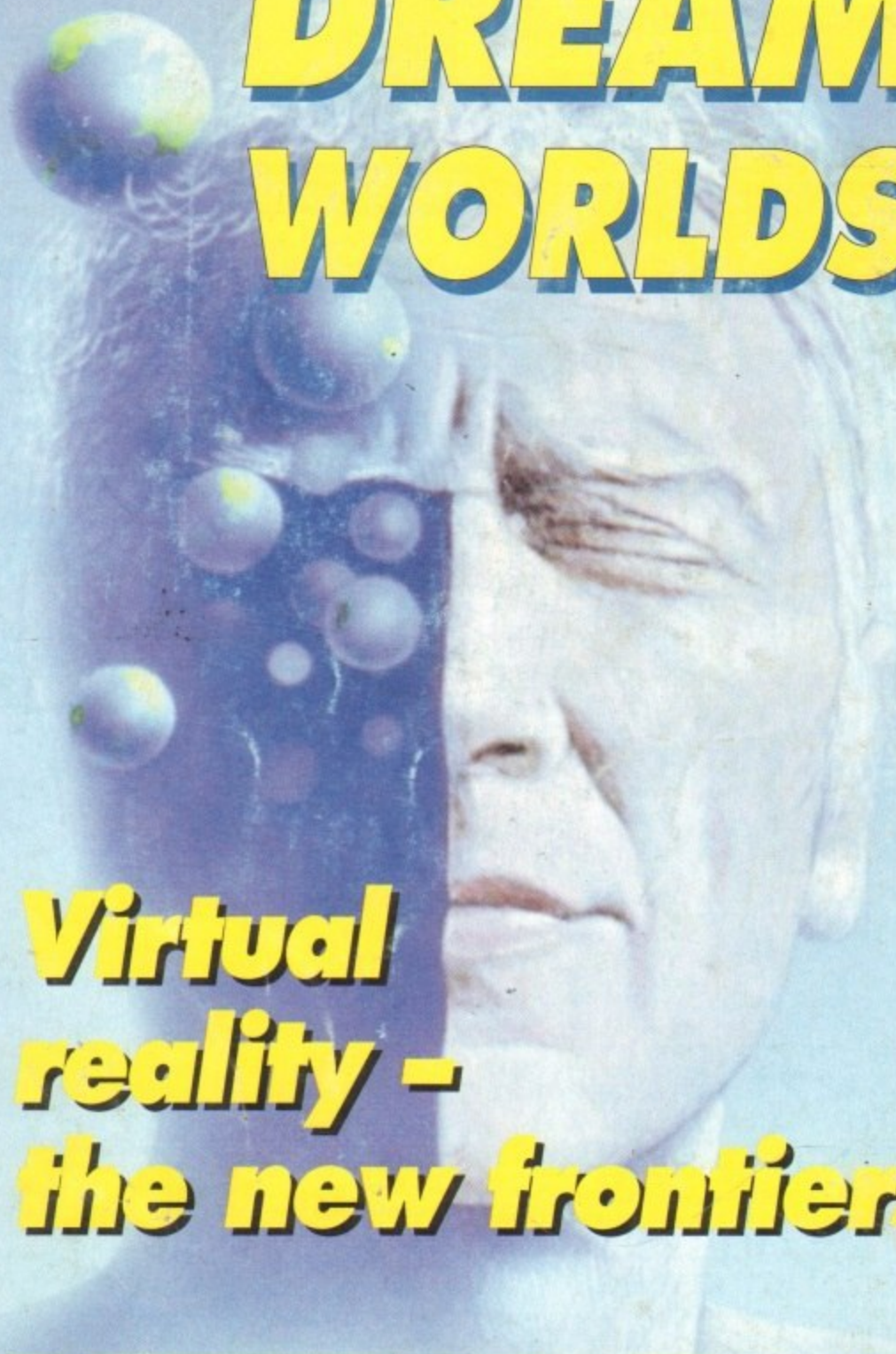


# AMIGA

## COMPUTING

**FREE!**  
**Design Works**  
**Vidi Amiga (12) RT**  
**TOTAL VALUE**  
**£110**

# DREAM WORLDS




## Virtual reality - the new frontiers

January 1994  
Compatible with ALL Amigas  
**WORTH £50**

**AMIGA COMPUTING**

### DESIGN WORKS



**A complete structured drawing program for artists and designers**


NEW HORIZONS

January 1994  
Compatible with ALL Amigas  
**SAVE £60**

**AMIGA COMPUTING**

### Vidi Amiga (12) RT

**COMPLETE video digitising and professional image processing software!**



**PLUS: Print Manager 2.0  
Assign Manager, Edit Keys  
ABCDIR directory utility**

**PLUS!** Samplers survival guide  
Floppy round-up • AC awards  
Montage 24 • Show report  
Database round-up • Updates  
Paint package round-up **and more!**







## CUSTOMER CHARTER

INDI Direct Mail is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier still be there in the future, should you need them.

A mail order purchase from INDI is a safe and secure decision, and here's why.

INDI is a wholly owned subsidiary of a public company now in its tenth year of trading and specialising in the supply of computer products.

With a turnover approaching £30 million per annum, we have the resources and the purchasing power to offer you the best deals, deliver them next day nationwide and always be around when you need us.

## SALES AND SUPPORT

The INDI sales team have been trained to take your order with the utmost care and efficiency. All stock offered for sale is held in stock, centrally at our group ware house complex and is available for next day delivery, direct to your home or business. If at any time we are out of stock your money will not be banked until the product is available (a point worth checking should you be tempted to purchase elsewhere)

## CREDIT FACILITIES

INDI are now able to offer competitive credit facilities on all orders over £200. All credit facilities are subject to status and applicants must be over the age of 18.

If you would like a quote simply call our sales line where acceptance can normally be notified within the hour. We are also able to offer Credit Insurance to cover repayments in the event of sickness or unemployment.

AMOUNT OF CREDIT	12 MONTHS		24 MONTHS		36 MONTHS	
	MONTHLY PAYMENTS	TOTAL PAYABLE	MONTHLY PAYMENTS	TOTAL PAYABLE	MONTHLY PAYMENTS	TOTAL PAYABLE
200	£22.00	£264.00	£12.00	£298.32	£9.31	£335.63
500	£54.99	£659.88	£31.06	£745.44	£23.27	£837.72
1000	£109.98	£1319.76	£62.13	£1491.12	£46.54	£1675.44

APR 29.9% WRITTEN QUOTATIONS AVAILABLE ON REQUEST  
\*After deposit paid

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TEL 0543 419999 FAX 0543 418079  
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## AFTER SALES AND SPECIALIST SERVICE

All products are guaranteed for 12 months. Some products carry a 12 months at home service and repair guarantee (where indicated). In the unlikely event that any product purchased from INDI arrives at your home faulty, we will collect from your home and replace the product completely free of charge.

As part of our policy of continual product development and refinement, we reserve the right to change specifications of products advertised. Please confirm current specifications at the time of ordering.

Prices are valid for month of publication only.

Hi,

Some of you have no doubt heard my **Radio 1** announcement that I'm off to the good old USA at the end of January 1994. After months of negotiations with my Bosses at the BBC I've landed the job of a lifetime as Radio 1's official West Coast correspondent. I'll be reporting live and Direct from Los Angeles and San Francisco with the odd Trip to New York thrown in for good measure. And so although I'll be living most of the year stateside I'm still going to be very much part of the Radio 1 network, and best of all I'm definitely going to keep you Indi customers updated with all the latest computer news as well as the up to the minute games releases in L.A. and the UK.

So as soon as I've finished working on my suntan I'll be busy on the keyboard, reporting to everyone at Indi as usual.

Keep watching this space.

Best wishes

J.B

*Jackie Brambles*



## AMIGA 1200/030 PROFESSIONAL PACK

"Approx 1.5 times faster than an A4000/030"

This is the ultimate power configuration, if your dream is to own the quickest A1200 ever then take a look at this specification:

\* Amiga 1200 \* 4Mb 32-bit Fast RAM (Expandable to an Amazing 128 Mb!!) \* Microbotics M1230 XA W/50MHZ MMU (Approx 1.5 times faster than an A4000/030!!) \* 12 Months "At Home Warranty" \* Choice of Hard Drive Capacities \* Optional 50MHZ 68882 FPU Maths Processor.

80 Mb Version Desktop Dynamite £889.99  
120 Mb Version Desktop Dynamite £929.99  
170 Mb Version Desktop Dynamite £959.99  
68882 50MHZ FPU £132.54



It's here - The new Amiga 4000/030

The NEW Amiga 4000/030 features a EC68030 processor running at an incredible 25Mhz, (upgradable later) The 4000/030 has a powerful 2 Mb of 32-bit RAM, expandable to 18 Mb using industry standard 32-bit Simms module. In line with the Amiga 4000/040 the 4000/030 features the AGA graphics chipset, giving you a massive pallet of 16.8 million colours. Without a doubt this is the best value A4000/030 configuration in the UK

**4000/030 80Mb HD £899.99**  
A full range of approved upgrades are available for the 4000/030, including additional memory modules, hard drives, FPU's (68881 & 68882) and the 24-bit Opal Vision graphics and video system

### Parnet Adaptor for CDTV

Connect a CDTV player to any Amiga, and access the world of CD-ROM software. The Parnet interface and software will allow the Amiga CDTV to be used as a CD-ROM drive with any Amiga and will give any Amiga owner access to the vast range of CDTV software currently available.

**£39.99**

## Amiga 1200 Microbotics Memory Expansion Boards and Accelerators

Do you want your Amiga 1200 to have more memory or to go faster by simply fitting a board into the external trapdoor? Microbotics have an extensive range of products with the immense benefit of 'Chipup' technology. Most boards have soldered chipsets which do not allow expansion beyond your initial purchase. Microbotics products allow you to add extra memory as your computing skills grow and new software arrives demanding even more memory.

### Memory Expansion Boards

Speed	4Mb	8Mb
14 Mhz	£247.99	£447.99
25 Mhz	£307.99	£517.99
50 Mhz	£377.99	£577.99

### Accelerator Boards

Speed	4Mb	8Mb
40Mhz	£365.99	£595.99
50 Mhz	£475.99	£709.99



## AMIGA CD<sup>32</sup>

Plus the latest Hot CD software titles



If you are considering a console with compromise. The new Amiga CD32 leading edge technology, it's faster with more colours and has superior graphics to any other console on the market. As if that's not enough it's also cheaper and with the promise of full motion video next year it's the hot product

**ONLY £289.99**  
with 5 great titles

### CD<sup>32</sup> PACK

OSCAR, DIGGERS, WING COMMANDER AND DANGEROUS STREETS PLUS INDI EXCLUSIVE FREE LEMMINGS

Amiga CD <sup>32</sup> Software Title	Price
Alfred Chicken	£75.99
D Generation	£75.99
Pinball Frenzy	£32.99
James Pond 2 RoboBros	£29.99
Whales Voyage	£29.99
Overkill - Lunar C	£29.99
Zool	£29.99
Morph	£29.99
Sensible Soccer	£24.99

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Far too often Jackie Brambles receives letters from customers who are finding it difficult to obtain a refund from an advertiser that has promised to supply but hasn't.

To give you the confidence to purchase INDI has joined the DMA a very important Independent Authority that demands the highest possible standards from its members. DMA members agree to abide by the British Code of Advertising Practice and to subscribe to the Advertising Standards Board of finance (ASBOF) Ltd. The DMA Symbol is your guarantee signifying to the customer the truly professional edge of the industry.



The DMA Symbol.

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**CREDIT AVAILABLE ON 6,12, 18, 24, 36 MONTHS.**

**WHY NOT RING NOW FOR A QUOTE. SAME DAY RESPONSE.**

**LATEST AMIGA 1200 TITLES DISCOUNT PRICES**

	RRP	INDI
<b>Jridium 2</b>	£25.99	£23.30
Classic Shoot 'em up		
<b>Ice 2</b>	£29.99	£27.40
Legendary space adventure		
<b>Syndicate</b>	£34.99	£31.99
A quest for total domination in a world of tomorrow		
<b>Alien Breed 2</b>	£29.99	£27.40
Space age shoot 'em up		
<b>Flashback</b>	£30.99	£28.40
Travel back in time to discover your darkest secrets		
<b>Desert Strike</b>	£29.99	£27.40
Command an attack chopper and fly where none have flown before		
<b>1 Grand Prix</b>	£34.99	£31.99
Test your nerves in this ultimate racing game		
<b>Civilisation</b>	£34.99	£31.99
Play God and build your own civilisation		
<b>Premier Manager 2</b>	£25.99	£22.99
Create a winning football team to win the football league		



**2 Hot to Handle**  
4 Great Action Classics  
\* Golden Axe \* Super Off Road \* Total Recall \* Shadow Warrior  
**Amiga £13.99**  
AS00/A600



**Triple Action 3**  
\* Titus the Fox \* Ghostbuster II \* Targhan  
**£13.99 Amiga**  
AS00/A600



**Football Crazy Pack**  
3 Great Soccer Classics \* Kick off 2 \* The Final Whistle \* Player Manager's  
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**Triple Action 4**  
Will really keep you on the edge of your seat  
\* Blues Brothers \* Sultan \* Maya  
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**Triple Action 5**  
\* Crazy Cars \* Grand Prix Master \* Battletech  
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Indi have carefully selected these educational titles as the best in their particular area. All educational software is offered at special discount prices

<b>Noddy's Big Adventure</b> (3 - 7yrs)	£17.49
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<b>ADI Junior Read</b> (6 - 7 yrs)	£14.49
<b>ADI Junior Count</b> (6 - 7 yrs)	£14.49
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<b>ADI English</b> (13 - 14 yrs)	£16.99

**EXPORT ENQUIRIES**

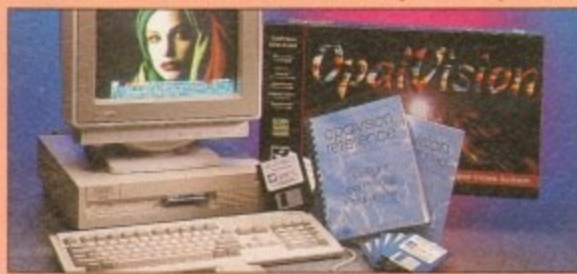
Did you know that Indi regularly deliver throughout the world? Fax or Telephone us for an immediate response. Immediate price quote. Delivery anywhere in the World in an average 5 days door to door. Very competitive delivery rates. VAT free export invoices. Includes free insurance. Traceable airway bill reference details. Local telephone contact in your country.

**Export Numbers**

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**YOUR IMAGINATION IS THE ONLY FRONTIER**

The NEW OPAL VISION system (Rev.2)



The amazing OpalVision 24-bit graphics board and software suite has been updated and is now even better value for money.

Now includes full magic wand implementation and Alpha Channel that allows photo compositing with selectable levels on a pixel by pixel basis. The new Chrominance effect allows absolute, real time control of image contrast, brilliance and re-mapping of colours. - offering real time play back of animations created by ray tracers, landscape generators, morphers and all other 24-Bit software. Display OpalVision graphics anytime with key combinations. "Quite simply, it's a spectacular product - Amiga Computing" "Undoubtedly the finest, most professional paint program to arrive on the Amiga" - Amiga Format "Professional quality at this Price can't be turned away" - Amiga User International "The verdict was unanimous - brilliant" - Amiga Shopper

**£349.99**

**MORPH PLUS**

You've seen Michael Jackson's video, you've seen the television adverts using the latest techniques in morphing, now now you can create the same results but at a fraction of the cost. Morph Plus is the latest and the ultimate in this technology. Whether you are a professional artist or just want to experiment at home Morph Plus is a must.

**INDI PRICE £189.99**

**DELUXE PAINT IV AGA**

Combines powerful tools with an intuitive interface so both professionals and beginners alike can get superb results quickly. New enhancements to the software include the ability to paint and animate in 4696 colours in the Amiga's HAM (Hold and Modify) mode. New animation features also include metamorphosis allowing you to change one image into another. You determine the number of frames and DPaint IV does the rest.

**INDI PRICE £81.99**

**ART DEPARTMENT PROFESSIONAL**

The ultimate in image processing providing many key benefits to Amiga users working with pictures. With ADPro you can read, write and convert between most common image file formats with unmatched flexibility. Full support for JPEG image makes it possible to maintain an image library in full 24-bit colour without needing massive hard drive storage. Typically a 600 Kb image can be compressed down to 40 Kb!!

**INDI PRICE £132.99**

**REAL 3D V2**

is a full featured 3D animation, modelling and rendering program. With Real 3D V2 you can produce high quality images and animations of three dimensional models with an astounding level of realism. Imagine creating an animation that shows a handful of balls bounce down a flight of stairs to the bottom. Gravity, collision, deflection and the elasticity of the balls are all automatically calculated by the program!

**INDI PRICE £299.99**

**VIDEO DIRECTOR**

With Video Director, anyone with an Amiga, a camcorder and a VCR can quickly and easily catalogue and edit the best moments from their video tapes. Video Director is extremely easy to use, you can actually control your camcorder and VCR from your Amiga screen. Video Director comes with everything you need to get started. The hardware to control your camcorder and VCR is included

**INDI PRICE £119.99**

\*Camcorder must have LANC or Control L compatible port. Professional software is imported and sometimes subject to delay. Confirm delivery at time of order.

**ROMBO AUDIO VISUAL MEGAMIX**

Low cost, hi spec digital effects cartridge plugs into the printer port of the Amiga. Allows stereo sampling from almost any musical source.  
**INDI PRICE £29.99**



**TAKE 2.** Animation package is a must for computer artists and enthusiasts of all ages. As used in Rolf Harris Cartoon Club.  
**INDI PRICE £37.99**



**VIDI AMIGA 12.** The ultimate low cost colour digitiser for the Amiga. "The best value full colour digitiser on the market" AMIGA FORMAT.  
**INDI PRICE £74.99**



**AMIGA PROFESSIONAL PRODUCTS**

**ROMBO VIDI AMIGA 12 (RT).** Based on the best selling Vidi Amiga 12. This all new version offers real time colour capture from any video source. Full AGA chipset support as standard for all A1200 / 4000 users.  
**INDI PRICE £129.99**

**ROMBO VIDI AMIGA 24 (RT).** For the more serious user, this 24-bit version will again capture from from any video source with true photo realistic images! A staggering 16.7 million colours can be utilised with incredible results. Full AGA chipset support.  
**INDI PRICE £219.99**

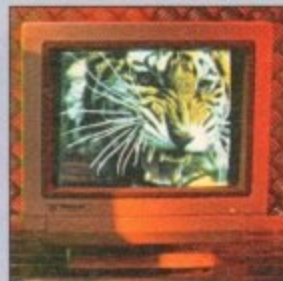
**ROCTEC ROGEN PLUS.** As above but with extra features such as tinting and signal inversion. Allows for real time editing of graphics. Compatible with all Amigas.  
**INDI PRICE £129.99**

**ROCTEC ROCKEY.** The ultimate accessory for Amiga / Video fans. Separate RGB controls to chroma key on any colour.  
**INDI PRICE £249.99**

**COMMODORES NEW DUAL SYNC MONITOR**

**1942 MONITOR**

This new monitor has been specially designed for the New Amiga 1200 and 4000 computers in order for you to enjoy their fantastic graphics to the full. The 1942 Monitor features built in stereo speakers



**£349.99**

**SHARP MONITOR / TV**

The Superb Sharp 14" Monitor / TV provides a real alternative to a Commodore Monitor with full function remote control 39 channel electronic auto search tuning, digital on screen display and 1.5 watt mpo audio output, all you need to know is the **Low, Low Indi Price.** So, unless you need High resolution graphics look no further, the Sharp Monitor / TV is the product for you complete with connectivity cable and including 12 Months Warranty



**£169.99**

**COMMODORE MPS 1230 PRINTER**

A high quality 9-pin printer with paper and tractor feed and is fully compatible with Epsom FX80 and IBM Industry standards. High speed 120 CPS draft mode and an NLQ mode of 24 CPS.



**£99.99**

**Indi Added Value Free**  
**D - Print** - Design greetings cards, letters and posters.  
**Amiga Logo** - Educational and programming language.

**2MB SMARTCARD.** The original and still the only fully PCMCIA compatible memory card for A600/ A1200. Comes with lifetime guarantee. Beware of cheap imitations.  
**INDI PRICE £109.99**



**4MB SMARTCARD.** Same as above but maximum 4MB.  
**INDI PRICE £159.99**



**1084S MONITOR**

Commodore's original and best selling colour stereo monitor. DOES NOT INCLUDE STAND. (£179.99 if purchased with A600 / A1200 / A1500)

**£189.99**



**ZAPPO EXTERNAL FLOPPY**

You've seen all the reviews on this popular and affordable second Amiga drive. Compatible with all Amigas.

**£49.99**

Quality: 9 out of 10. Exceptional value for money.  
**AMIGA COMPUTING JAN 93**

**NEW LOW PRICE IDE INTERNAL HARD DRIVES**

Indi can now offer top quality 2.5" Internal Hard Drives for the Amiga 600 and 1200 at unbeatable prices. All drives come complete with a cable and installation software.

80Mb	2.5" Internal HD's	£179.99
120Mb	2.5" Internal HD's	£200.99
170Mb	2.5" Internal HD's	£239.99

**ZAPPY GIFT PACK**

A great value pack for all Amiga 600 and 1200 owners:  
\* ZAPSAC Rucksack and ZAPPO Multi-coloured T-shirt  
\* Commodore disk wallet \* Python Microswitched Joystick \* Mousemat \* 3 Great Games - International Sports Challenge \* Paratroop 90 \* Cool Croc Twins  
**£29.99**

**ZAPPO 601**  
Trapdoor upgrade for the A600. 1Mb with RTC  
**INDI PRICE £49.99**  
**ZAPPO 601 INC**  
As above only 512K, no clock  
**INDI PRICE £29.99**



**98.7% of Indi Deliveries arrive next day**  
(Official Securicor Statistics)

**TEL: 0543 419 999 FAX: 0543 418 079**



**TERMS AVAILABLE OVER 6, 12, 24, & 36 MONTHS SUBJECT TO STATUS.**  
**WHY NOT RING FOR A QUOTE. SAMEDAY RESPONSE. (SEE EXAMPLE)**



# Panasonic Quiet Colour Printing

We researched the colour printer market at great depth to find a colour printer good enough to cope with Amiga's powerful output, yet at an affordable price. We found the perfect printer in the and KX - P2123 quiet printer. We then considered that if you were going to buy a Panasonic printer you would probably need a quality word processing package to use with it. We found that too, with 'Wordworth' yet at a retail price of £129.99 we thought that might be a little too expensive on top of your printer purchase! So together with Panasonic we decided to give a copy of 'Wordworth' free with every Panasonic printer. Of course you might be the fortunate owner of a Desktop Dynamite Pack or maybe the idea of word processing isn't for you. Once again Indi have the solution with the alternative of two great games. How's that for added value?

## Panasonic KX - P2123



- The new high performance Panasonic KX - P2123 24 pin. Quiet colour printer offers leading edge quiet printing technology at an affordable price
- \* **Fast Printing Speeds** 192 CPS draft, 64 CPS LQ and 32 SLQ.
- \* **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta, black)
- \* **Quiet Printing** Super quiet 43.5 - 46 dBA sound level (most matrix printers are typically in excess of 60 dBA)
- \* **7 Resident Fonts** Over 152,000 type styles using Super LQ, Courier Prestige, Bold PS, Roman, Script, and Sans Serif Fonts.
- \* **24PIN Diamond** Printhead High performance and high quality output
- \* **1 Year Warranty** for total peace of mind.

**£219.99**

### FREE WORD PROCESSING OPTION

**\*WORDWORTH AGA COMPLETELY FREE!**  
**WITH PANASONIC QUIET PRINTERS.** The writers choice. The ultimate word processor for AMIGA computers. Wordworth is undoubtedly the ultimate word / document processor for the full range of AMIGA computers. The graphical nature of WORDWORTH makes producing documents faster and easier, with the enhanced printing fonts (including full Panasonic KX - P2123 colour printing support), Collins spell checker and thesaurus, no other word processor comes close. "Without doubt this is one of the best document processors for the AMIGA, Today" (Amiga Format) **NORMAL RRP £129.99 inc. VAT**

## INDI ALTERNATIVE FREE GAMES OPTION

### FRONTIER ELITE II

**New Game**  
 You may choose from many different roles from explorer to assassin, from stockbroker to trader. Battle with pirates across a galaxy of different worlds, trade or smuggle goods or become a pirate yourself. The goals to aim for are endless, the game is completely open ended.



