess of them. It took just



long enough to crash the machine to let you panic, then it died. This was no good.

A friend of mine from karate class had a Coco, and he suggested we get a tape drive. I had zero idea what that meant, but the dude at the Shack set us up. That's when I started getting goodies from friends. Yes, gentle reader, young Aaron became a Coco tape pirate. Loading games off tape was always an adventure, as you first had to skip to the track on the tape with what you wanted, hooked up the gizmo, type the load command, hit play, and then you waited. Sometimes you'd get a game to load on the first try.. often it took a few tries, and sometimes you were boned. Having a tape drive did open up the Coco for me. I really was into the computer games I was getting, but loading was a nightmare. I needed a disk drive. My pop took me to a work friends

house one evening. This fellow was setup with TWO coco's and all the trimmings, and he was willing to knock off as many floppy disks of goodies as I wanted. I'll never forget holding those 5 1/4" floppies in my hot little hands and dreaming of playing all these awesome games! It was killing me! I got home and stared at the box...after a few days I'd walk up and look through the box. I REALLY needed a floppy drive.

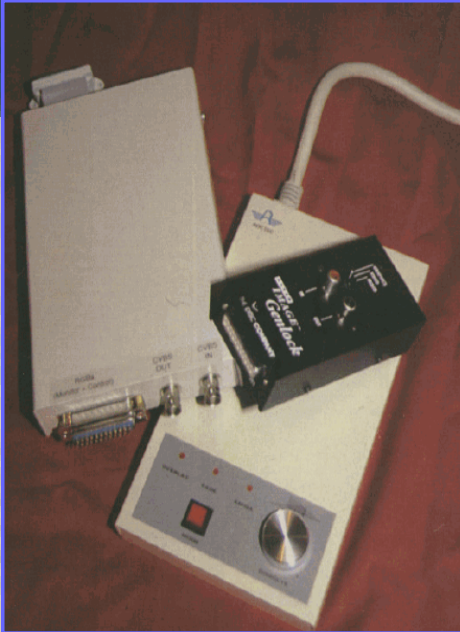
Finally Christmas arrived, and I received the greatest gift I ever got for any Christmas. I got my TRS-80 Colour Computer floppy disk drive. As silly as that sounds, it's the truth. I've never been so full of joy as I was in that moment I tore the paper away and held the box high. We always go to my grandparent's house for Christmas dinner, and I was so excited to use the drive I packed up my entire computer and took it with us.

I remember sitting at mawmaw's, playing Time Bandits and Donkey King while the sweet smell of freshly baked Christmas cookies filled the air...what a life!

The CoCo was a great machine. I had my first computer experiences on it. I had my first tape and disk drive on it. I had my first experiences online with it. I upgraded to a **Colour Computer 3** eventually and finally got to have lower case letters! I loved that machine...and then I sold it lock, stock, and barrel; one day to a guy up the road in Nitro. The family had picked up a PC clone, again from Radio Shack, called the Tandy 1000 TL. I was entering the exciting world of DOS, and by then I saw the writing on the wall that the Colour Computer's time had passed. I remember boxing up my childhood friend with all my disks and joysticks, and with a tear in my eye I passing it to the buyer. It wasn't all bad though...the sale gave me just enough cash to buy my own computer off a friend of mine. I'd only messed with the thing a few times, but it looked promising. It was called a **Commodore Amiga 1000**.....







An increasing number of Amiga owners are using their computers for video applications; either for captioning home videos, as part of a sophisticated editing system, or for generating computer graphics.

Whatever use you make of your Amiga, you'll find that a genlock is the most important video peripheral you'll need - but many Amiga owners don't know what a genlock actually is, let alone why you need one to work with video.

## So what is a Genlock?

The main use of a genlock is to superimpose computer graphics over video images. TV professionals have been using them for years, but its only with the launch of the Amiga that it's been possible to produce a genlock cheap enough for the home market.

The reason is that the Amiga will do most of the hard work involved, and all the genlock peripheral has to do is to synchronise the timing of the video signal with that of the Amiga. Unlike sound where you can literally connect two wires together to add one audio signal to another, video signals have to be mixed with their 'scan rates' in sync, otherwise the result is an unholy mess. It's easy to do this on the Amiga because Commodore made the computer's video clock rate signal accessible from the Amiga's RGB port, which sets it apart from machines such as the Atari ST.

Having synchronised the video and computer signals,

the genlock can treat a background colour, normally colour 0, as being transparent. The result is that the Amiga's graphics appear overlayed on the video signal and instant captions. More advanced genlocks add features such as fades and wipes to this basic function.

The graphics you generate depend of course on the graphics package you use, not on the genlock itself.

Although you can use a general graphics package such as Deluxe Paint, there are also specialist video captioning programs like Big Alternative Scroller, ZVP Video Studio and Video FX to consider. The final result is your master video tape.



## Comparing Genlocks



Although you can pay up to £1,500 for a genlock you don't necessarily need to spend that much to create some amazing master tapes. But why the huge price difference? It's largely a matter of component quality and features; a cheap genlock may only have one type of output (normally composite video), while a more expensive one may have RGB, the high quality S-Video or even broadcast-quality 600-line encoded output.

The more expensive models may have switches and faders to allow background keying (whether or not the chosen palette colour is transparent and lets live video show through the

computer graphics); they may have selectable palette colour and controls to allow the computer graphics to be faded in and out. Cheaper model may have none of these features. Inexpensive genlocks are designed to fit inside the computer or beside it; whereas more professional models are normally supplied in industry standard 19" rack mounting cases.

## **Alter Image Genlock** (HB Marketing, £100)

This tiny black unit, made in China features phono Composite video IN and Out sockets and a Graphics/Video/Mixed switch, which chooses the type of output from the Composite Video Out, which is connected to your video recorder.

It plugs directly into the Amiga's RGB port but for convenience an extension lead might be a sensible investment. There's a follow-on port for the monitor on the back.

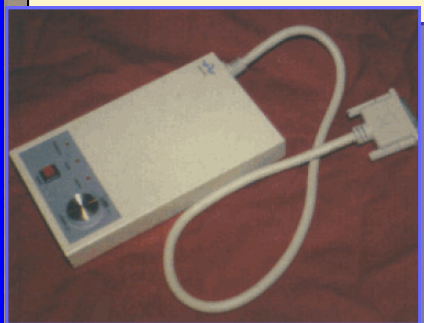
No power supply is required, since it draws its power from the Amiga.

The handbook is brief (and to the point), explaining the connections.

If your monitor has a composite video in as well as RGB, you can connect the output from your VCR into it. Switching between RGB and Composite inputs lets you choose between the computer image and the combined computer and video image. This is as basic as a genlock can be - it has no fade feature and is available both in PAL (UK) and NTSC (US) models.



## **Rocgen RG300C** (Silica Systems, £119)



This comes in a sturdy metal case in cream, has an integrated RGB connector cable and phono Video In and Out sockets on the back. It requires an external 12V power unit, which isn't supplied with the package.

On the top there's a mode button which switches Overlay, Fade and Amiga modes, and a dial which dissolves from the computer to the video image. Since this can also give you semi-transparent captions, this is a very impressive effect which will enhance your graphics no end. Some genlocks don't allow you to record the computer's output unless there's a sync signal coming from the video machine. This makes it necessary to 'black' a videotape (record on it with no image)

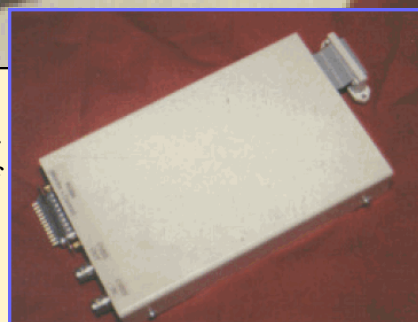
and run it continuously. The Rocgen makes this unnecessary by generating its own sync signal if it doesn't detect one coming in. A demon software package is provided, which lets you check out the three basic functions: graphics only, fade from video to graphics and overlay.