**£29.99**

**FREE OPTION**

"The ultimate in space adventure frontier is the important step forward for games this decade" - CU Amiga 97%

### BATMAN RETURNS



**New Game**  
 A massive 7 disk program, from the first film simulation vastly different to the console version with vivid scenes straight from the hit movie. Batman has returned in style.

**£29.99**

**FREE OPTION**

**New Hot Title, indicated delivery 20 December**

# Panasonic LASER PRINTER

## KX - P4410 LASER PRINTER



**WORDWORTH AGA COMPLETELY FREE WITH PANASONIC LASER PRINTERS.** The writers choice. The ultimate word processor for AMIGA computers **NORMAL RRP £129.99 inc VAT**

## KX - P4430 LASER PRINTER



Once again INDI have joined together with Panasonic to offer all Amiga owners the most outstanding Laser Printer offer ever. We are now able to offer high quality, professional laser printing at affordable prices. We are also giving away a copy of Wordworth with every Panasonic Laser Printer purchased (RRP £129.99). Whether you are looking for a laser printer to handle word processing, DTP, presentation or complex graphic applications - the Panasonic range offers you the power to meet your requirements.

- KXP - 4410**
- \* 5 pages per minute
  - \* 28 resident fonts
  - \* Optional 2nd input bin (total printer capacity 2 x 200 sheets)
  - \* Low running costs
  - \* Parallel interface
  - \* Optional memory expansion to 4.5 Mb (0.5 as standard)
  - \* HP laserjet II Emulation

**SAVE £50**

**INDI 320002**  
**NEW LOW PRICES!**

**£499.99** inc. VAT

**WORDWORTH AGA COMPLETELY FREE WITH LASER PRINTERS**



- KXP - 4430**
- \* Satinprint (optimum resolution technology)\*
  - \* 5 Pages per minute
  - \* HP Laserjet III Emulation, PCL 5
  - \* 8 Scalable fonts & 28 bitmap functions
  - \* Optional 2nd input bin (total printer capacity 2 x 200 sheets)
  - \* Optional memory expansion to 5.0 Mb (1 Mb as standard)

**SAVE £50**

**INDI 320003**  
**NEW LOW PRICES!**

**£649.99** inc. VAT

\*Satinprinters use optimum resolution technology to produce truly outstanding print quality. This software technique smooths away traditional jagged edges on curved characters and lines by varying the printed dot size.  
**WORDWORTH AGA COMPLETELY FREE WITH LASER PRINTERS**

# Panasonic PRINTER ACCESSORIES



- 1) PANASONIC AUTOMATIC SHEET FEEDER**  
Automatic sheet feeder for KXP 2180/ KXP 2123 holds 80 A4 sheets. **INDI PRICE £89.99**
- 2) PRINT DUST COVER**  
Specially tailored quality dust cover for Panasonic KXP 2180/ KXP 2123 printer. **INDI PRICE £8.99**
- 3) PRINTER STAND**  
2 piece printer stand. **INDI PRICE £9.99**
- 4) PAPER PACK**  
500 sheets quality A4 paper. **INDI PRICE £9.99**
- 5) CONTINUOUS PAPER**  
2000 sheets 1 part listing paper. **INDI PRICE £19.99**
- 6) PARALLEL PRINTER CABLE**  
To be used when connecting Amiga to Panasonic printers. **INDI PRICE £8.99** (£5.99 if purchased with a printer)
- 7) PANASONIC COLOUR RIBBON**  
Colour ribbon for KXP 2180/ KXP 2123. **INDI PRICE £18.99**
- 8) PANASONIC BLACK RIBBON**  
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- PACK 2 PANASONIC RIBBON PACK**  
Contains 2 black and 4 colour ribbons for KXP 2180/ KXP 2123. RRP £99.99. **INDI PRICE £69.99 SAVE £30!!!**
- PACK 3 PANASONIC DELUXE ACCESSORY PACK**  
Contains automatic sheet feeder, 2 black ribbons, 2 colour ribbons, 1 dust cover, 2 piece printer stand. RRP £169.99 **INDI PRICE £139.99 SAVE £30**

Add £2.50 carriage to all printer accessories or combinations thereof

**TEL: 0543 419 999 FAX: 0543 418 079**



# FREE 2 CLASSIC GAMES

**EXPLOSIVE  
DESKTOP  
DYNAMITE DEAL  
FROM INDI!!**

THIS MUST BE THE BEST VALUE DEAL EVER AND NOT SURPRISINGLY IT'S INDI THAT SHOWS THE WAY. THE GREAT VALUE **DESKTOP DYNAMITE PACK** WITH OVER **£300** OF **FREE** SOFTWARE **PLUS** 2 NEW CULT GAMES **PLUS** A NEW LOW LOW PRICE

## NEW DESKTOP DYNAMITE PACK



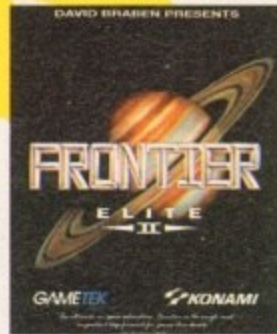
### AMIGA 1200 STANDARD FEATURES.

\*68020 Processor \*PCMCIA Slot \*2MB Chip RAM \*3.5" Internal Drive \*AA Chipset \*Built in TV modulator \*Alpha numeric keypad \*12 Months at home maintenance.

### FREE

\* Wordworth AGA \* Print Manager \* Deluxe Paint IV AGA \* Oscar AGA \* Dennis The Menace AGA

**£339.99**  
With 2 great  
Free Games



### FRONTIER ELITE II

#### NEW GAME

You may choose from many different roles from explorer to assassin, from stockbroker to trader. Battle with pirates across a galaxy of different worlds, trade or smuggle goods or become a pirate yourself. The goals to aim for are endless, the game is completely open ended. **£29.99 FREE**

### BATMAN RETURNS

#### NEW GAME

A massive 7 disk program, the first true film simulation vastly different to the console version with vivid scenes straight from the hit movie. Batman has returned in style. **£29.99 FREE**



New Hot Title, indicated delivery 20th December

## NEW DESKTOP DYNAMITE H.D PACKS

- 80 Mb Hard Drive Pack **£509.99**
- 120 Mb Hard Drive Pack **£559.99**
- 170 Mb Hard Drive Pack **£599.99**
- 12 Months At Home Warranty from ICL

## DeskTop Dynamite / Panasonic Colour Printer Pack

The superb Desktop Dynamite Pack

**PLUS**

The Best Selling Panasonic KXP 2123 Quiet 24-pin Colour Printer.

**PLUS**

Two new cult games from Gametek Frontier Elite II and Batman Returns

**£529.99**

**SAVE  
££££'s**

### WARNING

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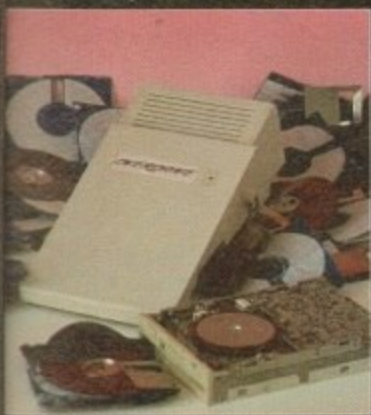
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# REDEMPTION



## OVERDRIVE 35

These external hard drives come in an ABS box styled to match the Amiga A1200. They plug in via the PCMCIA slot and include an external PSU so as not to invalidate your Commodore warranty. Ultra fast

transfer rates of up to 2Mb/sec. Full 1 year warranty, all the software needed to mount and configure the drive is included.

130Mb version - £299	340Mb version - £449
200Mb version - £349	426Mb version - £549
250Mb version - £399	540Mb version - £699

## A1200 UPGRADES

### GVP SCSI/RAM BOARD

This board is user fittable via the trapdoor expansion slot of the A1200. It has slots for up to 8Mb of 32bit RAM, a maths co-pro and includes a SCSI interface as standard.

0Mb / NO FPU	£179.00
4Mb RAM/33MHz FPU	£349.00
SCSI CABLE KIT	£ 59.00

### GVP A1230 BOARD

Another quality trapdoor expansion for the A1200. It features a 68030 processor as standard and has slots for a maths co-pro and up to 8Mb of 32bit RAM.

0Mb / NO FPU	£269.00
4Mb RAM/40MHz FPU	£439.00

### GVP ACCESSORIES

33MHz 68882 FPU	£ 99.00
40MHz 68882 FPU	£129.00
1Mb 32bit RAM	£ 64.00
4Mb 32bit RAM	£153.00

### DKB RAM BOARD

This budget expansion board fits via the trapdoor. It has 2x32bit SIMM sockets for up to 8Mb of memory, a 16MHz 68881 FPU, and a battery backed clock fitted as standard.

DKB with 0Mb RAM/68881	£ 99.00
DKB with 1Mb RAM/68881	£129.00
DKB with 4Mb RAM/68881	£229.00

## IDE INTERNAL HARD DRIVE KITS

These kits come complete with screws, instructions and all the software necessary to prep and configure the drive.

40Mb - £139	60Mb - £119	80Mb - £179
120Mb - £279	209Mb - £399	

## A4000 UPGRADES

### PHOTON (FOR A4000/030)

This board will transform an Amiga A4000/030 into a fully fledged 040. It features a 040 CPU module with a MMU and a built-in FPU running at 25MHz.

PHOTON UPGRADE £699

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HELLFIRE UPGRADE £299

### DKB 128

The DKB 128 is a 0 wait state memory expansion board for the A4000 series. It has slots for up to 128Mb of 32bit RAM using SIMMS of any size. It is a true ZORRO 3 card which makes for a very fast board.

DKB BOARD (BLANK) £269 (See chips for memory)

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40MHz 68882 FPU + CRYSTAL	£129.00

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**NEXT  
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Unearth all there is to know about virtual reality, past, present and future as Adam Phillips explores the undiscovered country within the mind of the machine. Turn to page 32 now!

## Competition



Colin Curly makes an appearance offering ten copies of Push Over and five copies of One Step Beyond to the winners of this great game competition **page 98**

## Subscriptions

Don't miss AC ever again and gain a few freebies in the process. **Page 122**





# Merry Christmas from HiSoft



Silsoe Village Scene by Gordon Chambers, typeset by Leaside Graphics, Luton.

It's that time of year again, frosty mornings, roaring log fires, red noses ... and all those presents to buy.



We know how difficult Christmas buying decisions can be so, to make life just a little easier, we've come up with some splendid gifts for the Amiga lover in your household, at bargain prices.

From programming languages to real-time video digitisers, we have something that should appeal to any discerning Amiga enthusiast who wants to get the most out his Amiga computer during the festive season.

To take advantage of these bargain buys just call us on 0525 718181, armed with your credit/debit card details, or write to us enclosing a cheque or postal order. We will despatch goods within 5 working days or, for an extra £5 postage, the same day on a 24 hour delivery, right up to Christmas. Please quote reference AMX938 when ordering.

## Languages

<b>Power BASIC Ver 1 - AmigaBASIC compatible compiler</b>	<b>£20*</b>
<b>HiSoft Devpac Ver 3 - latest 680x0 assembler/debugger</b>	<b>£55</b>
<b>HighSpeed Pascal - a complete Turbo Pascal 5 compatible compiler/editor system</b>	<b>£70</b>
<b>TurboText - programmer's editor</b>	<b>£50</b>

## Books

<b>Mastering Amiga Assembler</b>	<b>£20</b>
<b>Mastering AmigaDOS 3 A-Z Reference</b>	<b>£18</b>
<b>Mastering Amiga Printers</b>	<b>£16</b>
<b>Mastering Amiga AMOS</b>	<b>£16</b>
<b>680x0 Assembler Programmer's Reference</b>	<b>£10</b>

## Business

<b>K-Spread 2 / K-Data Pack - combined spreadsheet, database package</b>	<b>£25</b>
<b>Personal Finance Manager Plus - integrated home accounts</b>	<b>£15</b>
<b>SBase 4 Personal - superb relational database</b>	<b>£99</b>
<b>SBase 4 Professional - the best</b>	<b>£199</b>

## Music/Video

<b>Megalosound - new 8-bit stereo direct-to-disk sampler</b>	<b>£29</b>
<b>VideoMaster AGA/RGB - new A600/A1200 real-time video &amp; colour image capture package</b>	<b>£99</b>
<b>Clarity 16 - high-quality, 16-bit stereo sound sampler</b>	<b>£99</b>
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# NEWS

by John Butters

## CBM operating costs slashed

COMMODORE have substantially slashed their operating costs, but continue to lose money - \$356 million in financial year 1993 and \$9.7 million in the first quarter of the current financial year.

A statement at the end of last year's report says the firm's financial position and operating results raise substantial doubts about their ability to continue as a going concern.

Another says the company were trying to work out new credit terms with suppliers that had restricted credit but there was no assurance such arrangements could be made.

The loss was blamed on intensely competitive pricing pressure and economic softness in all their major markets, inventory write-downs, restructuring costs and discontinuation of the PC line.

The shortfall wiped out shareholders' equity, which slumped from \$325 million on June 30, 1992 to a deficit of \$53.2 million on June 30, 1993.

Details of the firm's first quarter 1994 results were given with the 1993 figures. They showed that during the three months ending September 30, Commodore lost a



Gould:  
Addressing  
financial  
difficulties

further \$9.7 million. This was down from \$18.8 million in the corresponding period in 1992, as were sales from \$158.6 million in 1992 to \$82.6 million.

Recently the company have been cutting their costs around the world, with several European offices now closed and their after sales support controlled from Germany.

The benefits of these savings are now starting to be seen, with the operating expenses being slashed in the first

quarter to \$13.7 million from \$39.5 million in the same period during 1993.

The first quarter loss gave Commodore a negative equity of \$61.2 million, and no updates were given to their end of year footnotes.

"Clearly the financial performance for the fiscal year was extremely unsatisfactory," said Commodore chairman Irving Gould.

"The company have addressed their current financial difficulties by restructuring their business in a number of ways including eliminating unprofitable product lines.

"These actions have resulted in improved operating performance enabling substantial narrowing of the operating loss for the quarter ended September 30, 1993."

In Britain Commodore's joint managing director Colin Proudfoot said that although the company are in a weak financial position they will continue spending on the Amiga's future.

"It is essential to keep the product range up to date and development is continuing as a priority," he said.

Proudfoot added that the firm are confident that the success of CD32 will give the firm a second quarter profit.

## Amiga-bashing video dropped

ACORN have voluntarily dropped an Amiga-bashing Archimedes home computer video promotion after Commodore instigated legal action to prevent its distribution.

The tape was produced by the Cambridge-based manufacturer and was billed as a beginner's guide to using home computers in the office and classroom.

The Home Computer Minefield had been available through reply coupons and telephone numbers advertised in national newspapers.

Commodore had earlier obtained a temporary High Court injunction stopping further copies being sent out, and now intend to take the case to trial unless there is an out of court settlement.

Sources close to the firm say that although the video has been withdrawn,

the company will seek costs to cover management time spent dealing with the dispute.

They argue the tape gave a misleading impression of the Amiga, and claim it was made merely used as a means of knocking the performance of six competitor machines.

The firm say it implied their computers are only suitable for games and cannot handle more serious applications as shown in the video.

In court they produced a long list taken from a current computer magazine showing graphics, education, desktop publishing and accounts software for the A1200.

Acorn were unavailable for comment at press time but we understand a replacement video is due from the firm within the next few weeks.



Archimedes: Acorn video  
dropped after CBM object

## Buyers' new bundle of fun

A BUNDLE containing four award-winning games from the past year will soon be offered to people buying Amigas from independent computer dealers. The Chaos pack has been put together by trade distributor SDL and contains the titles Chaos Engine, Syndicate, Nick Faldo's Golf and Pinball Fantasies.

Most dealers buying stock from SDL are expected to give their customers the pack with machines bought at the computer's recommended retail price. "We have created a pack that dealers can offer their customers with Amigas," said SDL spokesman Andy Leaning.

"It features the four best games of 1993 and is undoubtedly the best Amiga games pack so far."



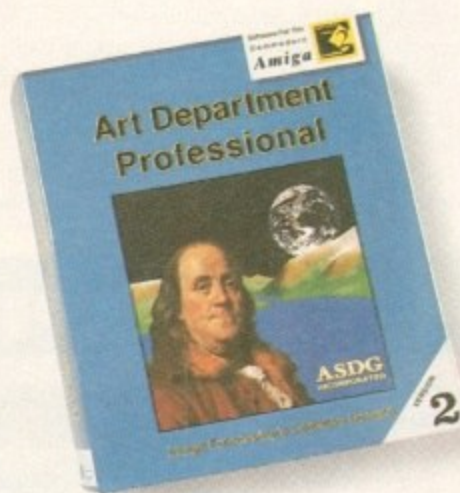
# Tell Our Art Department To Work Weekends



You have a deadline coming up, and the pressure is really on. So relax. Go on a picnic. **Art Department Professional (ADPro)** is working the weekend.

**ADPro's** comprehensive ARexx interface allows you to convert formats, animate, image process, grab video, record on film and more, even while you're not there.

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which otherwise couldn't be done at all.

Every aspect of **ADPro**, including its advanced image processing features, ability to read and write many image file formats, and control different types of color input and output devices, can be accessed from easy-to-write ARexx programs.

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## News Briefs

### Subscription changes

THE publisher of the Amiga enthusiasts' newsletter *Access Amiga* say that cheques for subscriptions and memberships should now be made payable to Weekend Developments Limited.

Rates for subscription are: One issue £1.75, six issues £10.50 and 12 issues £19. Orders should be sent to the firm at PO Box 208, Folkestone CT19 5EZ.

### Photo images

PHOTO-realistic images of landscapes and sunsets are now available as 32,256 and Ham8 images for use with Amigas.

Each volume contains three or four disks and costs £6.95 from Weekend Developments at PO Box 208, Folkestone CT19 5EZ.

### Finding space

A SOLUTION to the problem of insufficient disk storage space is Disk Expander, a new package which as its name suggest aims to double the capacity of floppy and hard disks.

Bedford-based Power Computing (0234 843388) have been given the rights for its worldwide distribution, and will be selling the software for £29.95.

### Repairs at home

RETAIL distributor ZCL have joined forces with ICL to give a year's home warranty for A600 and A1200 owners with internal hard disk drives.

The service will be offered through independent dealers, Calculus Stores and Indi and will solve the problem of hard drive upgrades invalidating Commodore's warranty.

ICL will add free of charge a further year's home warranty to any existing warranty that the Amiga 600 or A1200 might have.

### Dot matrix prices cut

PRINTER giant Epson have cut the price on 11 of their dot matrix models by up to 16 per cent in a bid to increase the firm's sales lead in the 9 and 24-pin market.



ImageFX: Extra image manipulation and creation features

### More effects in ImageFX

GRAPHICS package ImageFX has just been improved to give Amiga owners a range of new image creation and manipulation features.

The Great Valley Products' software features drawing and painting in real time, and loader and saver modules allowing it to save and load files from a selection of other applications.

Several special effects are possible and it gives direct control of scanners, frame grabbers and 24-bit boards. GVP's CineMorph is included to give morphing ability.

New in v1.5 is MAGIC, a system that allows applications to share images in memory to reduce memory overhead when multitasking several graphics programs.

The program gives faster operation, especially in virtual memory handling, and there are preview displays in a range of resolutions.

A macro system automatically creates ARexx scripts from macro recording, eliminating the need for programming ARexx scripts for batch operations.

It is supplied in Britain by Silica Systems (081-309 1111). Existing users can upgrade for £29.95 and the cost for newcomers is £199.

### Brit firm in ProDAD link

PRODAD software, upgrades and technical support are now available in Britain from computer consultancy firm BVCC (081-567 4623).

The London-based company will sell Amiga software including Digital and video effects program Adorage 2, and the new animation processing package clariSSA.

clariSSA will enable users to create animations in ANIM5 format or as SSA from single frames rendered by software such as Imagine.

Once converted to SSA format, the firm claim animations can be manipulated in several ways, made more colourful and run about 1.5 times faster than ANIM5 sequences.

BVCC boss Ben Vost told *Amiga Computing* that ProDAD asked his company to distribute the software because he had become familiar with the packages when writing their manuals.

Adorage 2 and clariSSA cost £79.95 each.

## Scalable fonts from Seikosha's new printer

SEIKOSHA'S latest colour 24-pin dot matrix printer is claimed to print scalable fonts with variable heights and precise graphic output.

The SL96 has a maximum resolution of 360 x 360 dots per inch and a speed of 240 characters per second in Draft mode. The letter quality print speed is 84cps. It contains eight bitmap fonts and two scalable fonts which can be printed at between 8 and 32 point, and has a 42k memory.

Single sheets and fan fold paper can be used for output and a paper tray can be fitted to give automatic single-sheet feeding. An optional sheet feeder is also available.

Epson emulation is included and buyers can request an optional Amiga driver. The SL96 Colour has a recommended retail price of £292 and colour ribbons can be bought for £11. Its one-year return to base warranty can be upgraded to a year's on-site warranty for £11.



SL96: Features scalable fonts and precise graphics

## Going faster with A1200

EXTRA speed is now available to A1200 owners with the aid of Great Valley Products' new A1230-II.

The trapdoor expansion fits into the computer giving a 50MHz 68030 processor with memory management unit, up to 32Mb of memory and an optional maths co-processor.

A DMA Peripheral Port (DPP) allows data to be transferred between plug-in devices and the memory of the computer without processor intervention, resulting in faster operation.

The DPP will enable users to plug in further expansion card and three such upgrades will be launched by GVP soon for owners of the A1230-II.

### UMATCHED

The first will be the A1291 SCSI Kit Performance II, which the American developer claims will give "unmatched SCSI performance".

The hardware module and SCSI device driver can achieve transfer rates of 4.2Mb per second, and uses the latest in SCSI termination technology - Active Termination.

This is claimed to avoid the traditional hassles of SCSI termination and resistor packs. Other products will allow the Amiga to perform 16-bit direct to disk sound sampling and real-time video frame grabbing.

"The A1230-II is the ideal Amiga 1200 upgrade for users wanting the best performance or expandability," said Silica spokesman Andy Leaning.

"In a single card, the A1230-II allows users to boost the power of their A1200 while also allowing them to expand their system with a range of unique upgrades."

Supplied without memory, the board costs £379 from Silica Systems (081-309 1111).



# Weekend comms prices slashed

MODEM users are set to benefit from cheaper telephone calls just announced by BT.

A three-minute call to anywhere in the country outside the caller's local area will cost 10p at anytime during weekends, and the firm have promised more cost-cutting is on the way.

Within the next year the telecoms giant will launch a scheme to allow customers to nominate regularly called numbers for which they will get automatic discount on calls made.

And there will be improvements to Option

15 which gives residential customers a discount of up to ten per cent on all their calls in return for an up front quarterly charge of £4.

"A year ago we launched the first of our special offers - the Sunday Special - and followed that with a series of offers on international and local calls," said BT boss Michael Hopher.

"Since then we've listened to what our customers have been telling us and they like special offers that cut the cost of calls, particularly at weekends."



Comms: BT price cuts bring weekend gains

## Diary dates

January 12-15, 1994

BETT '94

Venue: National Hall, Olympia

Organiser: EMAP

(071-404 4844)

Britain's leading IT exhibition for the education market.

April 10-12, 1994

European Computer Trade Show

Venue: Business Design Centre, London

Organiser: Blenheim On-line

(081-742 2828)

Europe's largest trade show for the computer and video games industry.

September 20-25, 1994

Live '94

Venue: Earls Court

Organiser: News International

(071-782 6893)

Commodore have already pledged their support for this large consumer electronics show.

October 26-30, 1994

Future Entertainment Show

Venue: Earls Court II

Organiser: Future Exhibitions

(0225 442244)

The biggest public show for computer and video games players.

## Overseas

March 16-23, 1994

CeBIT 94

Venue: Hanover, Germany

Organiser: Deutsche Messe

(010 49 511 890)

Europe's premier information technology show often used by Commodore for the launch of new hardware.

## Amiga advice over the phone

A CONSULTANCY firm has just been set up for people who need up-to-the-minute information and support for serious Amiga software and hardware.

BVCC is run by the former technical manager of Micro-Pace UK, Ben Vost, who says the service offered is similar to that seen in the PC and Apple Macintosh markets.