## **Rendale A8802** (HB Marketing, £199.99)

One of the best-known genlock manufacturers, Rendale sell their products through a number of distributors, having a wide range of products ranging from basic Mini-gen to professional models.

Construction of even the cheapest models is very sturdy and suitable for professional use. The 8802 is a mid-range product, which has front-panel Composite Video In and Out BNC sockets (connectors on video equipment), a locking type more professional than the phono sockets used on other genlocks. There's always a male RGB connector for the Amiga and the female for the monitor. It doesn't have any front-panel switches to allow you to change its operating mode - this has to be done from the controlling software.

The software provided is basically to switch modes between Video Only, Amiga Only and Foreground Mode (in which the black areas of the Amiga graphics become transparent). If no video input is provided, it 'free runs' and still allows you to record the Amiga's output on your monitor. You needn't use the control software at all if you don't want to, but in that case, the unit defaults to Background Mode, with the background colour transparent and displaying the live video signal. There's a more advanced version of the 8802, which is compatible with the semi-pro S-VHS video format, taking advantage of its higher video resolution - it includes hardware controlled fades and wipes, crossfading and integral mode switching, but it costs £600





## ASAP MiniGen (ASAP, £117)



Considered a low-end genlock, cheap and cheerful, although with the newer Roctec RG300 it is beginning to show its age.

It consists of a cream unit, in much the same shape as Commodore's A500 TV Modulator. It has Composite Video In and Out connectors and a 23-pin connector to connect to the Amiga.

Although it doesn't support RGB pass-through, it has 3 modes of operation - Video Only, Amiga only and Mix. It also doesn't allow you to control which colour register is used for keying, so you're restricted to just the background colour (although this is not a problem for most home users). It doesn't come with any software which is a little disappointing as you are left on your own.

The overall image quality has somewhat 'aged' when compared to newer units. Some screens can suffer terribly from colour bleeding and the genlock actually seems to lose sync when using a good clean source signal. It just doesn't cut it anymore in the world of genlocks.

## Rendale A8802 S-VHS

(Marcam, £600)



The follow-up to the classic **A8802**. It offers a lot more than just S-VHS compatibility. Although it can be used if you don't have S-VHS equipment yet.

The most striking difference between the A8802 and A8802 S-VHS is the inclusion of a bulky but nicely presented effects control box that is about 3x the size of the genlock itself. All connections are made through this box, with a simple lead connecting all this video wizardry to your actual genlock unit.

The fader box must be brought around from the back of your Amiga to sit next to your Amiga keyboard, allowing easy access to its controls. Thanks to the extra box, the unit fully supports the usual crossfading and fading to black that is common with genlocks of this price. However, it also supports a number of powerful wipes that allow you to create some quite stunning effects within your video productions.

The quality of the genlock signal is very good, not quite up to broadcast quality spec but more than good enough for semi-professional purposes.

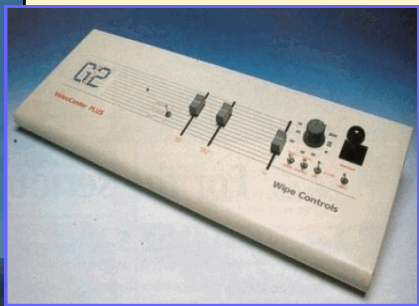
## GST Gold (Third Coast Technologies, £550)

A big name within the ST market, GST were the first to produce a workable genlock for the ST, a machine that was never really good at video work. Now they have starting producing their wares for the Amiga. The unit is a brilliant colour co-ordinated black box about the size of a good thick hardback book. It fully supports S-VHS and Composite signals. On the front of the unit are a couple of controller knobs, which allow you to alter the contrast, luminance and colour of the incoming signal. Very few genlocks seem to offer these controls. The enclosed documentation is also very good; if you can read French that is. Although one nice feature is the built-in RGB splitter, which is not actually that useful for desktop video, but is good if you own a digitiser. The genlock itself seems pretty basic, although the image quality is very good indeed.