A range of services are offered: telephone advice, scanning, translation, public domain distribution, face-to-face tuition and software and hardware recommendations.

The telephone support service is open between 10am and 10pm and gives information on 3D modelling, graphics, video, desktop publishing and other productivity software.

### ANSWERS

The firm can say whether hardware will be compatible with users' existing peripherals, and if they don't know the answer to a question BVCC will try to find the information within a day.

Photographs up to 6in x 4in can be scanned by the firm at in a range of formats at 24-bit, and if the picture is to be used in a 16-colour Windows environment the palette will be correct.

Manuals and documentation for French and German products can be translated and even reprinted if required, and face-to-face tuition is available for first timers.

Courses on specific elements of Amiga computing such as desktop publishing are also run.

The cost of phone advice is between £5 and £6 per 15 minutes or part of, and others prices can be requested from the firm by telephoning 081-567 4623

## Government act on child porn

PORNOGRAPHERS holding simulated indecent images of children on computer disk could face prison under new legal provisions just announced by the Government.

The move follows a recent case where pornographic pictures of women were scanned and modified to make their bodies appear more child-like.

Children's heads were superimposed onto the images to produce convincing "child pornography" of photographic quality.

Although it has not been tested in court, the Government believe that because the images were simulated and not actual photographs, the existing law might not cover them.

The new measures will be included in forthcoming criminal justice law. They will give courts the power to impose jail sentences of up to three months, a £5,000 fine, or both for possessing such material. Traders will face up to three years in prison.

"We must send the clearest possible signal to pornographers that their activities will not be tolerated," said Home Secretary Michael Howard.

"It's vital to take tough measures at the outset if we are to succeed in stamping out this vile trade."

## Games makers agree on ratings

EUROPE'S games makers have agreed overwhelmingly to introduce voluntary video-type classification on all floppy disk, compact disc and cartridge-based software.

The move is intended to help improve the image of computer and video games, following a year of media concerns over their effects on health and society.

Games publishers will fill out rating assessment forms which ask whether their programs contain certain types of graphics material and which of four ratings they think should be given.

The titles will then be sent to the Video Standards Council where the final decision will be made. Among other things they will be looking for extreme violence and sexual content.

The four ratings will be up to 10 years old, 11 to 14 years old, 15 to 17 years old and over 18s.

Although retailers will still be able to sell products to children younger than those for which the game is recommended, worried parents will be able to see the guidelines.

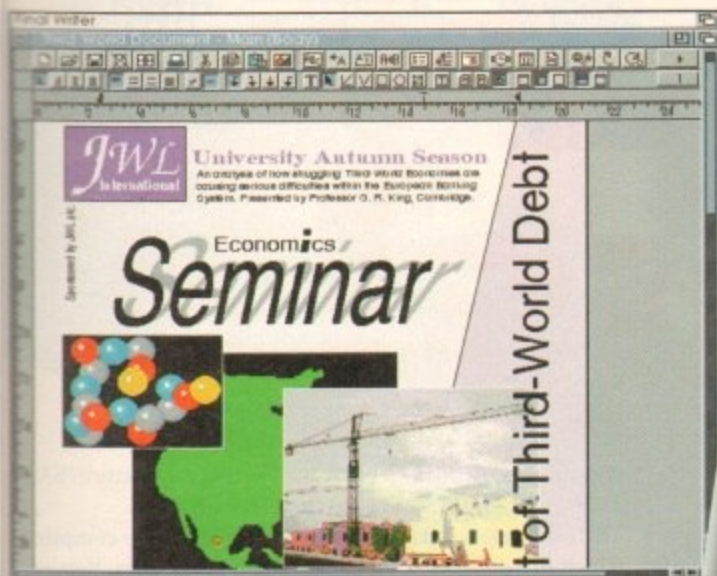
ELSPA's general secretary Roger Bennett said members who release titles without sending them for classification could face a ban from the association.

## REM with FMV?

ACCORDING to sources close to Commodore the firm will package the CD32 Full Motion Video module with a disc containing hits from pop group REM. It is expected to cost £199.



# You can't use Software this Powerful, and produce Documents this Good...

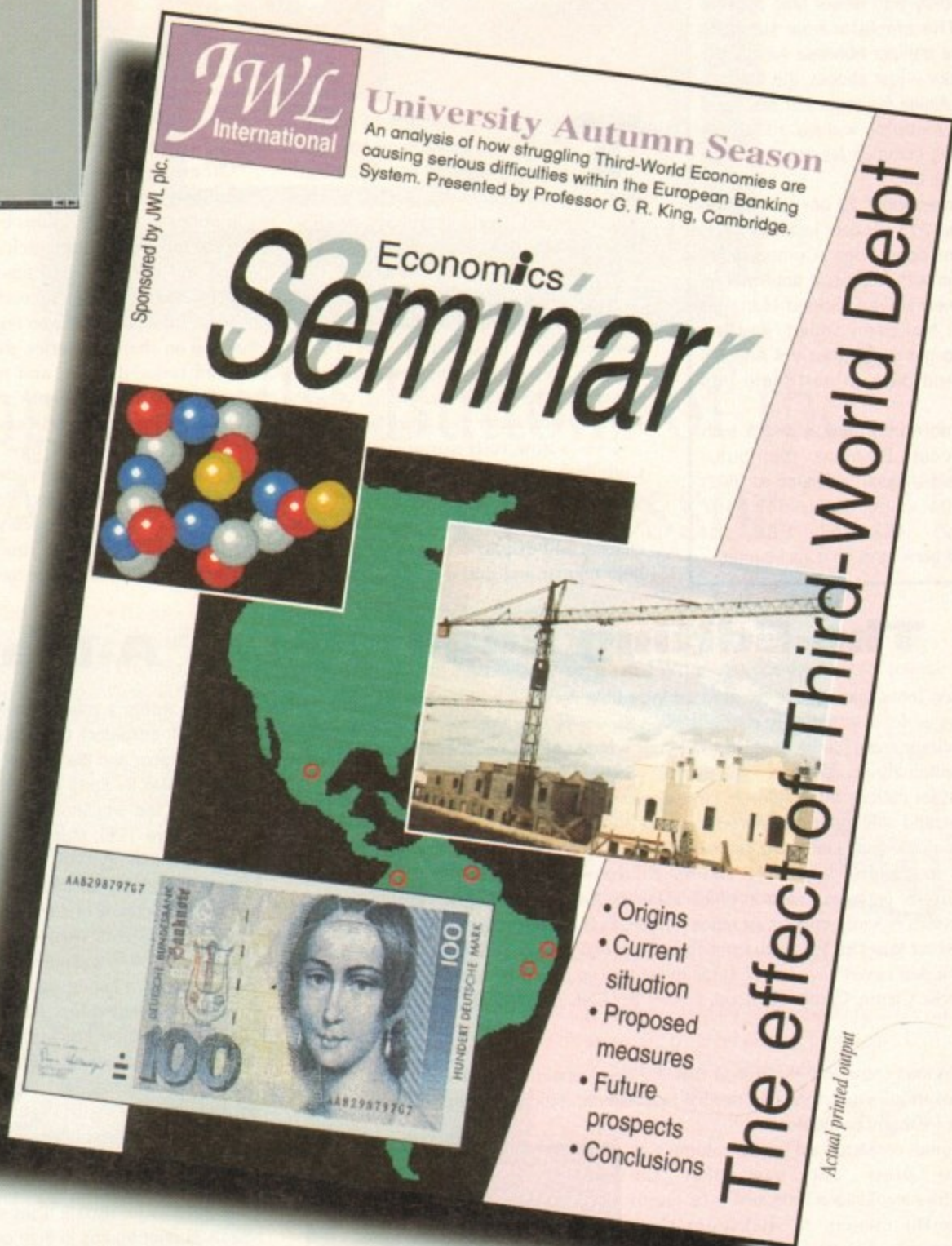


Unless, you buy an expensive PC or Macintosh™,  
a high priced Colour PostScript™ Laser Printer,  
and a complex, costly Desk Top Publishing Package...

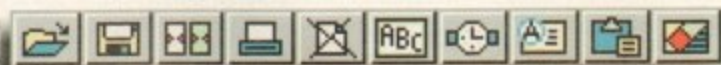
If you're looking for a quality Word Processor/Publisher that performs as well as this, you may well start by searching through PC and Apple™ Macintosh™ software catalogues.

Even then though, you probably won't find a program that will combine the very best in Word Processing *and...* easy to use integrated DTP type facilities.

You certainly can't find software for your Amiga that's capable of all this...



## ...or Can You?





## Redux revisited

The development of Emplant's Macintosh emulation module steams on. With Emplant 3.2, which should be available about the time you read this, nearly all the planned features will be in the program, which should free Utilities Unlimited to get rolling on getting the IBM emulation module out the door.

The biggest improvement is that the emulator now acts like a "32-bit clean" Macintosh, which means you can use almost all of your Amiga's memory with the emulation, and expect increased compatibility with newer Mac applications. The emulator now supports direct file transfer between Amiga and Mac disks - just choose the file in a Mac or Amiga file requester and send it over; modules will be added for translating common file formats, such as PICT to IFF.

It is now about 20 per cent faster, and about 215 per cent faster for floating-point operations. Compatibility problems with Microsoft applications have been solved, Sound Manager support has been added, and UU hopes to get support for the Amiga's serial and parallel ports into this version.

For more information check with your local Emplant distributor or contact Utilities Unlimited at (602) 680-9004 voice; (602) 543-6407 fax; (602) 453-9767 BBS, or j.drew2@genie.geis.com via Internet.

Top marks for an improved language release, and news of two competing Apple emulation systems in this month's Stateside report from Denny Atkin



# C plus!

The premier development system for the Amiga (Commodore use it for AmigaDOS) now has a real plus - two of them, actually. The newly released SAS/C Development System v6.5 now includes not only a top-of-the-line C-language compiler, but C++ as well.

If you haven't used C++, it's an object-oriented version of the C language that helps tame the obscurity level of C a bit. This release a huge improvement over the company's old C++ compiler, which was marketed under the Lattice label.

C++ is now fully supported by the CodeProbe debugger, so you can now display C++ auto, static, and extern variables; display members of C++ classes, and display C++ source code in both regular and mixed modes. Now it's

like using a real C++ compiler instead of an add-on for a C compiler.

Other enhancements include a brand-new profiler, SPROF, which helps you optimise your programs by showing you the number of times each function is called and the amount of time spend in each function, including subroutines.

SPROF not only works on regular tasks, but also on shared libraries, dynamically created tasks, devices, and nearly any other kind of AmigaDOS task.

This will come in particularly handy since v6.5 has several new features, including startup modules, designed to make writing devices easier. SMFIND is a new Workbench utility which will search for particular strings in your projects. Utilities are included to ease conversion of

files from earlier versions of Lattice/SAS C, and even from Manx Aztec C.

As in previous updates, the compiler now produces better, faster code. Version 6.5 ships with the AmigaDOS 3.1 include files and link libraries. There are over 300 new pages of documentation, bringing the reference material up to an astonishing 1,500+ pages. There's now also over 1.3Mb of on-line documentation. The package requires 1Mb of RAM and two floppies for the C language (more memory and a hard drive are recommended), and 4Mb of RAM and a hard drive for C++ programming.

For more information, contact SAS Institute, SAS Campus Drive, Cary, NC 27513; phone (919) 677-8000, extension 7001.

## The Editing Edge

Texas-based Inovatronics have released an incredible new text editor called Edge. This easy-to-use editor is completely configurable - the entire user interface, from menus to keyboard commands, can be changed to fit your whims. ARexx macros can be written or recorded automatically. You can open multiple windows with different views on the same file - great for cutting and pasting in large documents. It supports all screen modes and resolutions, and will open on public screens.

It has multiple-level Undo and Redo, limited only by memory. The editor features blazing speed in scrolling, formatting, and search/replace operations. The on-line help is unmatched - the entire manual is available using the AmigaGuide help system.

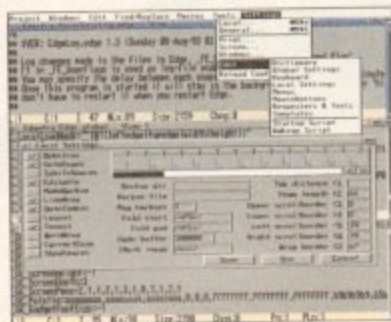
Inovatronics recently opened an office in the UK, but this product was so impressive (the first editor to get me to switch from TurboText) that I felt it deserved a mention.

And you don't even have to call Texas to get info on it: Just contact Inovatronics, Unit 11, Enterprise Centre, Cranborne Road, Potters Bar EN6 3DQ. Tel: 0707 662861, fax: 0707 660992.

● In a previous column, I mentioned that the new version of CanDo required you to contact Inovatronics to get the files needed to distribute standalone applications, and that a licensing fee might be involved.

Inovatronics contacted me as this column was going to press and said that the necessary files would soon be available on-line to allow CanDo owners to distribute their applications without contacting Inovatronics first. The company does request, however, that you send them a copy of any application you create and distribute with the program.

*INOvAtronics give you the edge when editing*



## A-Max gets colour

Nobody wants a black-and-white TV any more, so who wants a black-and-white Macintosh emulator? Canada's ReadySoft have updated their A-Max Mac emulator to support colour and the newest releases of Apple's operating system. A-Max IV is based on the A-Max II+ Zorro II board, so you'll need an Amiga with slots to use it.

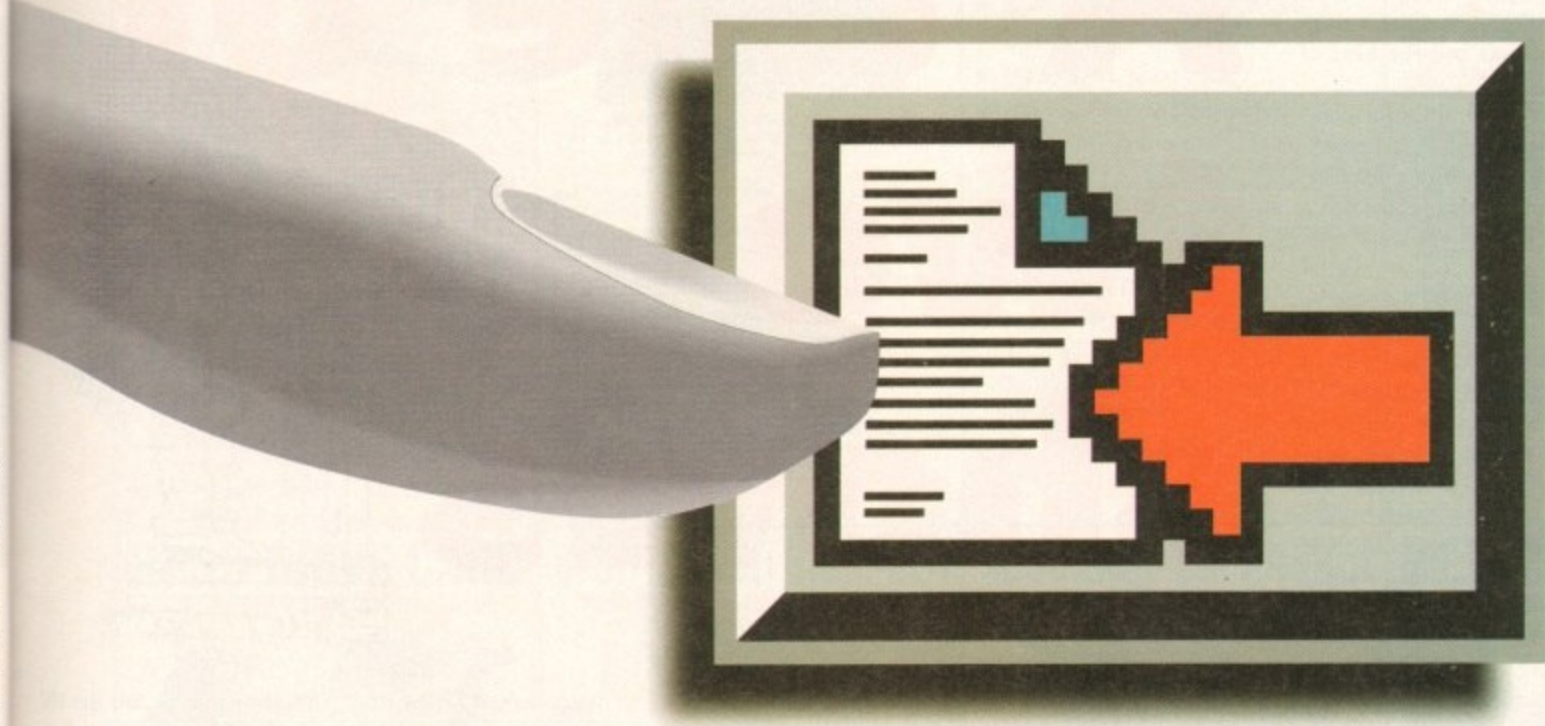
Among the emulator's features are support for Apple's System 7.0 or later using inexpensive 128k Mac Plus ROM chips; full colour support (16 colours on ECS machines, 256 on AGA, and true 24-bit with Picasso II, Retina, EGS, and some other boards); support for multiple display devices if you have an add-on graphics card; auto-scroll screens of any size; and stereo sound support and Apple SuperDrive emulation. It's a full 32-bit clean emulation that supports up to 2Gb of RAM. Like previous versions of A-Max, this emulator supports using the Amiga's serial and parallel ports on the Mac side. As a bonus, you can save ImageWriter 9-pin and 24-pin output to IFF files, making transferring Mac printouts to Amiga applications a snap. You can also cut and paste date between the Mac clipboard and the Amiga clipboard device.

Unlike earlier versions of the A-Max software, this update multitasks with Amiga software and uses standard AmigaDOS device drivers to access hard drives - no more need for custom .AMHD files. Stock A1500 and A2000 owners will need to upgrade their systems, as the emulator requires at least a 68020 processor, AmigaDOS 2.1 or later, and 2MB of free RAM; you'll also need Mac System 7.0 or higher on the Macintosh side. Pricing is pretty steep at the retail level: The board retails for \$509.95; A-Max II owners pay \$119.95 for update disks and chips; A-Max cartridge owners can get the board for \$249.95 after trading in their cartridge; and owners of "other" Mac emulators (read that as "Emplant") can trade in their board and get A-Max IV for \$279.95. Interestingly, Emplant developer Jim Drew has claimed on various on-line networks that A-Max IV violates software patents he has on Emplant, and that he will attempt to get a restraining order to prevent A-Max IV from being shipped out of Canada.

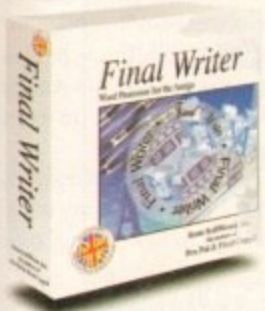
For information, contact ReadySoft, 30 Wertheim Court, Suite 2, Richmond Hill, Ontario, Canada L4B 1B9; call (419) 731-4175 or fax (419) 764-8867.



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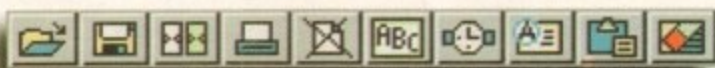
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**T**hough doubters and cynics in the industry have of late begun to mutter ominously about the future of the Amiga market, the people whose opinions really matter – the buying public – have continued to show a great deal of optimism and faith in the machine. Two recent Amiga shows are all the evidence one needs for that.

Cologne, hosting the World of Commodore show from November 5 to 7, has always been an important venue for Commodore events, and this year's effort was no different. Dozens of developers and manufacturers turned up to join the box shifters, and the best of European engineering went on display.

Peripherals being developed by several German and European companies included high speed digital broadcast cards based on Jpeg technology, Mpeg players, PCMCIA fax modem cards, accelerators, and even a transputer card. Video applications were as usual well represented, and the number of stands running digital movies from hard drive was matched only by the number of smiling new Elite 2 owners.

Surrounding all this showy behaviour was a determined crowd of punters with bulging wallets and an eye for an upgrade. The buying frenzy reached such epic proportions at some stands that wobbly trolleyloads of replacement A4000s had to be wheeled up to replenish stocks once the machine had sold out.

By midday on Saturday, the height of the show, there was a 200-yard queue outside the cavernous hall and the security guards were forced to close the doors and send people out by another exit until things calmed down.

The milling crowds of waiting German enthusiasts were reduced to cheering throatily for the lucky few who were allowed to pass through in dribs and drabs.

With so much interest in the Amiga, such a frenzied burst of spending, and the healthy display of top notch Amiga add-ons we saw while at the show, it is clear that we still have a vibrant machine in a strong market.

The leisure market may be suffering from PC and console competition combined with the games industry's determinedly gloomy view of the Amiga, but the productivity and videography industries are doing very nicely.

The UK side of the same coin presents an interesting contrast. At a recent sizeable show in London, the emphasis was on the entertainment industry as a whole rather than the Amiga, and the consoles were the most obvious force.

A 40-foot high helium-filled Sonic hovered menacingly over everyone at the show in a sort of symbolic gesture of the truth about Sega hype: neat presentation, but mostly hot air.

Little that was new was on show, but the assembled public seemed to be having a wail of a time, and there much more of an atmosphere of fun than at the German show. Games and playing them were the predominant themes and nothing the odd technical demonstration

The Amiga is alive and well and living in Europe, as the latest Amiga shows have proved

# A tale of two shows



could do was able to dispel the atmosphere. As usual, the good old British box shifters were there in numbers, and more than a few happy customers could be found taking advantage of special show prices, so although there was a disappointing lack of high-end stuff (relegated to an oasis around the Commodore stand), there was still a positive message.

Had we visited just the London show and missed out on Cologne, the impression of a slowly declining Amiga would have been overpowering. As it was, we were able to conclude that in the face of the stiffest competition imaginable, the Amiga is still jumping off the shelf and into the hands of enthusiasts all over Europe.

The UK industry's over-concentration on the games side of the Amiga leads many in this country to make pessimistic predictions about the machine, ignoring as they do the Amiga's other talents.

No-one has properly surveyed the video and multimedia industries to calculate exactly what sort of market share the Amiga has there, but if the 52 Amigas used in the production of *Jurassic Park* are anything to go by, there's plenty of room left for expansion.

We enjoyed a huge boom in the low end of the Amiga market while its prowess as the best games machine was

unchallenged. These days, with the consoles and the PC making a determined thrust in the leisure area and so much development now concentrated on CD-ROM, the Amiga is fortunate in having a solid image in other areas.

As the games side of the Amiga changes, evolving towards AGA games and, hopefully, CD32 in the coming year, it is difficult to predict how the market will develop.

Some in the UK games industry are certain that the Amiga has had its time, mostly through the inevitable move from floppies to CD discs, but as the Amiga has made a bold move into CD-ROM with CD32, can we share this pessimism?

We must wait and see what the UK software houses make of CD32, but at least the signs are that the Amiga will continue as a strong independent platform even without a leading stake in the games industry.

The evidence is on your TV set in the form *Babylon 5*, *Deep Space 9*, *SeaQuest DSV*, *Jurassic Park*, and many other examples of the Amiga's use as a cheap, effective videography tool.

You might miss this sort of involvement at a UK show, but take the wider European view and 1994 is going to be a much better year for the Amiga than many of our games-obsessed cynics would have you believe.

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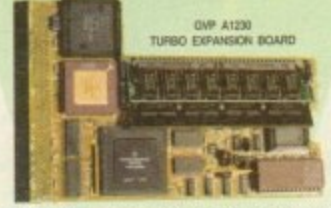
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## A500/600/CDTV

### STARTER PACK

A Must for new users!  
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A500+ and A600s come complete with mouse, modulator to connect to TV, or monitor lead as required, all cables, manuals, operating discs and utilities

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A600 SD 1MB	174.99	189.99	189.99	12 months return to base	Extra 1MB £35 + 2MB PCMCIA £109
A600 SD WILD, WEIRD AND WICKED	194.99	209.99	209.99	12 months return to base	Extra 1MB £35 + 2MB PCMCIA £109
A600 HD 20	269.99	284.99	284.99	12 months return to base	Extra 1MB £35 + 2MB PCMCIA £109
EPIC PACK PLUS	319.99	334.99	334.99	12 months return to base	Extra 1MB £35 + 2MB PCMCIA £109
A600 HD 80	365.99	379.99	379.99	12 months return to base	Extra 1MB £35 + 2MB PCMCIA £109
120	415.99	429.99	429.99	12 months return to base	Extra 1MB £35 + 2MB PCMCIA £109
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CBM 1940	269.99	269.99	269.99	1 year	Extra 1MB £35 + 2MB PCMCIA £109
Philips 8833 II T & SWIVEL E10	209.99	209.99	209.99	1 year	Extra 1MB £35 + 2MB PCMCIA £109
Star LC100C	149.99	159.99	159.99	1 year	Extra 1MB £35 + 2MB PCMCIA £109
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**A4000/30:** AGA Chip Set + 68030 processor, 68882 25/50 MHz co-processor option, 256,000 colours from 16.6M, scan doubling for flicker free display, Mouse, Amiga 3.5"/1.76 MB 3.5" drive, Hard Drive as below, Amiga DOS 3.0 system and utilities, **Next day on-site warranty**  
**A4000/40:** As above, but featuring the blistering 68040 processor, with full floating point facilities **NOT EC version**. UK models with on-site warranty. **NOT imports!**

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SIZE MB	E70	VERSION	
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120	1039	1915	ADD £80 + ADD £80 + ADD £80
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Floppy drive, Keyboard, Mouse CD<sup>32</sup> for A1200

## A1200

1200 2MB	269
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Extra 4MB + clock fitted **ADD £200**

**\*\*CBM APPROVED HARD DRIVES**  
Full legal installation/utility disc and documentation and come with CBM on-site warranty service.

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Hobbyte are famous for their packs, allowing you to choose what you want, whilst still benefitting from package deal savings. Remember, a bargain is only a bargain when you like what you get! So, if you aren't Wild, Weird or Wicked, Sleepwalker sends you to sleep, Space Ace leaves you feeling empty, Paratrooper does worse, if Basic basically isn't you, exercise your options and get real value for money from Hobbyte

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<b>MIDI Recording Studio &amp; MIDI Interface</b>		
<b>OR AmigaVision</b>		

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<b>Mouse mat</b>		
<b>Plus Microswitched Joystick, 80 cap. lockable disc box, Dust Cover</b>		

### HOT BUG GAMES PACK

The top-selling Hobbyte Hot List pack now includes the ultimate joystick!!!

	WITH AMIGA	ALONE
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Perfect for all Home Office needs

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Battleships classic board game  
Graemo Souness Soccer  
Neighbours  
Frankenstein + Captain Planet  
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Edd the Duck + Stack Up + Lemmings 92% AF  
Round the Bend + Fast Fighter  
Sporting Triangles  
World Cricket  
Bart Simpson  
Spiderman/Capt America + Arcade Trivia  
Xenon - C+VG Game of the Month  
Blade Warrior - A Power, AF, AA superb reviews  
Arnie  
**AWARD WINNERS**  
Space Ace, Kick Off, PipeMania, Pro (counts as 2)  
\* PARTICULARLY SUITABLE FOR CHILDREN (MAY NEED HELP) @ NOT A1200 COMPATIBLE TITLES MAY VARY

**STOP PRESS!** Desktop Dynamite AGA pack (see 1200 box) £69 with Amiga £79 alone

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<b>HARLEQUIN 32 BIT FRAMEWORK BOARD</b>			
• 16.7 million colour photo realistic display • real time 24 bit animation			
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H2000 2MB + Alpha	£999	*H4000 Plus	£1579
H3000 3MB + D/Buffer	£1099	FREE V Lab Framegrabber with Harlequin Plus	
H4000 4MB + Alpha + D/Buffer	£1279		
Genlock	£199	*Plus versions inc. Genlock, extra screen resolutions + modes, 4 Alpha Channel + more	

**AMAZING PRICE!**

PICASSO 24 BIT GRAPHICS CARD + FREE Personal Paint Card Line	£324.99
PICCOLO 24 BIT GRAPHICS CARD 16.7 million colours, on-board blitter, 1MB exp to 2MB video RAM, fully programmable resolution, double buffering + multiple screen + AREXX support. Supports leading graphics packages/applications. With FREE TV Point Inc	£379.99
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PEGGY MPEG VIDEO CARD 24 bit animations from disc or other storage devices and replay in real-time through the Amiga! Use integrated genlock to overlay Amiga graphics for sophisticated titling and special effects, to produce stunning promotional/training videos, or games with live video footage. Near SVHS quality, 16.7M colours, MPEG tools + library functions, 25 frames/sec playback. YC Output module for Peggy	£129.99
MPag encoder option for Peggy	£349.99
OPAL VISION (for 3000/4000) 24 bit board v2+ Opal Paint, Opal Presents, Opal Hotkey, Opal AminMATE	589.99
ALSO WITH IMAGINE SOFTWARE IF YOU HAVE PURCHASED OPALVISION, YOU MAY HAVE RECEIVED VOUCHERS AGAINST THE FOLLOWING NEW PRODUCTS, WHICH WILL BE ACCEPTED BY HOBBYTE IN PART PAYMENT	
Video Processor for Opal Vision WITH VOUCHERS	647.99
Video Suite for Opal Vision WITH VOUCHERS	647.99
Scan Rate Converter for OpalVision WITH VOUCHERS	647.99
Refina 24 bit graphics card + 1MB + VD Point	329.00
Refina 24 bit graphics card + 2MB + VD Point	395.00
Refina 24 bit graphics card + 4MB + VD Point	489.00
V Lab 24 bit real time digitiser 1200/600/500 ext	334.99
V Lab 24 bit real time digitiser 1500/3000/4000 int	289.99
V Lab 4000/3000 int SVHS	334.99

### EMULATION

G Gate 386sx 25MHz	386.99	386 Bridgeboard	199.99
GVP 286 for GVPiI +530	146.99	486 Bridgeboard	299.99
GVP 40/4 for 1500	945.99	Emplant	245.90
AT Once	214.99	Emplant Deluxe	339.90

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Epson GT 8000, 800dpi 24 bit A4 inc. Scan s/w	1099.90
Power Hand Scanner, 400 dpi, 64 Greyscale, Powerscan software	88.99
Power Hand Scanner as above, V3 for 1200/4000	104.99
OCR software for Power Scanner	48.50
Power Colour Hand Scanner	219.49
Sharp JX 100 A6 Scanner + scanlab s/w up to 18 bit	469.99
Summa Sketch II A4 with s/w/A3 Tablet Digitiser	359.99/529.99

### SOFTWARE

<b>GRAPHICS/CAD</b>		<b>TV Point 24</b>	249.90
Aladin 4D	213.99	TV Point Junior	179.99
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Art Dept. Prof Conversion	48.99	X CAD 3000	249.99
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Commarah at £24.99 (RRP 49.99)			
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Scala MM200 Supp. AGA	274.99		
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Sculpt Anim.4D	198.99		
Spectra Colour	57.99		
<b>SYMPATICA II</b>			
Do your animations slow down in real time? SII will turn them into smooth 25 frames/sec masterpieces. Also 24 bit Rotoscope video is frame accurately digitised, modified + re-recorded - inc deck controller h/ware			
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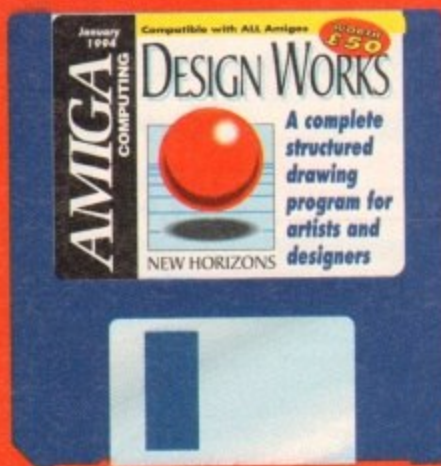
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With Design Works and Vidi Amiga, we bring you an artistic double act that's hard to beat

# the DISK SK

**D**esign Works is a structured drawing program, which means it works in a very different way to DPaint and the other bitmap art programs most users have at one time owned or used.

Instead of storing its drawings as a map of pixels, rigid and set once saved, Design Works uses mathematics to describe the curves, colours, and areas covered by the drawing.

The method has one huge advantage over bitmap art in that the drawing can be scaled, rotated, and reshaped without losing resolution and without the jagged edges ("jaggies" as they're known) which result from changing the size of a bitmap drawing.

When the images are printed, either from a word processor or DTP package or from Design Works itself, it is printed at the highest possible resolution, leading to crisp outlines and no jaggies.

Everything needed to run the program is present on your CoverDisk, including a fonts directory, and it is



easy to install Design Works on hard drive.

Simply boot from your normal system partition, put the Design Works disk in df0: and type the following commands:

```
MAKEDIR DHD:DESIGNWORKS
COPY DFD:#? TO DHD:DESIGNWORKS ALL
```

Now just double click on the Design Works icon on your hard drive and off we go. The directory you have created includes a directory with four fonts – System, Times, Helvetica, and Courier. If you do not have these fonts already,

copy them to your fonts directory using the command:

```
COPY DHD:DESIGNWORKS/FONTS/#? TO FONTS: ALL
```

Of course, DH0 has been taken as an example, but if you have a partition called Work or DH1, just replace DH0 with this drive name in the commands listed above.

Right, let's start the program by double clicking on the Design Works icon. There will be a delay while the program reads the fonts directory, then a window will open up showing a blank page superimposed by a grid, and three windows for the toolbox and current pen and fill colours.

If you have a copy of the ProWrite

# The

word processor, Design Works' interface will be familiar to you, but there should be few problems for those who haven't used a New Horizons package before as the usual hotkey commands do the usual things. Let's start with a sample document.

Select the Open option from the Project menu, then double click on the Sample Documents directory. There should be a number of examples in this

## Vidi Amiga 12(RT)

Author: Rombo

The Vidi Amiga software on this month's CoverDisk is the full release of Rombo's latest software for the Vidi Amiga range of digitisers, bundled with the Vidi Amiga 12/24 (RT) hardware, with full grabbing and save options enabled.

Users of the existing Vidi Amiga 12 hardware should be able to make use of this software with the hardware they already have and those without the hardware can use it to process images or take advantage of the offer we are running in this issue to buy Vidi Amiga 12 (RT) at a reduced price.

As usual, the 12(RT) software has been archived so that we can unpack it onto its own disk, and as soon as this is over users should boot from the resulting disk.

The software runs from Workbench and on appearing will offer a main screen with the four main sections and two preferences screens available via button controls. Most readers won't have the Vidi hardware and those that do won't need to be told how to use the grabbing screen, so let's go straight to the edit menu.

Click on the Load button at the bottom of the screen and

select Sean.ilbm from the file requester to load a digitised picture of Sean Connery. If you have a non-AGA Amiga, this Ham8 image will not be displayed, so load the test card image from the Vidi disk or choose a Ham file from your own art work. Now that we have some data to operate on, click on Edit to go to the edit screen.

Before any editing takes place we must convert the image into RGB data for 12(RT) to go to work, so choose GetRGB from the list of operations in the centre window. The command name will appear on a button to the right of the window and if we click on it the operation will be carried out.

### PROCESSING

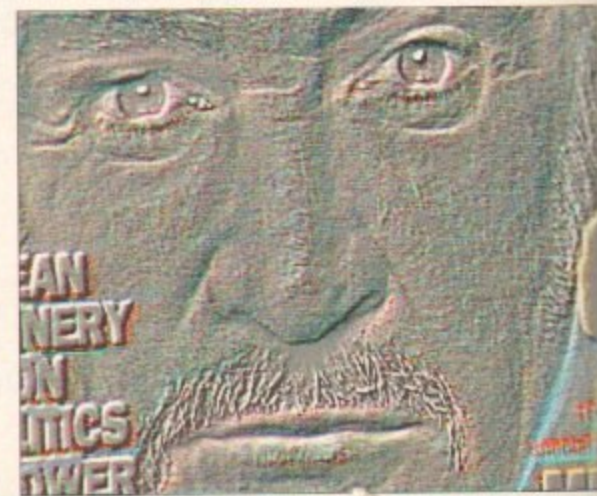
Once that's done, we can start to mess about. For complete fiddliness, using every one of the processing controls in a random order would give you an idea how they all work, but there are one or two more spectacular ones we can go straight to.

The first process we'll try is emboss, which will convert the picture to a grey scale relief map of Sean's fizz. There are no user-definable settings for this feature, so just click on Emboss and wait for Sean to be turned to stone. Take a

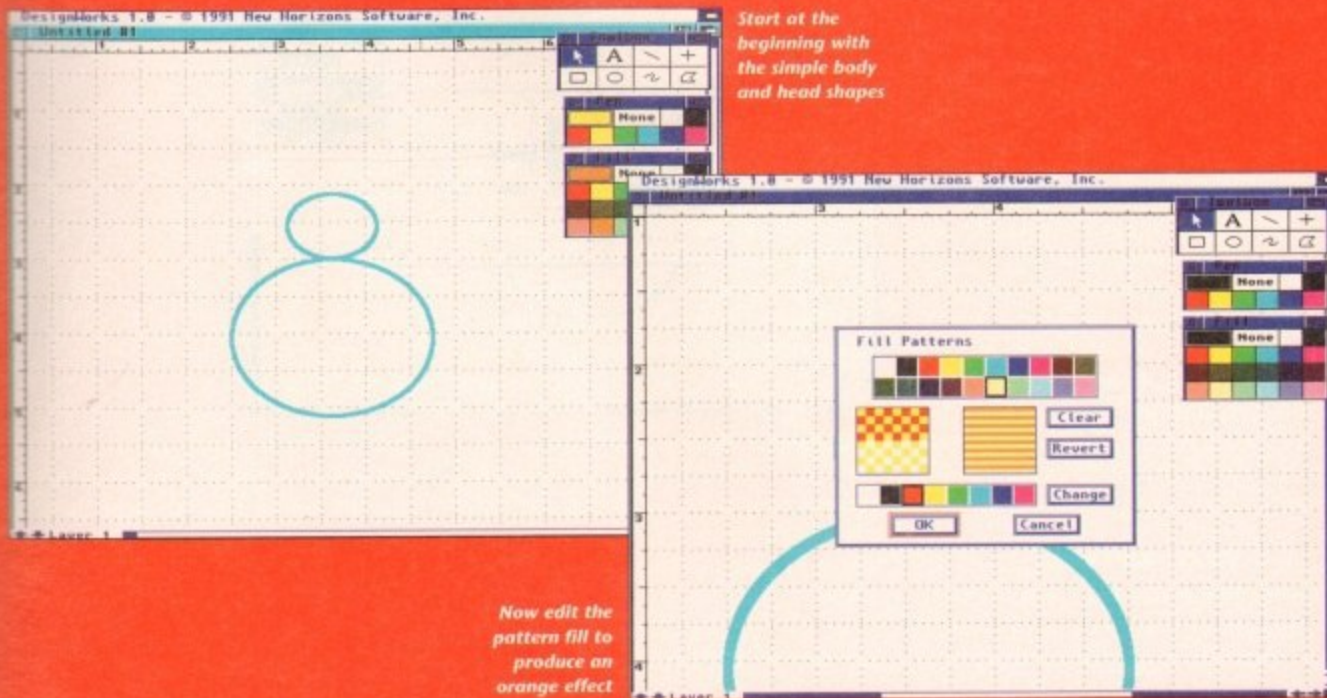
good look at the display and note that whiter areas appear higher and darker areas lower. Users can create very neat effects by loading DPaint IFFs and applying this or any of the other Edit features, so keep an eye open when using this software for opportunities where it might be useful.

Before any other operation is carried out, click on Undo for the image to be rapidly returned to normal. Vidi Amiga 12(RT) keeps a buffered copy of the original image to ensure that the user can experiment without constantly loading the image back in again.

At all times, the image's size and whether or not it has







Start at the beginning with the simple body and head shapes

Now edit the pattern fill to produce an orange effect

# destructure of art

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directory, so double click on the NH Logo file to load it up. This is a simple drawing of the New Horizons logo and we'll use it to show how structured drawings are put together.

Look at the toolbox window and you should see that the arrow icon is active. This means we are in object manipulation mode, and if you click on the logo itself, drag points should appear at its four corners. Keeping the

left mouse button down, drag the drawing around the screen and release the mouse button, then click on one of the four drag points and move it around. Notice how the pointer changes to a crosshair and we can alter the width and height of the drawing?

Move the drawing to one side and make sure it is more or less the same shape as it was imported, then click once on it with the left button to make it

active and select Ungroup from the Arrange menu. The ball in the middle of the logo should now have its own set of drag points. What we have done is to split the drawing down to its next most complex component parts, and we can now drag the ball around without affecting the rest of the drawing.

For now, drag the ball to the middle of the screen and use the Ungroup option again. If you have any problem

getting hold of the ball, click on an area of the background it is sitting on and select Move to back from the Arrange menu.

Once the ball object has been ungrouped you will notice that it was made up of the red ball, a spot high light, and an area of shadow, which were grouped together to give the impression of a 3D ball. You should by now have realised that a structured drawing is made up of many component drawings grouped together to form the whole and that any drawing can be edited by ungrouping it and re-arranging its parts.

How much easier is this than rubbing out a line or filled area in DPaint? Lots. Now select Close from the Project menu, don't bother saving changes to the drawing, and we'll draw a seasonal snowman.

Our snowman will be made up mostly of two white circles, one each

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been converted to RGB are displayed on the right, so there should be no confusion when working with a number of frames.

Go back to the main screen by clicking on the close gadget on the Edit screen's window and click on the Carousel button. This option enables the user to load a number of frames from an animation or sequence of digitised images and edit the order they appear.

Sequences can be played from here at varying frame rates, backwards or forwards, and frames can be moved to a new position in the sequence. For now there should be a

thumbnail representation of the image we have in memory, so click on it once then on the Del button to start with a fresh slate.

Now go back to the main screen and load our image twice (yes, twice!) and return to the Edit screen. We should have two images in memory, a fact which is reported in the bottom right hand corner of the screen.

Use the GetRGB option with both images, swapping between them using the slider control, then go back to frame one. Click on the Cut button and cut out an area of the image (use the eye if you have loaded the Sean picture),

then go to the second frame and click on paste.

You should now be able to paste the brush from the first frame into the second. If this doesn't happen it is probably because you've forgotten to GetRGB, so don't worry.

OK, we know how to load images, more than one if need be, use the processing tools on it, and cut/paste from one frame to another. The Carousel option now requires a bit more explanation.

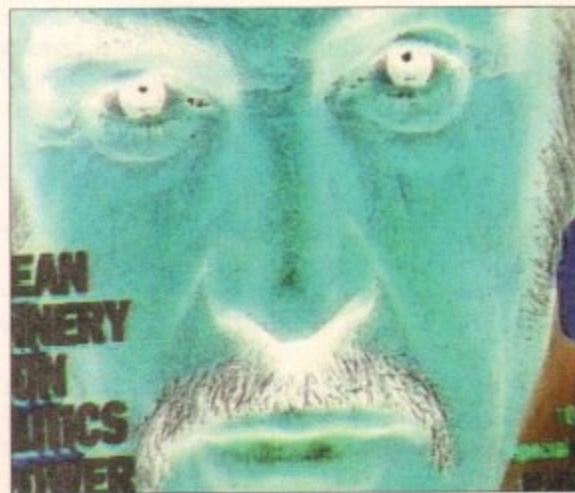
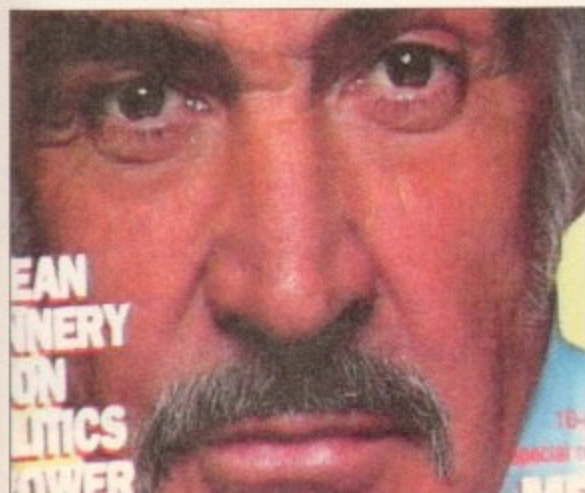
## THUMBNAILS

When we go back to the Carousel screen, both frames should be visible as greyscale thumbnails. Notice that they are much clearer now that the program has some RGB data to work with.

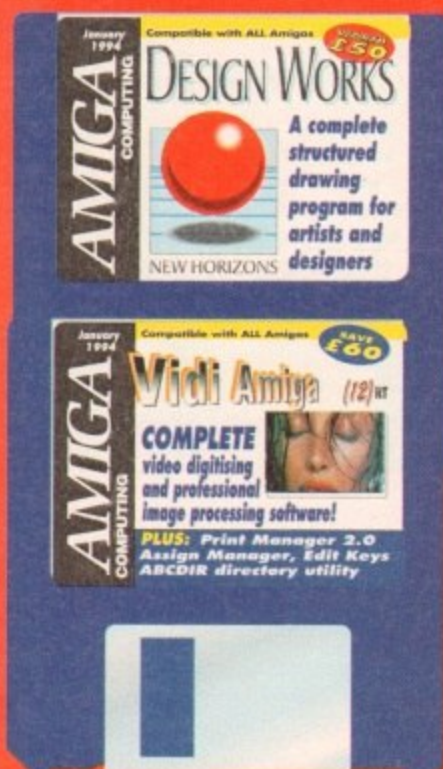
Starting from left to right we can see the program controls which enable us to jump to any other section, then a list of switchable file specification buttons, and finally a set of controls for editing and viewing a sequence.

The top button of the image specification controls can be used to toggle between two sets of images. Let's say we load a pure 24-bit file which the software will convert to a

Vidi's image processing tools can take an ordinary picture and do some far from ordinary things to it. Here Sean has been turned into a colour negative and embossed







size them using the drag points until they are in the rough shape of a snowman. You will have to click on the arrow icon once the circles have been drawn to put us back in manipulation mode.

Ensure that the head overlaps the body a little and use the Arrange menu to bring the head circle to the front of the drawing, then hold down the Shift key and click on both circles. This is called multiple selection and makes both objects active.

Next, choose Group from the arrange menu and we should now be able to move and re-size both circles as if they were one. For now, we don't want them grouped, so ungroup them

and we'll add some detail.

First of all, some facial features. Select black as both the pen and fill colour, then draw a circle which we'll use as an eye. Now click on the black circle and choose Duplicate from the Edit menu. We didn't have to do this in such a simple case, but when you need two objects to look exactly the same the easiest way is always to create one and then duplicate it.

Move the two eyes to the correct position on the snowman's head, and notice how they don't move with complete smoothness. That's because the default for Design Works is that objects should align themselves to the grid you see superimposed on the screen.

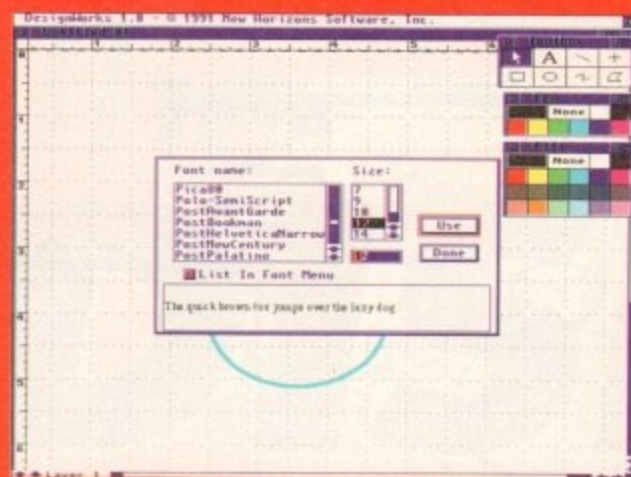
## THE GRID

This method is handy to ensure that objects line up correctly with each other but can be a pain when trying to precisely arrange small details. Select Grid snap from the Layout menu to turn this feature off, then place the eyes correctly and turn grid snap back on. Easy, eh?

Now for the nose. We'll need a carrot, but there is no orange colour on our fill window. Design Works uses eight colours on-screen (the maximum which can normally be produced by colour inkjet or dot matrix printers) and dithers them to produce the impression of more colours.

In this way, the program works in the same way as your printer and makes it more likely that what you see on screen is what you get on paper. We need therefore to make a pattern which will look like orange, and easy job of mixing red and yellow.

Select Fill patterns from the Layout



Use PostScript or CompuGraphic fonts with Design Works

menu and a window will appear with the current fill patterns in boxes. To change one, click on the light yellow pattern (fifth from the right on the bottom row) and it will pop up in the edit windows.