Surprisingly it doesn't offer any form of wipes or fades which even the budget RocGen unit offers.



### Video Centre Plus (G2, £1,170)



This is actually available in 3 different configurations, starting with the **Basic Video Centre**, **Video Centre Plus** and **Video Centre 3**. Both the VC1 and VC2 are very similar apart from the fact that the CV2 has a few extra features which video professionals may find useful. Both will allow you to perform a number of fade and dissolve effects via a pair of slider controls on the console front panel. These are basically the same as the fade options on the RocGen.

One nice feature of the VC series is that you can change the keying colour which is used when overlaying graphics (The key register is changed by setting a series of DIP switches at the back of the genlock).

Unique to the VC2 is a set of 20 wipe functions which will allow you to add a bit of class to your video productions. These wipes allow you to view either the Amiga or background video through one of 20 variable patterns including circles, rectangles and diagonals, and can be position anywhere on the screen thanks to a joystick control built in to the console.

Overall the VC2 is powerful and very capable genlocking system that, whilst not being broadcast quality, is suitable for the most semi-professional video applications.

### Professional Choice

Most of the listed genlocks thus far are great for serious video applications but even these aren't quite up to the task of handling broadcast quality video that is required by video post production houses.

*So here's a quick rundown of some of the more 'common' professional units available:*

**G2 VC3** - The big brother of G2's 1 and 2 models. Broadcast quality genlock that is selling like hot cakes at the moment. The reason is simple - the VC3 is the only Amiga genlock that supports YCrCB (YUV) output.

**MaxiGen** - This comes in a 19" 1U rack mount format, so it can be installed easily and securely within a professional video environment. It supports S-VHS and PAL Composite with full broadcast quality output.

**Neriki ImageMaster** - These also come in rack mount format and offer the usual selection of wipes and fades with broadcast quality output in PAL, Composite and S-VHS formats.

**Rendale A8806** - Rendale's flagship genlock, a very nice little number that also comes in rack mount format. It too offers broadcast quality output with the usual selection of wipes and fades. It's also dirt cheap - at just under £900, so also represents very good value for money.



### Genlock Top Tips

1. When overlaying graphics, always try to use the best possible quality composite video source. Try to avoid using 2nd generation video tapes. If you do, you may find that the image will break up terribly.
2. For more professional work, avoid using low resolution composite video decks. If you can afford it go for S-VHS or even Hi-8.
3. Avoid highly saturated images - these can cause terrible amounts of colour bleeding.
4. Use decent quality video cables, preferably cables designed specifically for video signals. These shielded cables cut down signal noise and interference to a minimum.
5. If you are using standard composite VHS, then it's well worth investing in a PAL encoder - a device which gives better image quality when the genlocked signal is laid down onto videotape.
6. Keep your video graphics as simple as possible - the bolder the image, the clearer it will be when onto videotape.
7. Titles look a lot clearer and more readable if you add a black outline around them. This also cuts down colour bleeding.
8. A good investment is a sound mixer. This will allow you to mix from the original videotape with a commentary and possibly even a backing track.



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#### ● SAVE PICTURES AND MUSIC TO DISK

Pictures and sound samples can be saved to disk. Files are saved directly IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

#### ● SLOW MOTION MODE

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

#### ● RESTART THE PROGRAM

Simply press a key and the program will continue where you left off.

#### ● FULL STATUS REPORTING

At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

#### ● POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status

"overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

#### ● MUSIC SOUND TRACKER

With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

#### ● AUTOFIRE MANAGER

From the Action Replay II preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

#### ● DISKCODER

With the new "Diskcoder" option you can now "tag" your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

#### ● PREFERENCES

Action Replay II now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

#### ● DISK MONITOR

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

#### ● DOS COMMANDS

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

#### ● DISK COPY

Disk Copy at the press of a button - Faster than Dos Copy. No need to load Workbench - available at all times.

#### ● BOOT SELECTOR

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- Jump to specific address
- Show Ram as text
- Show
- allows you to see and modify all chip registers - even write only registers
- Notepad
- Calculator
- Help command
- Full search feature
- Unique Custom Chip Editor
- show actual track, Disk Sync, pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX,
- ASCII, Assembler, Decimal
- Copper Assemble/Disassemble - now with suffix names
- Disk handling -
- REMEMBER AT ALL TIMES YOU ARE INTERFERING WITH THE PROGRAM IN ITS "FROZEN" STATE
- WITH ALL MEMORY AND REGISTERS INTACT
- INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE

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# BOX ARTIST



## Ayami Kojima



The self-taught artist would start out illustrating covers for various Japanese novels including Majin, Cluster Saga, and Nobunaga's Ambition, before being discovered by Konami whilst working as a secretary.

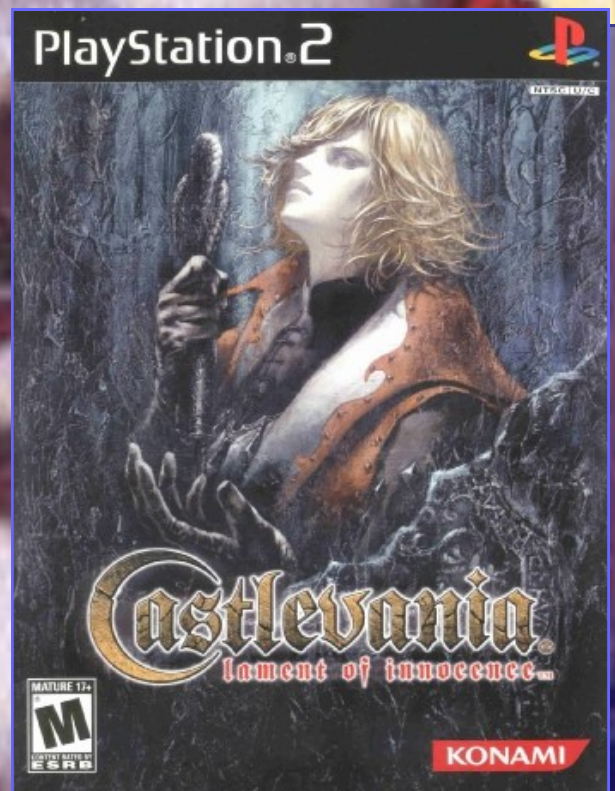
She got her big break with Konami's Castlevania: The Symphony of the Night (1997, Playstation). Not only creating its masterful box art she would also design the in-game character art, giving protagonist Alucard and chums a delicate, effeminate look.

The following year Ayami would be responsible for the Saturn box art; arguably its best attribute - and found time to produce the stylistically similar cover art for Koei's Soldnerschild, also for the Saturn and later PS1 (1997) and Chou-Denki Card Battle for the WonderSwan (1999).

She would go on to create many other classic Castlevania box arts with her final one to date being the PSP's Dracula X Chronicles (2007). This box arts anime look would be deliberate, as it set out to appeal to the Game Boy Advance's younger audience. Since then she has created the artwork for download only Castlevania: Harmony of Despair and provided artworks for Koei's Dynasty Warriors 7.

A traditional artist in the art media she uses, Ayami starts by sketching with conté crayon sticks and then creates shadows with more conté and India ink. She then Adds depth and texture, usually to the background follows by spreading and shaping molding paste with a palette knife.