On the left is a close-up of the pattern and on the right is a representation of how it will look on-screen, so choose red from the selection of colours below the windows and fill in the white pixels with red. This will result in a red-yellow dither pattern which will look like orange. Click on OK once you're satisfied with this and make sure it is the current fill pattern by checking on the fill window.

To draw the nose, choose the closed polygon tool (extreme right, bottom row) and draw a triangle in roughly the shape of a carrot. Clicking on the first point to close the triangle will pop us back in manipulation mode, but if you want it is easier to draw two sides of the triangle and select Polygon...close from the Edit menu.

Now scale the triangle to the correct size and put it on the snowman's face. To finish the face, we need a mouth, so

use either a few black circles or draw a smile using one of the drawing techniques we've already explored, and slap a grin on our frozen friend.

If you want to do some detailed work on any of the elements, choose Enlarge from the Layout menu, and remember that the mouth can be made to go under the nose by bringing the nose to the front using the appropriate option from the Arrange menu. Once the mouth is in place, multiple select the eyes, nose, and mouth and group them together.

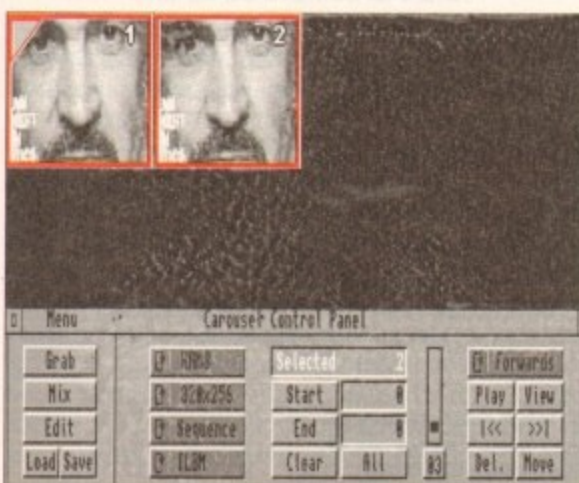
Next we'll make a scarf using the freehand drawing tool (second from the right, bottom row). Select red as the fill colour and black as the pen colour and draw a scarf around the snowman's neck.

When you've finished this drawing, a spline-based polygon will appear complete with drag handles which you can use to alter the shape of the polygon.

Use the Enlarge option for close control of the polygon if required, then draw the second part of the scarf hanging down from the snowman's

HAM image. We can't have that in the same sequence as a load of Ham8s, so Carousel starts another sequence off in memory.

Using the toggle button to swap between HAM and Ham8 will also swap between the HAM and Ham8 sequences. Next is the resolution button which does a similar job if there are two sequences with differing resolu-



The Carousel option is ideal for moving frames around

tions, a button to swap between single image settings and sequence, and finally the file format button.

Clicking on this reveals that we may load a variety of images, from TIFF to BMP to 24-bit, all of which will be converted to RGB and displayed for the user to work on. Vidi Amiga 12 (RT) is therefore extremely useful for those who might have images taken from PC or Mac, as the TIFF and BMP formats are used extensively on those machines.

The next set of controls enable us to set the start and end point of any sequence we'd like to view and is accompanied by a slider giving variable control over playback speed. If you have a fast enough Amiga, you should be able to achieve 20 frames per second or more.

## VIEW OPTIONS

On the far right, the last set of controls give the user the option to view a sequence backwards, forwards, or in ping-pong fashion, view a particular frame or play the whole sequence. You will also find the Del and Move buttons here.

These are most important because by using them it is possible to select a range of frames and either delete them or move them to another part of the sequence, one of Vidi's most powerful editing features. Mastery of these controls

and the technique of cutting and pasting frames is essential if you are to get the most from the software.

Everything else in the Vidi Amiga 12 (RT) program should be either easy to experiment with or to pick up as most of the features are self-explanatory. With a bit of practice, home video enthusiasts who take advantage of our special offer should be editing their own digital movies within days.



If you don't like the default grabs, just change the grabbing preferences



neck. This should go under the other part of the scarf, so make sure you use the backward/forward controls from the Arrange menu to achieve the desired effect before grouping the two together.

We now have a basic snowman to which we could add a hat, a couple of arms, and a broom, and we've used most of the basic drawing and editing tools to do so. At the moment, though, we would be advised to save the work done so far, and there are two ways of doing this.

One is to save the project as a Design Works document, a process which saves everything on the page, but we could also export the drawing as a clip for use in other programs. To do this, multiple select all elements of the drawing, group the whole lot together, and use the Export Pict option from the Project menu.

Now to add some text. Go to the Text menu and select the Font option, but don't let go of the mouse button yet. There should be a sub-menu with three fonts on offer and an option marked Other. Choose the Other

option and a list of the available fonts should appear. If you are booting from the Design Works floppy, you should be able to choose from four fonts with their various sizes, but if working from hard drive you should be able to select from any of your bitmap, CompuGraphic, or PostScript fonts.

Choose one you like and make sure the size is at least 24 points, then type an appropriate message below the snowman. If this were a New Year card, "Happy hogmany" would do just fine. Click on the arrow icon to finish entering text.

The text should appear as you type it just as if this were a word processor, and when you've finished it will be present as a text box. Now look at the text menu, which offers options to make the text bold, italics, or underlined, and from where we can control justification and spacing.

There are enough word processor-like features to give our text the look we want, and none of the features in this menu should need much introduction.

Note that justification is carried out

in relation to the text box rather than the text, and that if we choose centred text, it will be centred in the text box itself.

We can change the text colour using the pen colour window and the background colour using the fill window, so there are plenty of options to ensure the final result is just as we'd like.

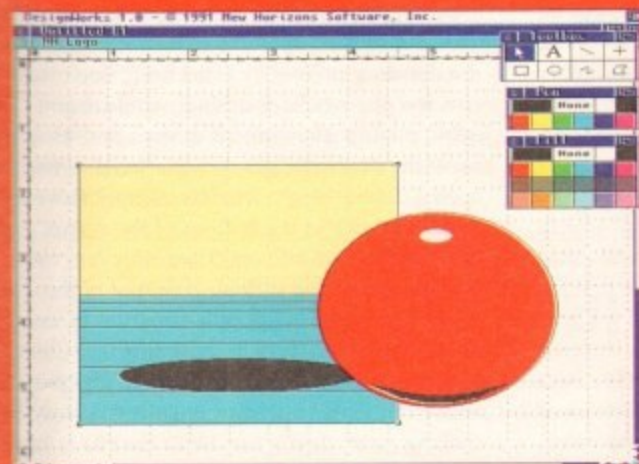
Finally, let's look at printing the drawing. As already mentioned, Design Works uses eight colours with dithering to that drawings appear on paper as they do on screen, but if you have a black-and-white printer the program will use shades of grey instead.

## DRIVERS

The Design Works floppy includes printer drivers for Epson, Canon BJ10, Star LC10, and PostScript printers, which covers most of the available models. If you are using the program from a hard drive with printer preferences already set up, Design Works will use them, and there's enough space on the floppy for other drivers, so DeskJet owners for example should be able to use the HP500 drivers we've given away in the past.

Select the Print option from the Project Menu and the defaults should be correct. That is, eight colours, single sheets, 360 x 360 dpi, but you can change these if you like to suit your printer. The toggle option from normal to high quality makes for better output, but it will take longer to print.

And that's all we have time for, folks. Design Works is one of those packages with which it is easy to experiment and explore, so you should be able to get plenty out of the program with this introduction. Happy drawing.



You can edit existing drawings by ungrouping them

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## PrintManager 2.0

Author: Nicola Salmoria

This is the latest version of the best shareware print spooler around and is one of the most useful utilities a printer owner will ever have. The program's job is to intercept all print commands from Workbench or any program launched from Workbench and spool them to a pre-set area in memory or on disk to await printing.

An obvious advantage of this approach is that it almost immediately frees the program which issued the print command to do something else. No more waiting around for ages while that 15-page listing churns out of the dot matrix.

To install the program on hard drive, just drag the PrintManager icon to your Tools/Commodities drawer then type the following command:

```
COPY DFD:DEVS/SPOOLER.DEVICE TO DEVS
```

So long as your Workbench disk or hard drive has the commodities library, the program will run perfectly.

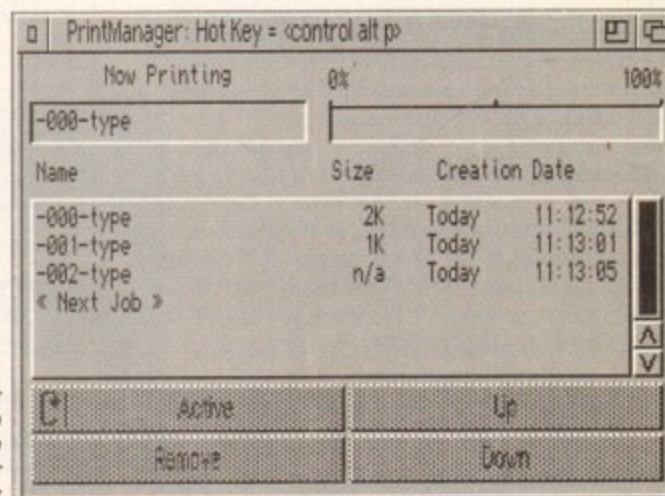
All functions of the program are controlled from the icon's tool types, including the drawer where print jobs will be stored before printing, and the interface is very intuitive so most printer users should have no problems.

To test PrintManager, select its icon and look for the tool type SPOOLDRAWER=T:SPOOL and change it so that it reads SPOOLDRAWER=RAM:. We should now be able to load the program's document file and by holding down Alt-

Shift-O print it to the spool drawer.

If everything works it should take only a split second for the printing to be accomplished and you should be able to continue reading the document while your printer takes its orders from PrintManager.

Full details of the other tool types can be found in the on-disk documentation, but this is the essence of how PrintManager works. It is easy to use and makes printer use a lot less hassle.



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## EditKeys

Author: David Kinder

Keymaps are small pieces of code residing in the DEVS:Keymaps drawer which can be loaded using the AmigaDOS SetMap command to alter the way the keyboard reacts to keypresses. If we could edit our keymap we could, for example, tell the Amiga that when F1 is pressed it really means "Run SYS:DPaint".

The flexibility of a program like this is immense as it can be used either to produce hotkeys such as the F1 example above, customise a keyboard for a disabled user to make typing easier, or change a USA keymap into a GB keymap.

Run the program by double clicking on its icon, at which time a file requester should appear with the available keymaps for you to choose from. If this doesn't happen just use the Load command from the program's menu to load one.

There wasn't enough space on the disk for a selection of keymaps and we figured you'd rather edit your own, so you'll have to drag the program icon to your Workbench floppy or hard drive and run it from there. If this is done you should be able to edit keymaps from your own Keymaps drawer. See the on-disk documentation for full instructions.

## Assign Manager

Author: Matt Francis

Assigns can be a real pain for hard drive users. You soon have so many of them that the list is as long as your arm, and many of them can be redundant in most situations. To remove an assign can also be a pain, and keeping track of them is sometimes impossible, so Assign Manager does it for you.

The program is designed to be used as a Prefs editor, so to install it to hard drive just drag the icon to your Prefs drawer and add the following line to the beginning of your user-startup file or startup-sequence:

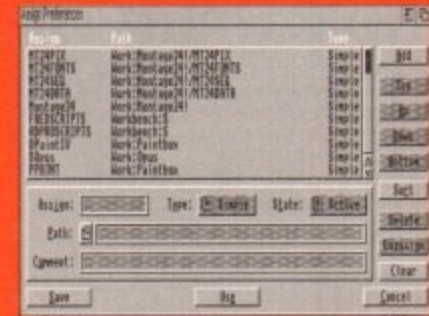
```
ASSIGNS USE
```

As Prefs is usually part of the command path, the Assigns program should be found and initiated. Keeping an eye on your assigns is now a simple

matter of running the program and scrolling up and down the assigns. They will be listed as one of four types: simple, defer, add, or path.

Simple assigns are the most common and are used by most commercial programs which install on hard drive. Defer assigns are those which look for a directory and don't panic if they can't find it, Add assigns add a directory to, say, the LIBS: logical device, and Path assigns just add the assigned directory to a the AmigaDOS path.

Full instructions for this program can be found in the on-disk documentation.



Round up those pesky assigns and make them work for you

## ABCDir

Author: Marc Dione

ABCDir is a directory utility similar to TDM and SID 2, both of which have made appearances on past CoverDisks, and is an attempt to bring together everything the author liked about other directory utilities in one program. To this end, the program is completely self-contained and even has its own Shell window built in.

When first loaded, the program will open an interlaced screen using a fairly small font which, though readable on high res monitors, will cause a bit of eyestrain on a TV or 1084, so our first job is to alter the configuration.

Look at the gadget strips between the two main windows and you'll see that there's a Config button three spaces up from the bottom of the left hand strip. Click on this button to reveal the config options.

The list is a long one, so just scroll down it using the slider until you see an Interlace option, which should be the last one. Click twice on this

to make it read non-interlaced, then on OK. Got it? We should now be able to see better, but notice that the Shell window is no longer visible. As this sits on the lower part of the screen it is not accessible if you use a non-interlaced screen.

Sorry, but at least all the gadgets are available, and they're the important elements. I mean, we use directory utilities to avoid Shell, don't we? If you feel the need for a Shell window and the extra window showing all devices and assigns, select the double height non-interlaced setting to open a double height window. Simply move the mouse pointer to the bottom of the screen and the lower portion will scroll smoothly into view.

With that minor sticking point out of the way ABCDir should be a simple program to use. It works in the same way as most directory utilities in that you first select a device from the gadgets above the main windows, then a directory by clicking on it, then a file. Once the file is highlighted you just click on the tool of your choice from the central strips.

Full instructions for this shareware release can be found in the on-disk documentation.

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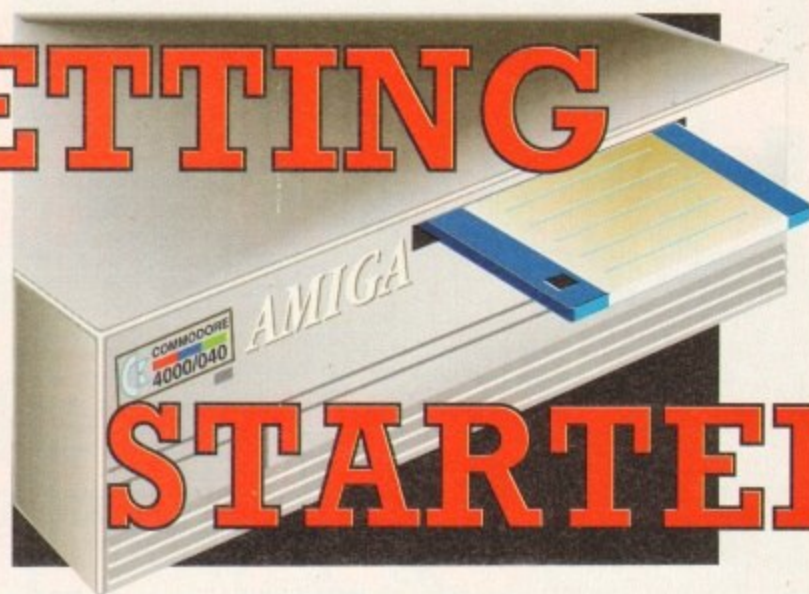
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The Amiga Computing CoverDisk is designed to be as simple to use as possible. Follow these instructions and you'll be up and running in no time!

GETTING



STARTED

New readers may have difficulties using our CoverDisk, so we have included this page to help you out.

Below we explain how to copy files from one disk to another, how to copy the entire CoverDisk and how to de-archive programs. None

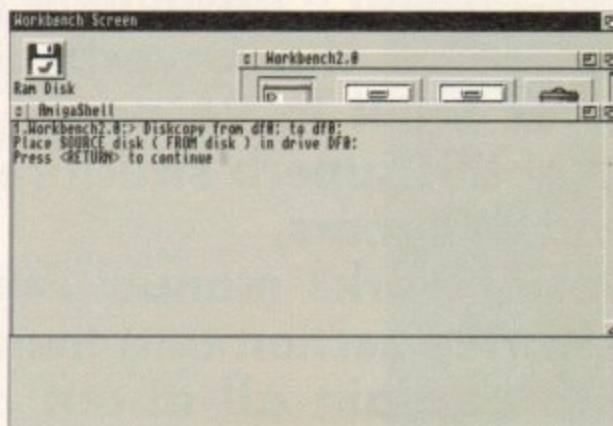
of the first things you must do when get your CoverDisk is make a backup copy, then put the original CoverDisk away for safe keeping. As a rule you should also do this with the majority of your software collection.

## How to make a backup

To copy the entire CoverDisk, load up your Workbench disk, then either click once on the CoverDisk icon and select Duplicate, or select Copy from the Workbench menu, or open CLI/Shell and type:

```
DISKCOPY FROM DF0: TO DF0:
```

When prompted, put your CoverDisk (the source disk) in df0: and be ready to replace it with your blank disk (the destination disk). Follow the Amiga's on-screen prompts until the disk copy is completed. Now put the original away in a safe place and use your backup.



## De-archiving

Occasionally we have so many programs to fit onto the CoverDisk that we have to archive them. Archiving is where we take the entire contents of a disk and compress them into one file which is much smaller, giving us space to fit more programs onto the disk.

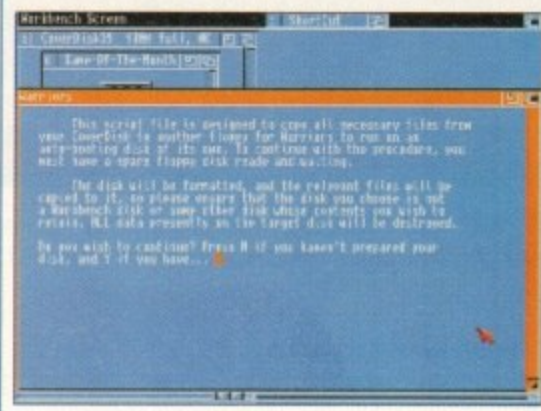
De-archiving programs which are on the CoverDisk is a very simple task. If a program has been archived then you will need a blank disk to dearchive it onto.

Say we have archived a program called FRED. You simply double click on FRED's icon, and will be asked if you have a blank disk ready to dearchive to. Type "y" or "n" accordingly.

Your computer will then copy the archived file into its memory and ask you to insert your blank disk. It will proceed to format the disk, and will then de-crunch the archived file onto your blank disk.

Once this has been done you can simply reboot your machine with the disk which contains the dearchived program on it and then use the program as instructed in the CoverDisk pages.

Note that if you have a Workbench 2 or upward machine you must boot with the CoverDisk write-enabled to perform the de-archiving process.



## Copying individual files

You might at some point want to copy a single program from a CoverDisk to your compilation, Workbench disk or even your hard drive.

To do this you'll need the COPY command. As most CoverDisk programs are stashed away in their own directories, the quickest way to copy a program is to copy the whole directory at once. Use the command:

```
COPY {directory} TO {newdisk} ALL
```

where {directory} is the full pathname of the directory you wish to copy, and {newdisk} is the name of the disk and directory into which it will be copied.

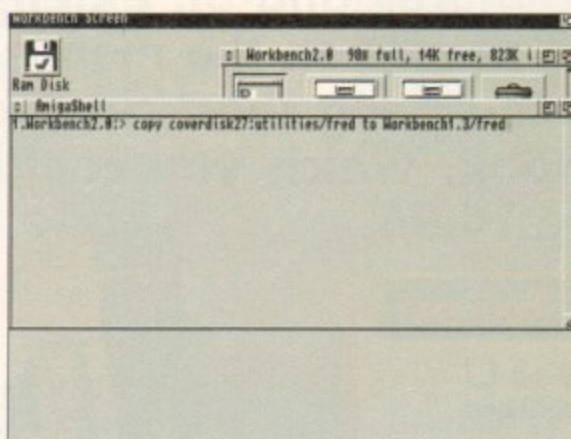
For example, if you wanted to copy a utility called FRED from CoverDisk 27's Utilities drawer to a directory called FRED on your Workbench disk, you'd type:

```
COPY COVERDISK27:UTILITIES/FRED TO WORKBENCH1.3/FRED ALL
```

Alternatively, you can click once on the FRED directory icon and drag it across to the new disk's window. This has the advantage of creating a new directory for you and copying the icon as well.

Once you have moved a particular program to where you require it you could experience some problems running the program. This is sometimes caused by the program not being able to find files which it needs to run.

A good example is the text files on the CoverDisk. These have been crunched using PowerPacker, so when you try to copy them to another disk and then try to read them you can't unless you have also copied the Powerpacker library into your LIBS drawer.



So if you have copied a program from the CoverDisk to your Work disk or hard drive make sure you also copy any other files the program requires, ie fonts, libraries, device drivers and Ccommands.



## Workbench 3

If you have a Workbench 3 machine, don't worry - most if not all of the programs on the CoverDisk will work on your machines.

If the program is specifically designed to work with Workbench 3 then you may have to copy the program to your hard drive or Workbench disk using the process described earlier on this page.



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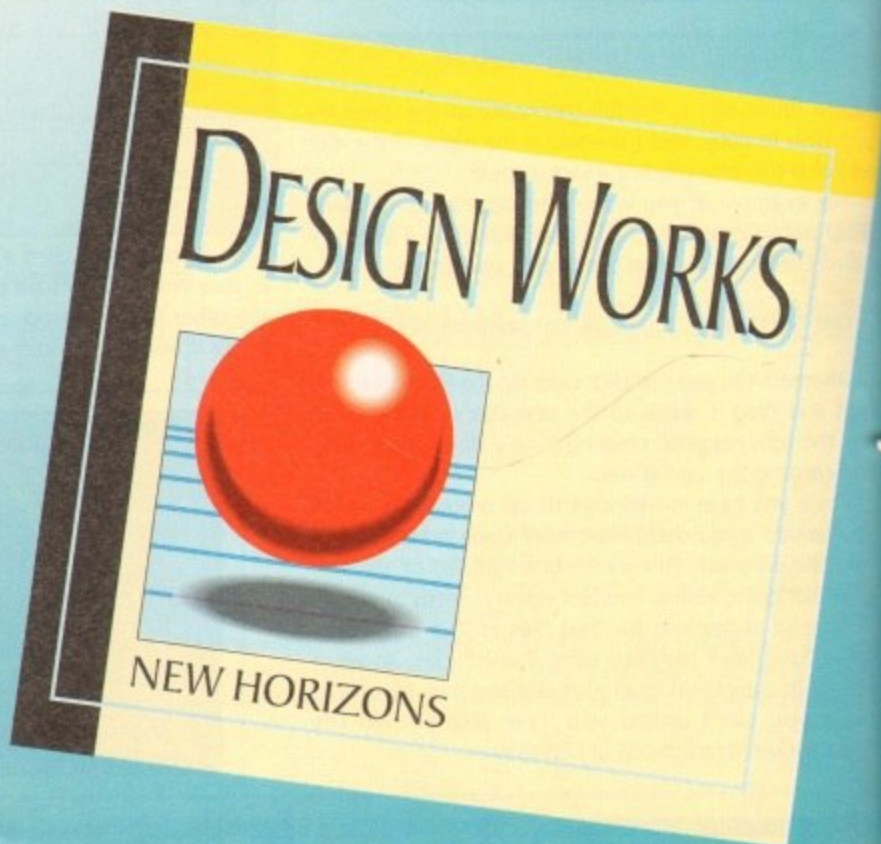
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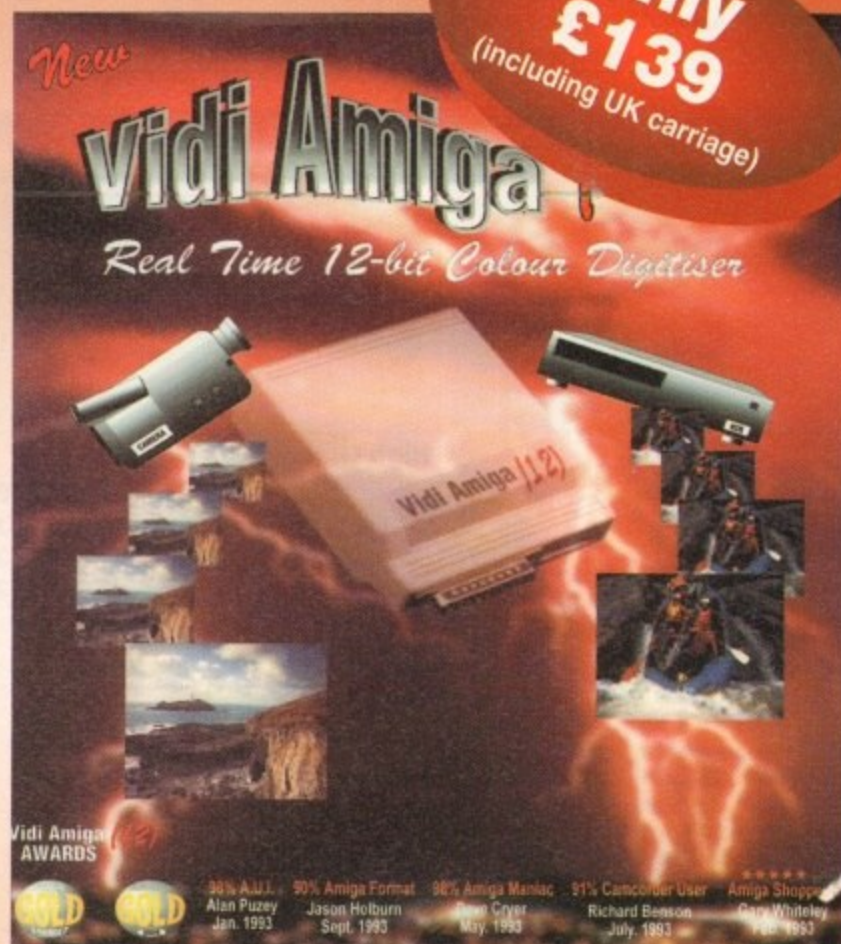
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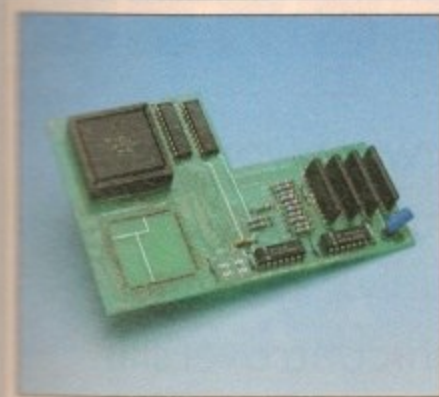


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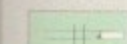
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# Better

Why watch a movie when you can be in one? Adam Phillips reports on the rapidly expanding and often controversial world of virtual reality

Once in a while, there comes an invention that influences the way in which society lives. The car, television, the atom bomb, the computer... Now virtual reality is beginning to show its first signs of growing up from the wildly speculative pipe dreams of its early years into a fully-fledged, commercially viable and above all, exciting industry.