Base colours are then painted into the work using diluted acrylics and finger smudging is used to create glows. To finish, metallic paint highlights are used and then enhanced with a gloss polymer. This art method has been used on all box arts to date, and the artists reluctance to go the every popular computer-art route has been refreshing and revered by fans worldwide.







## BOX ARTIST



1997

Castlevania: Symphony of the Night (PS1)  
Soldnerschild (Saturn)

1998

Castlevania: Symphony of the Night (Saturn)  
Ishin no Arashi Bakumatsu Shishiden (PS1)

1999

Chou-Denki Card Battle (WonderSwan)

2001

Castlevania: Circle of the Moon (GBA)  
Castlevania: Chronicles (PS1)

2002

Castlevania: Harmony of Dissonance (GBA)

2003

Castlevania: Aria of Sorrow (GBA)  
Castlevania: Lament of Innocence (PS2)

2005

Castlevania: Curse of Darkness (PS2, XBox)

2007

Castlevania: Dracula X Chronicles (PSP)







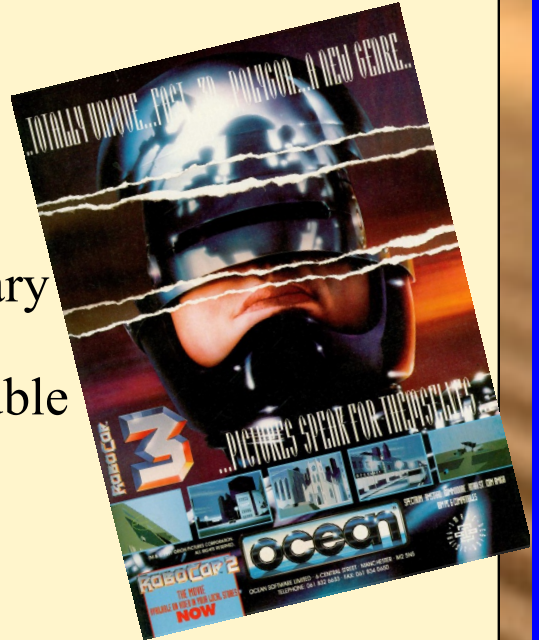
## QUICK QUIZ



### “Know Your Game Adverts”

Think you know your gaming adverts and the words surrounding the game. Well, test your knowledge. Answers on bottom of next page (if you want to cheat).

- 1) A Hard's Days Knight
- 2) Play the Game Man
- 3) Wanted Brave Adventurers.  
No previous experience necessary
- 4) The Creation of a Nation
- 5) Twice the Fun, Double the Trouble
- 6) Real Hatred is Timeless
- 7) Is on final approach
- 8) American Police Car Race
- 9) The Best Has Got Better
- 10) The Magic will leave you Spellbound
- 11) It's Nothing Personal
- 12) You Don't Ask For Power - You Take It!
- 13) There Can Only Be One - Just make Sure Its Yours
- 14) The Toughest Just Got Tougher
- 15) Look out - He's Back!
- 16) A Legend Beyond Time
- 17) The Power Is Yours





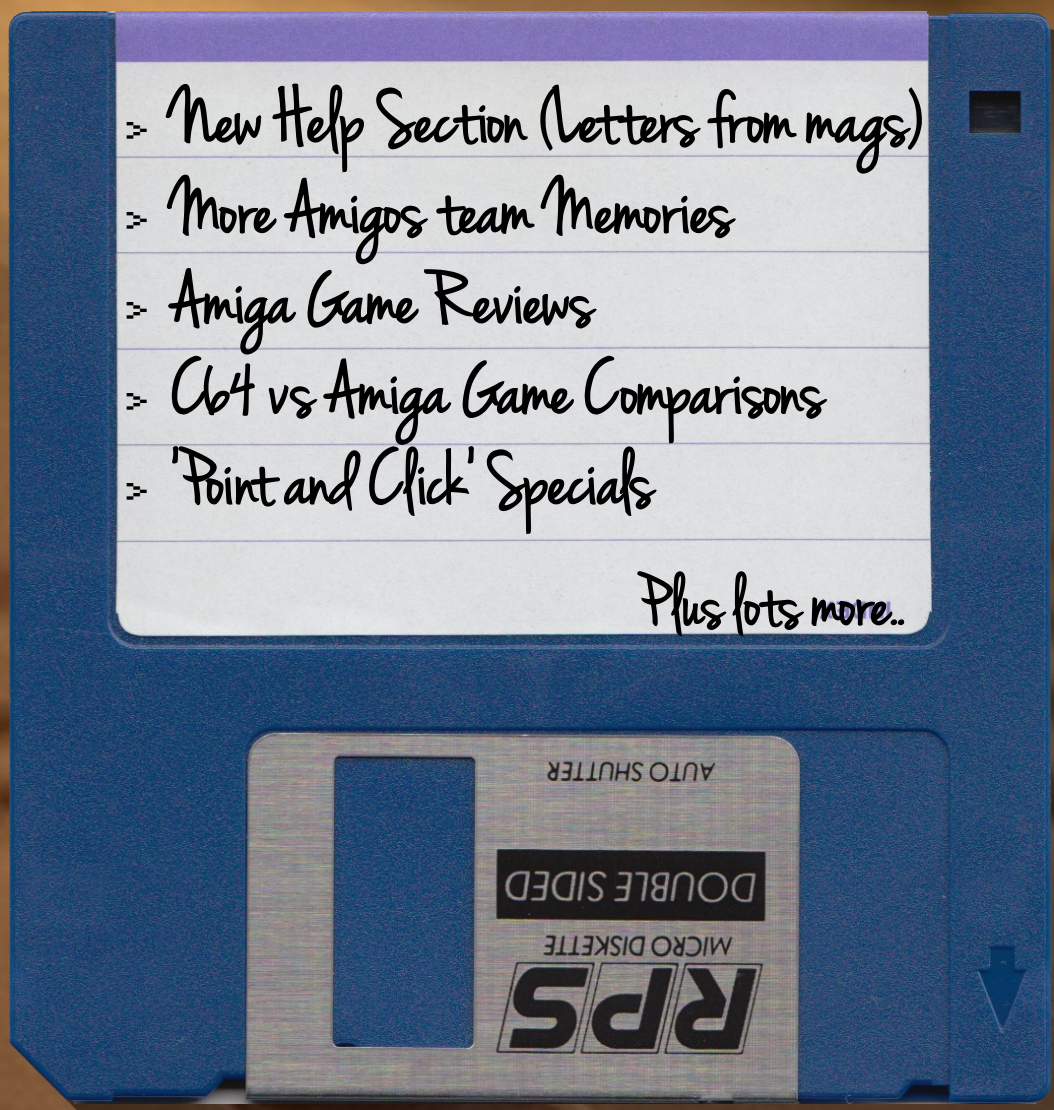


THE BLITTER END. COMING SOON...



- > New Help Section (letters from mags)
- > More Amigos team Memories
- > Amiga Game Reviews
- > C64 vs Amiga Game Comparisons
- > 'Point and Click' Specials

Plus lots more..



### Sources of Information

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

- > Amiga Computing (42,43), ACE (50,51), Amiga Format (28,29),
- > Amiga Power (7,8), CU Amiga (21,22), CV&G (120), The One (38,39)
- > www.boxequalsart.com, Wikipedia, Hall of Light, Lemon Amiga

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Quiz answers: (1) Moonstone (2) Simpsons's (3) Shadow Sorcerer (4) Utopia (5) Mega Twins (6) Last Ninja 3 (7) A320 Airbus (8) Cisco Heat (9) Lotus Challenge 2 (10) Fuzzball (11) T2 - Judgment Day (12) Godfather (13) Realms (14) Double Dragon III (15) Paperboy 2 (16) Epic (17) Captain Planet