VR has the potential to be the next "big thing" to grab the collective imagination of the world. While television and film only offer a screen to look at, with audience participation rarely surpassing the heady heights of Noel Edmonds's *House Party*, and the most involving computer games resembling a two-player go on *Galactic Body Blows*, virtual reality generates a multi-user, fully interactive environment where, in theory at least, the only barrier is the imagination.

At present, not only does VR challenge



One button for moving, the other for firing; a very basic but relatively effective control device

the way games are played when compared to the likes of the Amiga and Super Nintendo, it has an endless stream of possibilities that can be used in all walks of life from 3D walk-through architectural plans to a surgeon training for open heart surgery.

Contrary to popular belief, virtual reality has been around for over 20 years and has only come into the limelight with the increasing technological advancements and due to people like Ivan E Sutherland, Jaron Lanier and John Waldren.

## HEAD-MOUNTED

As a concept, VR was created by Sutherland at the University of Utah in 1968 where he produced the first head-mounted display (HMD) showing a topographic map of the US. Due to the unit's weight, the kit had to be hung from the ceiling, and it had a power cable running down the user's back with 50,000 volts coursing through it.

In another American state during the '60s, Myron Krueger was creating the first VR games at the University of Wisconsin with the likes of *Critter* which displayed a video silhouette of the user's head and shoulders. A bug would crawl up to the head to be subsequently removed by the player's hand.

In the '80s, Frederick Brooks created

GROPE, where the user could manipulate molecules by the use of 3D image and touch.

Jaron Lanier, the owner of VPL (Visual Programming Language) was the man to come up with a label for all this experimentation - virtual reality. His own achievements are as the inventor of the *DataGlove*, the inspiration for which he puts down to a desire to create the ultimate air guitar, and the *Eyephones*, head-mounted display unit for the home user.

Still confused as to what VR actually is? Think of it as an artificial, computer-generated world, created by sophisticated software and entered by the operator through the use of advanced, specialised peripherals, such as helmets and gloves, in either standing or sitting position, depending on the software.

It creates an environment which is 3D, affecting the three principal areas of sight, sound and touch. The peripherals monitor the operator's movements and duplicate

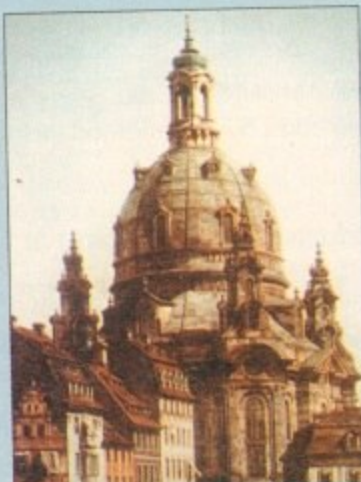
## Dresden virtually rebuilt

On February 15, 1945, the *Frauenkirche*, the Church of Our Lady in Dresden - part of the then East Germany - was destroyed by a firestorm. This was brought about by the heavy British bombing two days before which caused a fire to ravage the one of the greatest masterpieces of European architecture until its walls finally caved in leaving a heap of rubble.

Enter '90s technology to reconstruct the church from scratch using the original materials, sandstone from the Elbe valley and historic building techniques.

To help with the rebuilding, surviving detailed architectural drawings and photographs were used to create a model which was then turned into a 3D photo-realistic computer animation of a flight round the *Frauenkirche*.

The sequence of the church will prove invaluable for the reconstruction, giving the designers and builders the closest view possible without actually building it - a virtual reality.



Before its demise during the Second World War, the *Frauenkirche* was regarded as masterpiece of European architecture...



The virtual rebuilding had to contain the atmosphere and emotions to give the rendering authenticity



# er than the real thing

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*Virtual reality won't merely replace TV, it will eat it alive...*

Arthur C Clarke

them in the virtual world in real time, thus giving rise to an immersive experience, in which the operator is able to manipulate his surroundings via the computer.

At present, there are several peripherals that can be used in VR. These are split into two categories - the sensors and the effectors. Sensors send your signals to the computer and affect your actions in cyberspace (a computer-generated virtual world) while effectors send back data to the user.

An HMD, where the player sees the action, is an effector, while joysticks are sensors. The hand movement devices found so far in the British arcades are the basic joysticks which have one button to fire and the other to move in the direction you are looking.

Data gloves, available in America for some time, let your fingers dictate your movements. The next stage is a glove that will enable the user to "feel" their environment through the use of pressure pads in the peripheral.

Beyond this, the biggest and potentially most important immersive effector/sensor is the full body data suit. Virtual Presence's version features 96 sensors to track joint and body movement. With the titanium wiring, the suit is very light and if bought with their latest HMD

- a much lighter product than the Virtuality display - it will set you back £5,000. A snip.

The VR technology us everyday punters have access to is in the arcades and appears a little unimpressive and arcane at the moment when compared to cabinet-based machines, with rather slow update rates and basic graphics. But the makers of these machines, Virtuality Group plc, see these as only the first step in a long but definite route to achieving the ultimate in sensory experience.

The company, founded by Dr Jon Waldren in 1987 under its old name of W Industries, is the world's leading manufacturer of virtual reality equipment and software and has sold more than 350 systems in 20 countries at the healthy price of £25,000 each.

Waldren built his first VR system during his PhD at Loughborough in 1984. From there he established his now booming company and the following year won the British Technology Group Award in 1988.

The company has continued to grow at a healthy rate, knocking aside that old British technological neurosis - great idea, no business sense whatsoever - and has



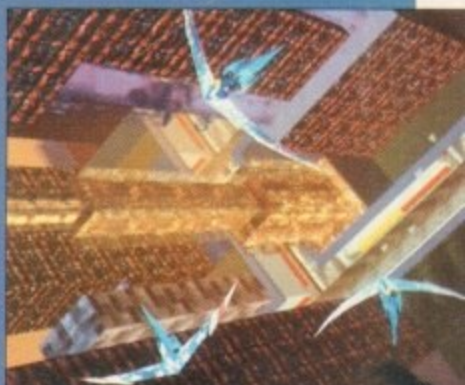
Touch Glove allows users to feel virtual reality objects



Save the Loch Ness Monster in the Virtual Adventures theme park ride coming to you in 1994



E&S military simulators - one day all games will look this good...



The VR hang glider game showing off the realised potential of virtual reality



## Sega game could cause eye damage

A NEW toy that allows children to play computer video games in "virtual reality" could permanently damage their eyesight.

The equipment - a pair of goggles which beams images on to both eyes - is ready to use in amusement arcades.

By Steve Connor and  
Se

The HMD has recently come under attack in the press and under research by John Wann and his colleagues at the University of Edinburgh, among others. Worries have been aired that the HMDs may well cause binocular stress on users' eyes and cause nausea and headaches, among other symptoms.

After setting up a test involving 20 young adults seated on a "tethered" cycle and asked to ride round a virtual landscape with signs, buildings and bridges, over half the subjects reported blurred vision and one individual's eyes took 40 minutes to return to their normal state.

The equipment they tested was the VPL LX EyePhone with Fresnel lens which was regarded by many VR companies as a poor comparison to their own hardware. Wann also claims that the similar problems have arisen with the LEEP lens systems, and that further research is required. Virtuality had this to say about the subject:

"With respect to physical side effects of VR, such as eye strain, any poorly designed equipment will introduce eye strain. It is the responsibility of good engineering and correct health and safety tests to ensure products do not reach the market in such a state."

Earlier this year the *Independent* launched an attack on Sega and its prototype designed for home use, the Sega Virtua VR HMD, for being one of the guilty parties in the eye strain wars that could possibly cause squints in young children if used for too long.

Whether this was true or not is no longer the issue because the equipment the tabloid-style article wrote about was still being researched and tested in the labs and was not available to the general public.

Any hopes though of the Sega's VR unit being released before Christmas are highly unlikely. It's possible that the machine will now be delayed until late Spring 1994.

The reason given is the continuation of extensive tests which are taking longer than previously thought, and to improve the games that were to be released with the system, possibly after the very mixed reaction they received.

With the Health and Safety Executive sinking £200,000 into further research on the possible side effects of VR use, it's obvious the matter is being dealt with seriously, and all parties are apparently giving full co-operation.

## The negative side



Still in research, Sega's VR HMD can be expected early in '94

secured contracts with some of the world's biggest names such as MCA in America, Nabisco and Budweiser, among others.

The real ace in Virtuality's pack, though, is the recently attained contract with Sega, when Waldren and company sold the first significant operating system licence to the Japanese entertainment giant. Licensing technology is Virtuality's attempt to standardise a still young mar-

ket. The deal is to produce a high performance virtual reality game which, in the words of the ever-modest John Waldren, will be "a landmark within the arcade entertainment field".

To top all of this, the company was recently floated on the stock market and fetched £10 million from the newly acquired shareholders with premiums at 73p on the first day.

You may be wondering what kind of

machine it takes to run the future of entertainment as we know it. It's none other than an Amiga. Although stuffed to the brim with graphics cards and boards introducing processing technology many times in excess of the basic unit, it's still a Commodore at heart...

With Virtuality Group plc's financial holdings well and truly anchored, how does John Waldren see VR's future?

"We envisage the technology becom-

ing significantly lighter and less cumbersome. In terms of the most important aspect, that of the software development at the moment entertainment applications and other VR applications are very crude.

"As we speak, these are becoming more sophisticated in their complexity and in their usability. It is critical the environments are both compelling and highly enjoyable, but at the same time immediate and uncluttered by technology."

From the actual reality of driving around Nottingham hopelessly lost to the virtual reality of a *Gladiators* match gone horribly wrong, where this humble reporter was turned into a bloodthirsty, rampaging robot, is an example of the pure escapism VR offers.

Laserquest in Nottingham is one of a chain of nationwide sites boasting an extensive range of VR games. Started nearly two years ago, the leisure complex has gone from strength to strength and now has four fully operational VR pods with a mere accumulative cost of £100,000.

On entering the premises, you'd expect to see some huge towering piece of equipment to justify the price but in fact, after having a good look around, my eyes finally stumbled across a television, four Amigas with accessories and four hollow artificial tree stumps in which the players stand wearing the VR headgear and clutching their joysticks.

Before testing the alien-looking equipment, I asked VR and laser quest marshal Paul Shelton his opinions on virtual reality:

### How are people reacting to VR?

"It's been a positive response from the Laserquest players; the general public really enjoy playing as well. It's ideal for corporate events where there's a real sense of who can outwit level 6 of Legend Quest or beat the alien in Grid Warriors."

### What do you think of the possible side effects of VR such as eyestrain?

"I've been playing virtual reality for nearly a year now

## At the arcades



since it's been down here, sometimes playing games like Gridbusters two or three times a day and have had no problem. Another guy has been using it for two years and is perfectly fine. We've never had any complaints..."

### What do you expect to see over the next few months?

"Over the space of six months [since]... Combat Zone was released to the latest one, Gridbusters, [they've added] digitised photographs and a totally interactive soundtrack which adjusts to the player's situation, telling you where to go and what to look at.

"I can see that side developing first and the graphic capabilities afterwards. In the future, I can see virtual reality rivalling the arcades."

This may all sound very enticing, but what about the actual prices of playing in gamer heaven? For the addictive players among you, it'll cost £120 for an eight-hour



Dungeons, dragons and team work in this, the most interactive of all the virtual reality games so far...

session on Legend Quest down to a more reasonable £4.50 for 15 minutes.

For the same amount of money, the time allowance fluctuates on different games. It may sound a little on the dear side but with member and guest lists of well over 7,000 customers, virtual reality seems to have made a solid impact on the arcade-playing public already.

So what are the actual games like and are they worth the money? While Dactyl Nightmare and Gridbusters are reasonable titles, Legend Quest is by far the best example, really showing what virtual reality is capable of. It takes the clichéd format of an adventure set in dungeons where you, the player, may select to be either a dwarf, an elf, or - if you're in a really daring mood - human. Choose a profession - fighter, thief or magician



...aspects of primitive software interfaces." While Virtuality's main field is in entertainment, they are also placing a firm investment in many other areas of development.

Included in these is "edutainment", a mixture of education and entertainment where VR is already being used in the design of experiences which depict the issues related to an environmental type of simulation.

**RECONSTRUCTED**

In the future, imagine a classroom without the need for a blackboard and a high velocity chunk of chalk where the pupil walks in, sits down, puts on VR glasses and taught at first hand about the battle of Tewkesbury or watches the siege of Leningrad reconstructed in a virtual world. These systems are also planned to be used in universities and museums and again offer a



Division have created where a military trainee stands in a virtual environment of realistic targets, activities and interaction

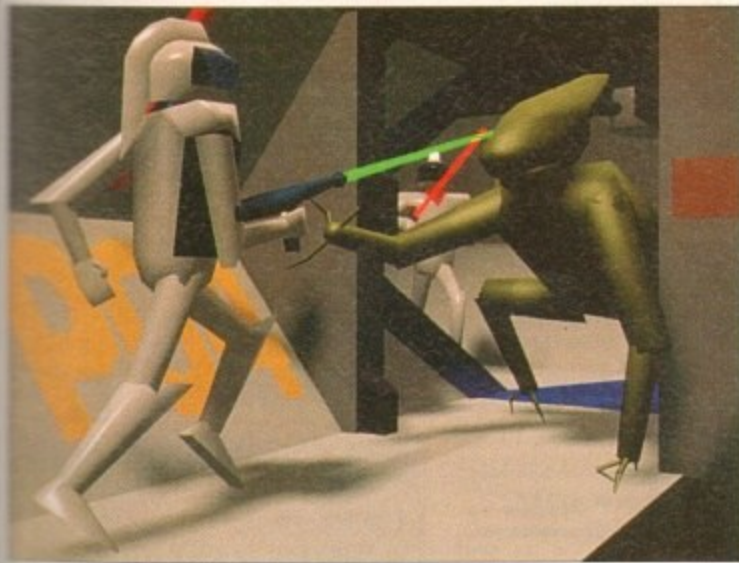
potentially excellent learning experience? Finally, for those of us wishing to have a virtual world in our own front room, a home-based virtual reality kit is been dis-

cussed with several manufacturers, for joint development of the computer gamer's dream.

Another British company doing financially well both at home and abroad is Division. Founded in 1989, their specialisation is in applications such as computer-aided design, molecular modelling, telepresence and simulation.

Last October, Volvo demonstrated their Division-designed Virtual Reality Crash Simulator where the user is able to experience a 25mph side impact and walk away unharmed. Charles Grimdale, MD of the company said: "A full scale 3D model of the car can provide invaluable insights into both ergonomics and aesthetics of design."

In the Netherlands, virtual reality has been used to show houses which have not yet been built. Prospective purchasers



A Division-produced game designed specifically for the recent SIGGRAPH show in America

and the quest begins. Split up into several levels infested with monsters, puzzles and treasure, up to four players can move through the adventure, amassing fame and fortune and generally having a damn fine interactive time.

Calling to your fellow companions in a distorted sound-synthesized voice through the VR headset to watch their backs - because of the several skeletons rising from the floor - and discussing strategies creates a real feeling of teamwork and excitement as you work together to progress into the later levels. It is possible to save your game to return to later if you run out of money.

**DRAMATIC**

Winner of *CyberEdge Journal's* VR software of the year award 1993, *Legend Quest* is what virtual reality is all about - feeling like you're there.

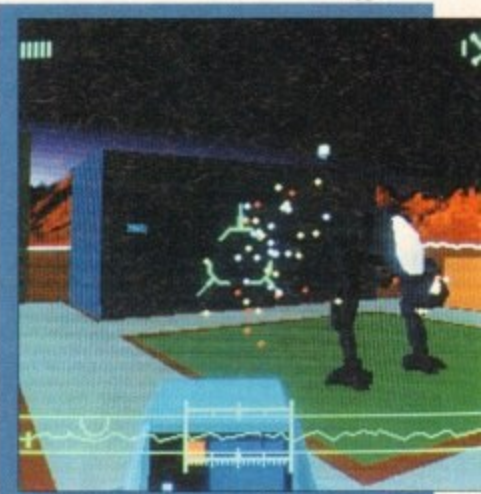
Despite the basic chunky look of the graphics, the far from perfect frame update and the occasionally unresponsive at times controls that don't exactly show off state-of-the-art technology, insiders believe that there will be a dramatic improvement within the next 12 months.

According to Clive Jones of Dimension: "The whole marketplace is technically developing incredibly quickly particularly [in] the graphics performance area."

With peripherals such as data gloves soon to be released into the arcades and five more games on the way including an underwater adventure, a *Star Wars*-type escapade and a boxing game as well as a flurry of entertainment activity across the Atlantic, VR is shaping up to be a healthy contender for the coveted title of the ultimate gaming experience.



The common set-up for standing games: Here the players stand in a CS 1000, a "pod" used for a safe playing area... in this example, *Legend Quest*



Exorex - one of the games in the Virtuality catalogue



Gridbusters - a frenzied gladiatorial game set in the future

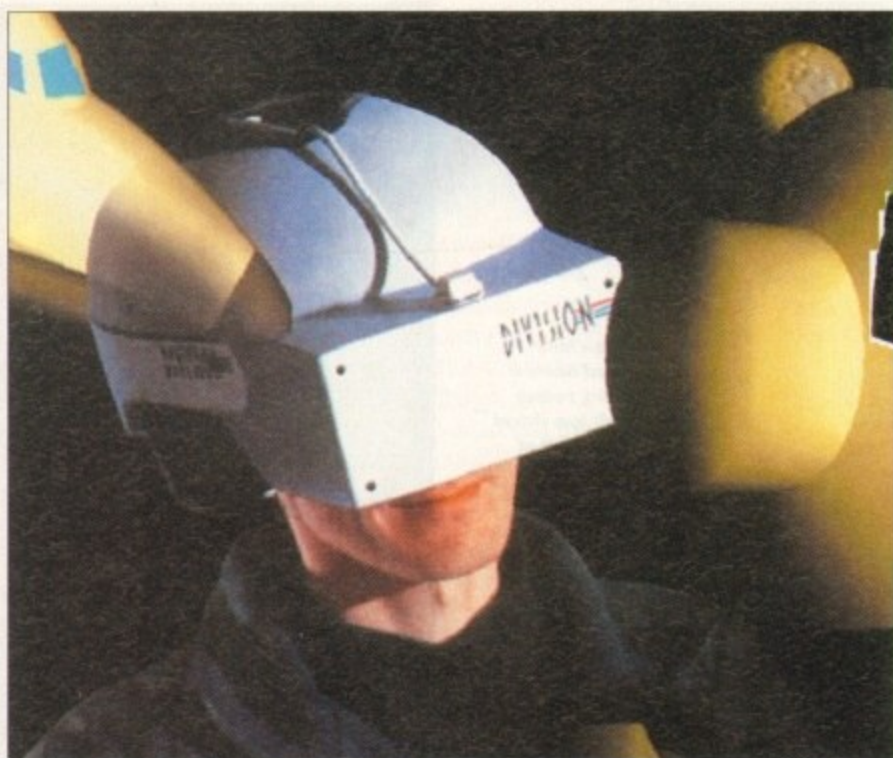


One of Virtuality's games, *Flying Aces*, is played in the sit down pods, the SD1000...



Watch your back and shoot the opposition in one of the first VR games





Division's HMD

were able to walk through and see their future homes, and during the two days that the VR system was in use, more houses were sold than in any previous two-day period.

Clive Jones of Division said: "...if you look at some of the ways [virtual reality] is going to help people interface with computers and some of the ways in which it's going to allow multimedia to come to life which it hasn't done before, it's more than just another step - it's quite a radical improvement."

## LEISURE

Stateside, where things move faster and cost more, companies like Evans and Sutherland - the makers of military and scientific simulations for industry - have decided to turn their talents to the entertainment sector.

Unlike Virtuality and Division, whose philosophies are to make VR as affordable as possible for the mass market, E&S have pulled out all the stops and created Virtual Adventures for a bargain basement price tag of \$1 million each, to be

installed in major theme parks in 1994.

The company's idea is to move away from the HMD and into a more sociable and interactive environment where a group of people work together to win the game.

Their first product is a game where a team must work together to save the Loch Ness monster using a vehicle containing six people performing different tasks - one pilot, a navigator and robot arm operator among others.

At the recent SIGGRAPH show in America, the world's largest computer graphics get-together, Evans and Sutherland stole the event with their breathtaking virtual reality hang-glider ride which allows two participants to fly simultaneously through separate urban landscapes. Even though this was put together purely for the show, E&S have plans to produce a line of machines for under \$100,000 each.

While there are only a handful of companies through out the world in VR production, many other industries are becoming increasingly interested in the



A small, light and sleeker HMD compared to older models

uses for this new medium.

According to America's Ben Delany, editor of the *CyberEdge Journal* (a paper specialising in all things cyberspace and virtual), among many of the proposed applications is telepresence where instead of a human going into a potential lethal situation such as a massive fire in a petroleum refinery or a meltdown in a nuclear plant, a remote-controlled robot is sent in operated by a person wearing a data suit which causes the machine to mimic their actions.

VR's uses spread as far as psychology where patients will be able to talk to an unassuming virtual therapist controlled by people out of sight - potentially useful in dealing with highly disturbed children.

## GENETIC

Other more controversial VR techniques will be in genetic engineering where the engineer will move about in the fish-tank-like setting of a virtual cell, grabbing and moving organelles at will. At the same time, laser cytometres will be performing the actual manipulations on real, living cells, copying the actions of the operator.

You may have read articles and press releases about virtual reality before and grown tired of the endless stream of hyperbole: "It's the dawning of a new age,"... "The world will never be the same again,"... "It's not life as we know it, Jim," to the other extreme: "It'll destroy society, crush the souls of children, annihilate human communication..."

Although the above comments are on the extreme side, whatever VR is capable of, it is up to the people who develop and use it to make sure that this powerful medium that's coming of age is used responsibly and creatively.

While virtual reality may be just another step in technology's evolutionary ladder, the signs are that this is no flash-

in-the-pan craze, and that we'll be seeing more of VR in the months and years to come.

In the words of Clive Jones at Division, questioned on the future of virtual reality: "Has it reached the unstoppable roll? It's very, very close to it."



## Special thanks

*Parallelogram magazine*  
Dr Brian Collins, IBM UK Scientific Centre (Dresden)

## Further reading:

*Mondo 2000*  
*CyberEdge Journal*  
*Virtual Reality* by Howard Rheingold

## Further viewing

**Brainstorm** - The first and so far best VR film made starring Christopher Walken as the scientist tapping into the human mind to create the ultimate sensory experience.

**The Lawnmower Man** - A very weak, limping plot just held together by the superb VR sequences created by Angel Studios.

**Emmanuelle's Seventh Heaven** - Another chance for the porno industry to sink their teeth into something new. Emmanuelle conducts sex therapy through the use of virtual reality in this soft porn flick.

**Cyberzone, BBC2** - Craig Charles desperately tries to make this VR cat 'n' mouse game interesting but there's no doubt that it's just a little tedious when viewing. Worth watching if only to see virtual reality in action.

## Exhibitions in VR

Imagine a system that combines virtual reality, video and sound, all squeezed into a virtual environment displaying 24 exhibits in space that normally only fits one. The Virtual Exhibition System (VES) is the brainchild of Perry Hubber, a designer working for design company Faberushi.

It's a multimedia experience in the true sense of the word, where the user is able to move via a custom controller called a Spaceball through a virtual exhibition. A series of computers are lined up which, when approached, play a short video clip describing the particular project.

"VES helps make virtual reality a more usable and accessible technology," Hubber says. "For the first time, many companies can see the potential benefits of VR, and more importantly, can afford to use them."

While using a non-immersive VGA monitor, Hubber opted for an Amiga 1500 fitted with an accelerator card, connected to a Laserdisc player. He intends to upgrade to a Motorola 68040-based Amiga 4000 in the future. My, my, that Commodore machine gets everywhere.



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JURASSIC PARK £339.95



## DESKTOP DYNAMITE 2

Dynamite Pack 1 as detailed above  
(including Freebies), Plus... the Superb  
Phillips 15" Pro 2000 Colour Monitor/TV  
giving you the best of the A1200 with a  
magnificent display... Desktop Dynamite  
Pack 2 - Great Value at just.

JURASSIC PARK £554.95



## DESKTOP DYNAMITE 3

Dynamite Pack 3 has everything you'll  
need in ONE complete bundle at a very  
Special Price. We've added the market  
leading Citizen 240C Colour Printer to  
Dynamite Pack 2 (above) - the Perfect  
Amiga Combination! Don't forget with  
ALL our Amigas you get Free Mouse  
Mat, Dust Cover, Joystick and

JURASSIC PARK only... £819.95



## RACE 'N' CHASE 1

Amiga A1200 Race 'N' Chase Pack with  
Trolls and Nigel Mansell's Grand Prix,  
Plus... FREE - Mouse Mat, Dust Cover,  
Microswitched Joystick and the  
MONSTER GAME of 1993

JURASSIC PARK £299.95



## RACE 'N' CHASE 2

Race 'N' Chase Pack 1 as detailed above  
(including Freebies), Plus... the Superb  
Phillips 15" Pro 2000 Colour Monitor/TV  
giving you the best of the A1200 with a  
magnificent display... Race 'N' Chase  
Pack 2 - a Budget...

JURASSIC PARK £524.95



## RACE 'N' CHASE 3

Race 'N' Chase Pack 3 has everything  
you'll need in a Starter Pack - and... At a  
Budget Price! As well as the A1200 and  
Phillips 15" Pro 2000 Monitor/TV (as our  
Pack 2 above), we also include the  
magnificent Citizen 240C Colour Printer  
along with Software and Harwoods  
comprehensive extras for only...

with FREE JURASSIC PARK £784.95

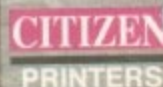
### DESKTOP DYNAMITE CHOICES

### RACE 'N' CHASE CHOICES

Amiga A1200 HARD DISK DRIVE OPTIONS	STANDARD PACK Inc. Mouse, Leads, Manuals, Software etc.	STANDARD PACK plus PHILIPS PRO 2000 MONITOR/TV	STANDARD PACK plus PRO 2000 & CITIZEN 240C COLOUR PRINTER	STANDARD PACK Inc. Mouse, Leads, Manuals, Software etc.	STANDARD PACK plus PHILIPS PRO 2000 MONITOR/TV	STANDARD PACK plus PRO 2000 & CITIZEN 240C COLOUR PRINTER
85Mb.	£524.95	£734.95	£1014.95	£499.95	£704.95	£964.95
130Mb.	£544.95	£759.95	£1029.95	£514.95	£724.95	£984.95
210Mb.	£704.95	£924.95	£1189.95	£684.95	£904.95	£1164.95



AMIGA





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## Harwoods LifeTime Warranty Plan

Now you can add a Warranty to ANY hardware item from Harwoods for less than you'd think! Take out up to 5yrs cover and at the end of that period you can extend cover annually... A LIFETIME'S Peace of Mind! What's more the Warranty is fully transferrable enhancing resale values should you ever decide to upgrade your equipment. Available now even on hardware you may have purchased elsewhere.



### POWER PRO Pack 1

Amiga A1200 with 80Mb. Hard Drive, Citizen 240C Colour Printer & Philips Pro 2000 Colour Monitor/TV  
PLUS: All cables, Dust Covers for Amiga & Printer, Citizen Print Manager 2, Printer Paper/Labels, Mouse Mat, Final CopyII, Superbase, Superplan, Nigel Mansells Grand Prix and Trolls AND...

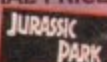
FANTASTIC AT... **£999.95**



### POWER PRO Pack 2

Amiga A1200 POWERPRO PACK 1 as detailed above but with the Amazing MicroVitec CubScan 1440 DMS 14" Colour Hi-Res Multi-Sync Monitor (in place of Philips Pro 2000)

FOR THE REAL ENTHUSIAST AT A SPECIAL PRICE only... **£1199.95** AND with...



with FREE...

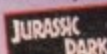


...available soon!

### Amiga CD32 - THE NEW COMPUTING REVOLUTION!

Ideal for the ardent games player this 32Bit CD ROM System will expand into a full computer as your needs grow with CBM's planned Keyboard, Drives etc.

with Free...



**£289.95**



### PHILIPS Displays

CM 8833 MKII 14" STEREO COLOUR inc. Leads/Dust Cover  
PRO 2000 15" COLOUR SUPERES MONITOR/TV inc. Leads  
The best of both Worlds - Quality Computer Display and fully featured FST High Definition TV in one! Infra red remote, FastText Teletext, Loop Aerial, Headphone Socket.

**£199.95**  
While Stocks Last!

**£239.95**  
The one in all Harwoods packs



### Commodore Displays

CBM 10845 COLOUR 14" STEREO Inc. Leads/Dust Cover  
CBM 1942 MULTISYNC 14" COLOUR STEREO Inc. Leads, Dust Cover etc. (for A1200's, 3000's & 4000's) .28 Dot Pitch

**£179.95**  
While Stocks Last!

**NEW LOW... £349.95**

**NEW... MICROVITEC CUBSCAN (no DMS)... THE LOWEST COST MULTISYNC MONITOR AVAILABLE!!!**



### MicroVitec Displays

CUBSCAN (no DMS)... 14" Colour Hi-Res MultiSync Monitor, .28 Dot Pitch available mid Jan. **£299.95**

CUBSCAN 1440 DMS... 14" Colour Hi-Res Multi-Sync Monitor, Built-in DMS, .28 Dot Pitch **£429.95**

Amiga A1200 HARD DISK DRIVE OPTIONS	POWERPRO PACK1 with 80Mb HD A1200, Philips Pro 2000 Monitor/TV & Citizen 240C Printer	POWERPRO PACK2 with 80Mb HD A1200, Citizen 240C Printer & Multisync Microvitec Monitor
85Mb.	£999.95	£1199.95
130Mb.	£1019.95	£1219.95
210Mb.	£1189.95	£1389.95

### ADDED VALUE PACKS

#### HARWOODS EXCLUSIVE POWERPLAY GAMES PACK

A GREAT BUNDLE OF 18 EXTRA GAMES TO ADD TO OUR AMIGA OPTIONS... YOU WON'T NEED TO BUY MORE FOR AGES!!!

Xenon 2 Megablast\*, Stir Crazy, TV Sports Football, Hostages, Jumping Jackson, Bubble Plus, Bloodwych, Tin-Tin on the Moon, Krypton Egg, Purple Saturn Day, Eliminator\*, Skychase, Safari Guns, Lombard RAC Rally, Captain Blood, Strike Force Harrier\*, Sky Fox II and Lancaster only... **£19.95**

...purchased with an Amiga or just £24.95 separately.  
\*Not compatible with A1200/3000/4000.

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# Amiga Printers

All our printers are supplied for immediate use including cable, paper and labels FREE OF CHARGE. Dot matrix models come with tailored dust cover. We also include specific Amiga driver disks with ALL printers FREE. (with Citizen models you get the excellent Print Manager Version 2)

## CITIZEN

<b>All with 1 Year Warranties</b>	Swift 200 Mono	£194.95
120D+ Mono	Swift 200 Colour	£204.95
Swift 90 Mono	Swift 240 Mono	£219.95
Swift 90 Colour	Swift 240 Colour	£239.95



LC100 Colour	<b>NEW LOW...</b>	£149.95
SJ144 Thermal Colour HQ Printer		£529.95
LC24-30 Colour 24Pin Complete with 50 Sheet Auto-Feeder, up to 192cps (draft), 64cps (LQ), 10 Resident LQ Fonts, 14.6K Buffer		£229.95
LC24-300 Colour 24Pin LCD Panel, up to 264cps (draft), 80cps (LQ), 16 Resident LQ Fonts, 46.7K Buffer, Quiet 46/43db Modes		£289.95
<b>STAR LASER PRINTERS...</b>		
LS-5		£579.95
LS-5EX		£679.95
LS-5TT PostScript		£949.95



## Print Manager

Available with all new Star Printers or for existing Star users. Higher printing resolutions and more control of your Star. Please ask for details of this great new utility.

## Extended Warranty Plan

New Prestige Warranty available on all Star printers. This is in addition to Star's standard 1 year warranty and can be extended to a max. of **THREE YEARS ON-SITE** from a very low cost!!! Please ask for further information or check out the booklet we include with every Star Printer



BJ10sx Mono	£219.95
BJ200 Mono, 250cps, Inc. Auto-Sheet Feeder	£319.95
BJ230 Mono, 360dpi, 248cps, A3/A5 fine ASF	£369.95
BJC600 S, 360dpi Colour Bubble Jet, uses Paper, OHP, envelopes. Compact, durable, fast engine, 4 colour CMYK system, 100 sheet auto feeder, 240/170cps - text mode, 8 std fonts, 65K Buffer	£564.95



<b>hp</b>	
510 Mono Deskjet	£264.95
500 Colour Deskjet	£309.95
550 Colour Deskjet	£524.95

# Amiga Compatible Apple Printers

Apple™ equipment has always had a reputation for its quality and reliability...but, at a price! NOW you can use Genuine Apple™ Printers with your Amiga at far MORE COMPETITIVE prices than you'd imagined was ever possible...

**Apple™ Personal LaserWriter™ NTR**  
4ppm Canon engine laser with superfast RISC Processor & 3Mb RAM (upgradable to 4Mb). True PostScript™ Level 2. HP LaserJet™ & PCL 4+ emulations. FULLY Amiga & PC compatible. Parallel, Serial RS232 & LocalTalk interfaces built-in. No other laser of this quality costs so little...

£739.95

**Apple™ Color A3/A4 BubbleJet**  
Canon BJC 820 engine 360x360dpi BubbleJet. EpsonQ 24Pin emulation. Parallel & SCSI interfaces. A3 & A4 size paper. Up to 300cps in text mode! INFINITE COLOUR OUTPUT using a 4 colour CMYK system of ink cartridges with approx. 700page life. There's no better inkjet at only...

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## Canon Accessories & Consumables

<b>INKJET CARTRIDGES:</b>			
BJ10sx/sx	£15.95	BJ800 - Black	£16.95
BJ200/230	£15.95	BJ800 - Cyan	£21.95
BJ600 - Black	£6.95	BJ800 - Magenta	£21.95
BJ600 - Cyan	£8.95	BJ800 - Yellow	£21.95
BJ600 - Magenta	£8.95		
BJ600 - Yellow	£8.95		
<b>SHEET FEEDERS:</b>			
BJ10sx in White or Black			£54.95

## CITIZEN Accessories & Consumables

<b>RIBBONS:</b>			
120D	£3.95	NONE	
90/C	£3.95	£15.95	
24/200/240	£4.45	£15.95	
<b>AUTO SHEET FEEDERS:</b>			
All 80 Column Models (Please state)			£84.95

<b>ACCESSORIES:</b>	
9/24Pin, 80Column Colour Kit (not 124)	£37.95
24Pin, 32K RAM Expansion (not 200/240)	£13.95
24Pin, 32K RAM Expansion for 200/240	£19.95
24Pin, 128K RAM Expansion (not 200/240)	£32.95

## Star Accessories & Consumables

<b>RIBBONS:</b>			
LC10/20/100	£3.95	£5.95	
LC200	£5.95	£10.95	
LC24/200	£6.25	£12.45	
<b>INKJET CARTRIDGES:</b>			
SJ48	£15.95	NONE	
SJ144	£10.95	£12.95	£84.95

## hp Accessories & Consumables

<b>INKJET CARTRIDGES:</b>			
Deskjet/Deskwriter	£21.95	DoubleLife	£24.95
Paintjet	£21.95		£27.95
<b>PAPER/TRANSPARENCY FILM:</b>			
Single Sheet			£18.95
Z-Fold			£20.95
Transparency Film ( 50 Sheets)			£49.95

# Amiga Boards UPGRADES

Now you can expand your Amiga beyond the capabilities of many "business" computers with Harwoods upgrades.

## Blizzard 1200 Memory Board

Winner of Amiga Format's Gold Award with a 93% rating the specification is impressive...

- 4mb RAM as standard & option to add a further 4mb.
  - 32Bit LIGHTNING FAST Zero wait state FAST RAM (normally quicker than PCMCIA cards)
  - Real Time battery backed clock
  - FPU socket built-in for STANDARD PLCC type Maths Co-Processors of up to 40MHz speed!!!
  - Easy A1200 "Trapdoor" fitting retaining CBM Warranties
  - Compact design utilising latest SMT technology
  - Full TWO YEAR WARRANTY
- BLIZZARD 1200-4Mb BOARD £179.95  
4Mb. RAM Expansion (Blizzards own) £139.95  
33MHz. FPU Maths Co-Processor £79.95  
**BUY ALL THREE TOGETHER FOR JUST... £369.95**

## Blizzard 1230 Turbo Accelerator

From the makers of the acclaimed Blizzard 1200 RAM Board comes a great A1200 Accelerator...

- 400-500% performance increase on all applications (with additional on board RAM)
  - Optional fast (up to 10Mhz/sec) DMA SCSI-II interface for CD ROM etc. (CDTV, ISO-9660 Formats), Removable/Drives (Syquest Bernoulli etc) as used on Macintosh etc.
  - 40MHz 68EC030 Processor
  - Up to 50MHz 68882 PLCC or PGA FPU (Maths Co-Pro)
  - Up to 64Mb of 32-Bit RAM using standard 72 Pin SIMMS
  - Battery backed real time clock
  - Easy trap door installation. Does NOT void warranties
  - No software required, just plug in and go!
- BLIZZARD 1230 TURBO (0Mb.) £244.95  
4Mb. RAM Expansion, 32Bit SIMM £179.95  
33MHz. FPU Maths Co-Processor £79.95  
**BUY ALL THREE TOGETHER FOR JUST... £449.95**

## FASTLANE Z3 SCSI-II Interface

Lightning FAST Hard Disk access for all Amiga A4000 owners. The only IDE answer...

- Fast (up to 10Mhz/sec) DMA SCSI-II interface for CD ROM etc. (CDTV, ISO-9660 Formats), Optical/Removable Drives (Syquest etc) as used on Apple Macintosh etc.
  - Expandable up to 64Mb of 32-Bit Fast RAM
  - Requires no Buster Chip upgrade!!!
  - Compatible with all existing Amiga A4000's
  - 4 x 32-Bit SIMM Sockets
- Exceptional Value FASTLANE Z3... £329.95

## GVP Accelerators 40MHz, 68030ec, 32Bit BOARDS

GVP 1230 - With 0Mb. RAM	£249.95
GVP 1230 - With 1Mb. RAM	£309.95
GVP 1230 - With 4Mb. RAM	£499.95

Ask about RAM upgrades and Maths Co-Pro's

## SUPRA Turbo 28MHz Accelerator

Compatible with ALL A500's & A500Plus (A1500 & 2000 versions available, please ask for details)...

- Plugs into sidecar expansion slot A500/A500Plus
  - Speeds up your Amiga - up to FOUR TIMES NORMAL SPEED!
  - With throughput for RAM/Hard Drive Expansion etc.
- Amiga MUST have some FAST RAM (only std A500Plus do not). Any sidecar or GVP HD RAM already fitted is FAST RAM. A1200 Performance at only... £129.95

Shown on these two pages are just selections of our extensive range of Amiga Peripherals and Accessories which we are continually extending as new products become available. Please phone us if the item you need is not listed or to enquire about latest news.

**BY PHONE:** Phone our Order Hotline with your Access, Visa, Mastercard Switch or Lombard Creditcharge Card quoting number & expiry date (Most Dixons, Currys, NASCB and other "store" cards are Lombard Creditcharge and are happily accepted by us).



**BY POST:** Make cheques, bankers building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS. (Please allow 7 days to clear prior to despatch). Please send Name, Address, and most importantly if possible, a Day time Telephone Number along with your order requirements. Please check you are ordering from latest advertisement before posting (phone if you require confirmation). Please remember that for example many September publications appear during August, etc., therefore prices you see may have changed (either up or down!).

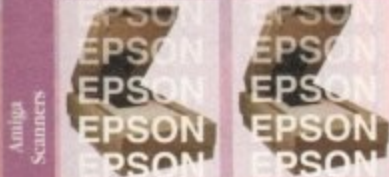


## Amiga Accessories

Sound & Graphics	Rombo Vidi 12, V2.00	£74.95
	Vidi 12 & Sound & Vision	£94.95
	Technosound Turbo Sampler	£29.95
	NEW Technosound Turbo 2	£44.95



Amiga Music Peripherals	Miracle keyboard	£249.95
	Music X full version 1.1	£24.95
	Midi interface 5port c/w cable	£24.95
	ZYFI Stereo Speakers	£39.95
	ZYFI Pro Stereo Speakers	£54.95
	Stereo Master	£29.95
	Deluxe Music 2	£69.95
	Meglosound	£29.95
	Power Mono NEW V4.0 Hand Held Scanner	£127.95



Amiga Scanners	Epson GT6500 Flatbed	£839.95
	Epson GT8000 Flatbed (inc. Art Dept. Professional)	£1179.95

If you already own a scanner buy Art Dept. Professional for just...

Amiga Genlocks	ProGen - Perfect high quality entry level true video signal genlock	£64.95
	Rendale 8802 inc switch and fader controls, A1200	£179.95

Quality Alfa-Data Amiga Mice	HQ Microswitched MEGA MOUSE (excellent magazine reviews)	£12.50
	HQ Microswitched 400dpi Resolution MEGA MOUSE	£13.95
	HQ Microswitched MEGA MOUSE inc. Mouse Mat/Holder	£19.95
	High Quality microswitched Optical mouse	£28.95
	HQ Microswitched Trackball	£29.95
	Auto Mouse/Joystick Switcher	£17.95

Amiga Workstations	Premier Control Centre & Monitor Plinth with shelf	£39.95
	For Amiga A500	£34.95
	For Amiga A600	£39.95
	For Amiga A1200	£11.95

Amiga Joysticks	Zipstick Autofire Joystick	£13.95
	Competition Pro-Star autofire, burstfire & slow motion	£11.95
	Python 1M	£14.95
	The 'BUG' Microswitched	£14.95

Amiga Joysticks	Full range of Quickjoy and other makes stocked - please call us for prices	
	10 TDK 3.5" DS DD	£7.95
	50 TDK 3.5" DS DD	£32.95
	10 TDK 3.5" DS HD	£12.95

Blank Disks	Certified Bulk Disks with labels:	
	10 with library case	£6.95
	50 Disks - only...	£24.95
	100 Disks - only...	£39.95
	250 Disks - only...	£94.95
	3.5" Disk Head Cleaner essential for reliable loading	£2.95

Mouse Mechanic	Universal mouse cleaning tool. Cleans in seconds, needs NO FLUID. Use over and over!	£1.99 +50p p&p
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Amiga RAM Upgrades	A500 1/2Mb. Trapdoor U/G	£32.95
	A500Plus 1Mb. Trapdoor U/G	£39.95
	A600 Trapdoor U/G	£47.95

Amiga RAM Upgrades	(A500/600 RAM Exp. inc. Battery Clock) PCMCIA Cards for A600/1200 (fit in Smart Card Slot):	
	PCMCIA - 2Mb.	£119.95
	PCMCIA - 4Mb.	£174.95

## Amiga Book Shop

Amiga 1200 Insider Guide	£14.50
Amiga A600 Insider Guide	£14.50
Mastering Amiga Assembler	£21.95
Mastering Amiga Beginners	£18.50
Mastering Amiga C	£18.50
Mastering Amiga Workbench	£18.50
Mastering Amiga Dos V2 Vol.1	£19.50
Mastering Amiga Dos V2 Vol.2	£19.50
Mastering Amiga Dos V2 Vol.3	£23.50
Mastering Amiga AMOS	£18.50
Mastering Amiga AREXX	£19.50
Mastering Amiga System	£24.95

ABACUS BOOKS: In stock - Please phone us for keen prices!

## External Amiga Disk Drives

Cumana 3.5" External Disk Drive with throughput, extra long cable, free head cleaning kit	£59.95
Power XL High Density 3.5" External Disk Drive with 1.7Mb. capacity for extra storage space, free disk head cleaning kit	£99.95

## Amiga Hard Disk Drives

### INTERNAL

Our internal A600/A1200 Hard Disk Drives are all high quality industry standard units manufactured by recognised and respected worldwide market leaders (eg. Conner, Seagate, Western Digital etc.). Each Hard Drive comes with a one year warranty, driver software, fitting kit and full instructions for you to fit easily yourself. And... back up and repair utility software.

Capacity	85Mb.	130Mb.	210Mb.
Self Fit	£194.95	£214.95	£379.95

Other Hard Disk sizes available... Please phone us for further details. Hard Drive capacities are unformatted to the nearest 5Mb.

ASK ABOUT OUR FITTING SERVICE TOO!!

### EXTERNAL

## New... 'OVERDRIVE 35' EXTERNAL DRIVES

Now you can get an EXTERNAL Hard Drive option that simply plugs into the PCMCIA slot of your Amiga A1200 THE EASY TO FIT ANSWER TO A HARD DISK UPGRADE!!! Ask us about prices and availability for models starting at just...

**£249.95**

on a range from 130Mb. up to 540Mb.

## Supra Modems & FAX Modems

A full range of Modems and new FAX Modems from as little as £100!!!



**Harwoods Free GOLD Service**

Items that prove faulty in the first 30 days are replaced with new units unless otherwise stated (eg. on-site maintenance etc.). Hardware that may develop a fault in the first year (some products have 2 year warranty) is collected FREE (UK Mainland). You'll be given an exclusive phone number manned by our technical staff who are pleased to help you with any problems. All hardware is fitted with a mains plug ready to use. We aim to continue providing the BEST service in the industry!

## Amiga Software

Word Processing and Publishing	Pen Pal V1.5	£49.95
	Final Copy II Release 2-AGA	£79.95
	NEW...Final Writer	£129.95
	The Publisher	£39.95
	Professional Page V4.1	£129.95
	Pagesetter III	£47.95
	Wordworth 2 - AGA	£99.95
	Softfaces 1 to 4 (for FCII)	£39.95
	Softclips 1 to 4	£29.95
	Softwood Proper Grammar 2: (Grammar & Spelling checker, for ALL Amiga Word Processors)	£39.95

Integrated Titles and Databases	Mini Office	£39.95
	FEATURING... Word Processor, Spreadsheet, Database and Disk Manager... FULLY INTEGRATED!	
	Superbase Personal 2	£29.95
	Superbase Personal 4	£114.95

CAD & Drawing	X-CAD 2000	£97.95
	X-CAD 3000	£254.95
	Art Expression	£144.95
	Expert Draw	£49.95
	Scala 500 Home Titrer	£74.95
	Scala Professional	£177.95
	Scala MM202	£289.95

Video Software	EditMate	£194.95
	Broadcast Titrer 2 - SVGA	£174.95
	GB Route Plus	£34.95
	Turboprint Pro 2.0	£34.95
	Mavis Beacon Teaches Typing 2	£22.95

Miscellaneous Software	TypeSmith	£119.95
	System 3E	£54.95
	Personal Finance Manager	£34.95
	Arena Accounts	£94.95
	Deluxe Paint 4.1	£64.95
	Deluxe Paint 4 (AGA)	£74.95
	NEW... Caligari	£97.95

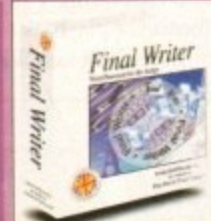
Amiga Animation and Graphics Software	3D Construction Kit	£36.95
	Adorage	£57.95
	Vista Pro 3	£54.95
	Art Department Prof. V2.3	£149.95
	DCTV Composite Video (24-Bit Graphics System - PAL)	£349.95

Amiga Development and Utilities Software	Morph Plus	£149.95
	Real 3D Classic	£74.95
	Real 3D 2	£379.95
	Brilliance	£147.95
	Pixel 3D Pro + Anim Workshop	£149.95
	Quarterback V5	£51.95
	Quarterback Tools Deluxe (Advanced Disk/File Management)	£99.95

Amiga Educational Software	PC Task - PC Emulator	£37.95
	Cross DOS	£34.95
	Easy Amos	£24.95
	Amos The Creator	£36.95
	Amos Compiler	£21.95
	Amos 3D	£25.95
	Amos Professional	£36.95
	Amos Professional Compiler	£34.95
	New SAS Lattice C V6.3	£259.95
	Devpac 3	£52.95
	Directory Opus V4	£49.95

Amiga Educational Software	"Micros" up to GCSE Standards	
	micro science - to GCSE	£18.95
	micro maths - to GCSE	£18.95
	micro english - to GCSE	£18.95
	micro french - to GCSE	£18.95
	micro spanish - to GCSE	£18.95
	micro german - to GCSE	£18.95
	compendium six (6 titles)	£27.95

Amiga Games	NEW FINAL WRITER from SoftWood Products Europe	
	Final Writer	£129.95



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One of the great things about the Amiga is its ability to use sampled sounds; you only have to listen to a typical game or demo to hear what can be achieved.

Sound sampling, for those of you who are new to such things, involves a rather strange translation process whereby recorded sounds are converted into sets of numbers.

In most cases this is achieved by plugging a box called a sampler or sound digitiser into the Amiga's parallel port, connecting a sound source (microphone, CD player and so on) to it, and then using a piece of software to collect and save the digitised sound.

Reasonable hardware and software can be obtained quite cheaply and although getting good results may take a little practice, the sampling process itself is easy to perform.

Now you certainly don't need to be technically minded to benefit from the Amiga's sound sampling facilities, but most users do seem to feel more comfortable with the jargon that they inevitably encounter in magazines and books if they know something about how digitisers work and how samples are stored. So, with this in mind, here's a more detailed overview of the sampling process.

A single musical note can be thought of as consisting of sound waves of a given pitch (frequency) and loudness (amplitude). When you listen to a piece of music, or anything else come to that, what you are listening to is a mass of these waves containing many different frequencies and amplitudes.

In making a tape recording of, say, a song, the intensities of each part of the waveform are continuously measured and stored (as varying strength magnetic information) on the tape. These types of continuous measurements are called "analogue" recording techniques and are so named because an ever-changing signal is being measured in a way that allows the full details of the input signal to be recorded (in theory at least).

Sound digitisers work on rather a different principle - they use special hardware which grabs and measures, ie samples, the input signal's amplitude information at specified intervals.

This usually happens many thousands of times a second and by storing the numerical values which represent the amplitude of the signal, a digital copy of the original sound is



built up. The key point to approach is that because the information ends up being stored as a series of numbers in memory it becomes amenable to processing by computer.

As sound editing is then reduced to just changing the numbers associated with the digitised waveform, it becomes possible to achieve effects which are either difficult or impossible to produce with conventional analogue recording techniques.

Needless to say, the quality of any sample depends on the accuracy of the digitisation process and one of the factors to consider here is the resolution of the numbers used to define the waveform amplitude - it should be pretty obvious that sample quality is going to be dependent on the range of numbers used to represent the amplitude measurements.

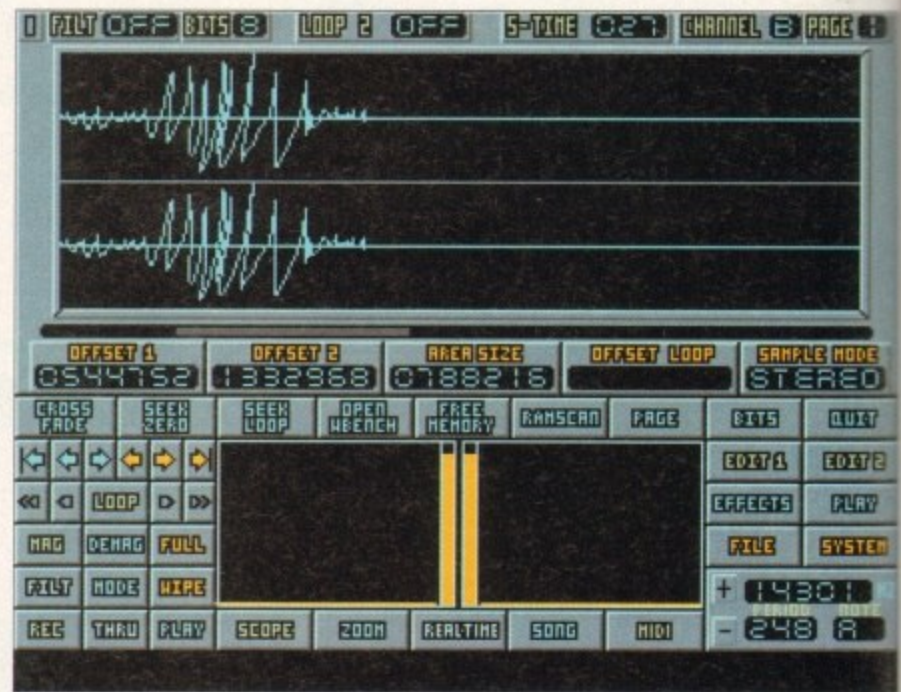
**EIGHT-BIT**

The Amiga's internal sound chips are based on the use of 8-bit sound samples and this is why most Amiga samplers perform amplitude digitisation to an accuracy of 8-bits (this means that the numerical amplitude values found in the stored sound sample data lie in the range -128 to +127).

Although the Amiga's internal sound chips are quite impressive, this 8-bit limitation does of course put a restriction on the playback quality that can be achieved when sounds are regenerated.

Compact discs, which incidentally also use this type of digitised sound technology, are rather better in this respect because they use a 16-bit sampling amplitude resolution. This means that CD digitised data contains correspondingly more waveform detail (hence the playback sound quality is better).

Sixteen-bit samplers are available for the



One of the many budget samplers that can produce very good results

# Safers

Exciting, yes, but you need to know the basics before plugging outside sounds into your Amiga. Paul Overaa explains why your Amiga and a CD player have a lot in common...

Amiga but, with one notable exception (namely Microdeal's Clarity 16), they're still relatively expensive. They also have another disadvantage - because each amplitude value uses 16 bits (2 bytes) instead of 8 bits (1 byte), they use up twice as much memory!

The sampling rate, ie the frequency at which signal measurements are taken, is the other factor which governs the resulting sample quality. Fast sampling rates would intuitively be expected to give better waveform detail and this is exactly what is found in practice.

Amiga digitisers are very respectable in this respect. Microdeal's Megalound sampler, for instance, can collect mono samples at rates of 40 to 70kHz and even stereo samples can be collected at rates of 34 to 39kHz.

The relation between sampling rate and playback rate is quite easy to understand. If say you sample a musical note using a 20kHz sampling frequency, and then play that sample back using the same frequency, the digital copy of the note will sound the same as the original because you're reconstructing the waveform in the same time space.

If however you double the playback

speed then you are effectively doubling the frequency of all of the elements in the waveform and since a doubling of frequency means an increase of one octave in pitch, the digitally recorded sound will end up sounding an octave higher. Half the playback frequency and the note will sound an octave lower, and so on.

**DIRECT-TO-DISK**

Amiga chip memory is always at a premium and since most samplers use this memory as their sample workspace, this places a limit on the size of the sample that can be taken. Some of the expensive 16-bit samplers solve this limitation by offering direct-to-hard-disk sample taking and this facility has recently filtered down to more affordable digitisers as well.

The hardware performance of direct-to-disk units tend to vary according to the efficiency of the hard disk being used but, by way of example, the Megalound unit can often achieve speeds of around 18kHz when recording stereo samples in this way.

Irrespective of whatever sampling hardware you choose, or can afford, to buy, there are some general guidelines to bear in mind.

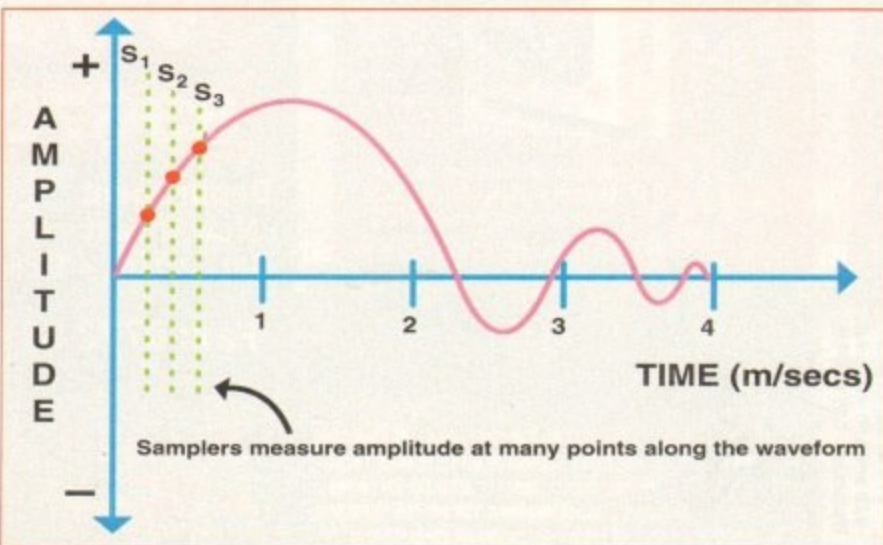


Figure 1: The relationship between a sound wave, amplitude, time and sample points



Firstly, none of these units can work miracles and if the signal fed into the digitiser is poor then you can bet your bottom dollar that the results are going to be equally poor. You can get great results from CD decks, records and tape machines but if you want to use a microphone for recording voices and so on then a little more care is needed.

Microphones, such as the those provided with cheap portable tape machines, are best avoided (like the plague). If you need to sample microphone-based input then try and get hold of something decent (like an AKG, Shure, or Beyer) even if it means borrowing one from a rich friend!

One criteria used to measure the signal quality of hi-fi equipment and the like is something called the signal-to-noise (SNR) ratio. This basically gives a measure of the signal itself relative to any extraneous electrically generated background noise produced by the equipment.

Keeping tape heads and records clean, and using good quality connecting leads



Probably the best 8-bit Amiga sound sampler in the world

(which should incidentally be as short as possible), can all help to improve the final quality of the audio signal.

Because it is important to provide the digitiser with a good strength signal, the sampling software will provide graphic

indicators which allow you to see whether a suitable signal level is being provided.

Too low and the sample will have a lot of background noise, too high and the digitiser's input circuitry won't be able to cope and you'll get a distortion effect known as

# oversampling

## Trouble shooter

With proper attention to input signal levels, and a decent original signal, very little can go wrong with your sample taking. There are however a couple of extra points worth mentioning.

To start with, dirty contacts on the audio lead that links the sound source to the digitiser can often result in poor sample quality. The remedy is to clean the jacks/phonosockets (loose connections cause similar problems and the solution should be pretty obvious).

Audio leads trailing near to a mains power cable are another thing to watch for – it is all too easy for mains-induced hum to be inadvertently picked up.

The moral here? Keep all audio leads away from cables that carry current and don't, incidentally, do silly things like draping audio leads over your monitor.

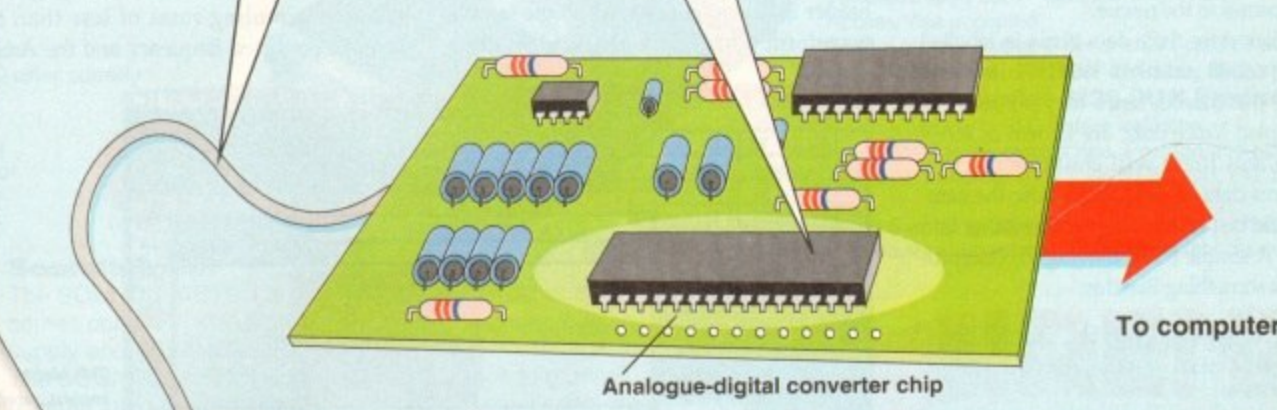
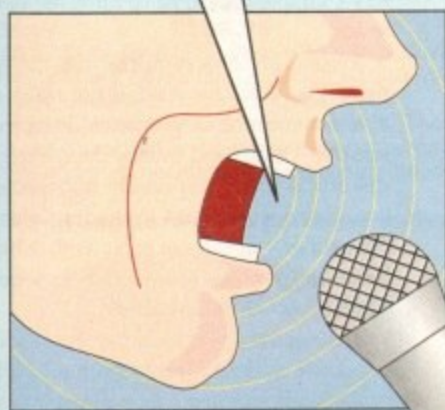
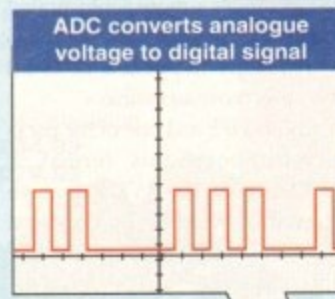
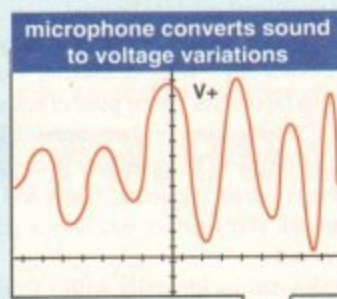
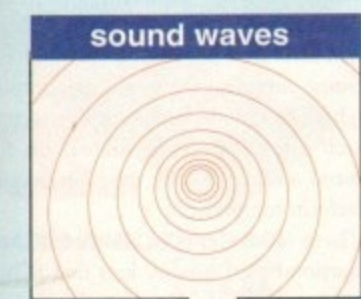
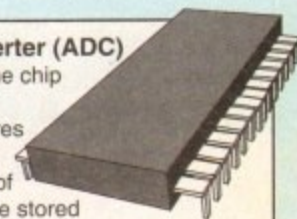
Not because it's particularly unsafe but because the high voltages inside the monitor can also result in the audio input cable picking up induced hum.

## The sound sampler

Sound samplers convert sound to a digitised form which can be stored and manipulated by a computer. Samplers rely on chips called analogue-to-digital converters (ADCs). These specialised chips sample analogue voltages and convert them into binary numbers which the computer can digest. Sound samplers usually operate at rates of up to 40,000 samples per second (sps) although sampling rates of 8,000sps to 15,000sps can be quite adequate. Control of the recording level or gain is very important. Some samplers control gain digitally on screen while others offer only hardware control.

### The analogue-to-digital converter (ADC)

This is the heart of the sampler. The chip samples the analogue input at a controlled sample rate and measures the voltage variations at regularly spaced intervals, generating a list of binary numeric values which can be stored and manipulated by the computer.



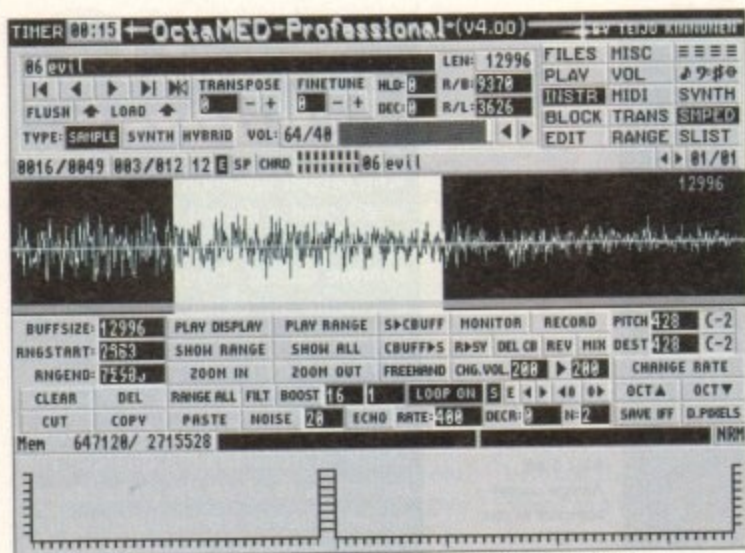
Analogue-digital converter chip

### Nyquist's Law

Nyquist's Law states that the highest recordable frequency is equal to half the sampling rate. The range of the human ear goes up to about 20,000Hz so to record sounds at this frequency would require a sampling rate of 40,000sps – this is about the rate at which sound is recorded for compact discs. 15,000sps is usually quite adequate for home computer use, however, and at this rate the highest recordable frequency would be 7500Hz. Any sound above this frequency would be recorded as noise or "aliasing".

Once in digital form various techniques can be applied to the sound file including echo, flanging, ramping, scaling and resampling. Flanging adds a whooshing sound to instruments and voices. Ramping changes the volume of a sample gradually from beginning to end. Flipping makes the sampled sound play backwards. Scaling changes the volume of an entire sample by a specified amount. Resampling improves the quality of a piece of sound by sampling at a high rate then bumping it down to a lower, less memory intensive speed. This gives a better quality result than would otherwise be possible at a lower sampling rate.





Trackers programs like OctaMED let you create your own compositions using sound samples

clipping. For the best results, start with a signal that is a little too loud and experiment by sampling it, and listening to the results.

If on replay you hear any evidence of clipping, then reduce the volume slightly and try again. Repeat the process until you are convinced that you've recorded the strongest non-clipping signal possible. Some digitisers, incidentally, are fitted with volume controls. Others are not and in these latter cases the signal level will need to be adjusted directly from the audio source.

Collecting sound samples is great fun. It is, however, of little use unless those samples can be saved and re-used and herein lies another part of the sampling story...

The digital copy or image of the sound in memory is called the raw data and many sample editing packages offer facilities for writing this information directly to disk.

Raw files are used mainly by programmers - a games coder for instance might use raw sound sample data and embed the required details of playback rates and the like, within the program using the sound.

As a means of creating portable data files, ie sound sample files that can be used with any number of different sound editing programs or tracker programs, raw sample files are less than ideal. This is because a program reading such raw sample data is not going to know how the waveform should be played back or used.

What is needed therefore is a file format that saves not only the waveform data, but some details about how the sample should be played and this is where the IFF 8SVX file format comes to the rescue.

IFF files store their data items in labelled blocks (called chunks). With 8-bit sound samples the chunks, since they represent 8-bit Sampled Voice data, are known as 8SVX chunks and these will contain the raw waveform data, details about how the sample should be played, plus perhaps other info as well. A simple 8SVX file might, conceptually look something like this:

```
<----- IFF 8SVX sound file ----->
<8SVX label> <size> <VHDR header info> <BODY
waveform data>
```

The IFF format allows a number of different waveforms to be stored together, including a one-shot sample which is a waveform that is intended to be played once at some nominal playback rate. The file may also include a

repeat part waveform. The idea here is that when samples are played as musical instruments, the programs using them can initially play the one-shot part of the waveform, and then loop around the repeat part of the waveform for as long as the sound needs to be sustained.

Programs which use sampled sounds as instruments achieve different notes in a particular voice by modifying the rate at which they play back the sound sample.

Samples however always sound best, or at least most natural, when they are played back at rates near to their original sampling rate and with large alterations in playback rates the quality of the voice can often deteriorate drastically.

## MULTIPLE

The IFF standard helps programs to avoid these sorts of problems by allowing multiple octave sound data to be stored so that in any given situation a program can choose an octave nearest to the note that it wishes to generate. Three and five octave 8SVX file versions are common.

IFF 8SVX is fine as an 8-bit standard but over the last few years a more sophisticated file standard has been created that will become increasingly important as 16-bit sampling becomes more accessible.

It's called Audio IFF and one of the packages which supports this format is Microdeal's Clarity 16. The AVR format, an in-house standard created by Audio Visual Research, is another 16-bit arrangement that you may also read about.

AVR files consist of a small block of header information followed by the sample waveform data. There are incidentally a

number of Midi-oriented sound sample file formats also available but these are really only of interest to professional users.

By virtue of the way they are obtained, digitised samples are of necessity both time quantised and limited to discrete steps in amplitude.

The world of mathematics has provided us with something called the Nyquist theorem which essentially says that a continuous time waveform, when sampled at a frequency greater than twice the maximum frequency component in its spectrum, can be reconstructed completely from the sampled waveform.

Now in theory you can use these ideas to predict suitable sampling rates when taking

*Let your ears be judge and jury and you won't go far wrong*

samples of a particular musical note (if for instance you are sampling a sound with a frequency of 15kHz, this theory suggests that you'd need to collect data at a frequency of at least twice this, ie 30kHz to get a good sample).

In practice things are not that simple because musical instruments produce notes which contain other frequencies, called harmonic overtones, which colour the sounds. These harmonics may include frequencies which are at a much higher frequency than the main note.

If the Nyquist relationship tells you anything at all it is that a sampling frequency at least twice as fast as the frequency of the highest frequency component present in the original waveform needs to be used.

Since you'll never know the frequency of the harmonics any chance of making sound predictions (apologies for the pun) of suitable sampling rates go out of the window! The solution of course is to forget any "I can calculate the required frequency" ideas and let your ears tell you whether you have a good sample or not.

Samples can incidentally suffer from a waveform distortion known as aliasing when taken at sampling rates of less than the Nyquist predicted frequency and the Amiga

## Jargon buster

**chip memory** The area of memory that is accessible by the Amiga's custom chip set. Sound samples have to be held in chip memory in order to be used.

**clipping** When a signal is provided that is too loud for the digitiser circuitry to cope with, the top parts of the input signal waveform can be effectively chopped off or clipped. This produces a distortion which, for obvious reasons, is called clipping!

**hertz** The hertz is the common unit of frequency equivalent to one cycle per second, so 1kHz = 1,000 cycles per second.

**RAM scanning** A facility provided by some sampling software whereby you can hunt around the Amiga's memory and "play" whatever's there. Needless to say nobody ever uses these options for stealing other peoples samples!

**tracker programs** These are sequencer-type programs that are based on the use of sampled sounds. OctaMED Pro is a typical example and very good it is too.

is fitted with an anti-aliasing filter to minimise this effect.

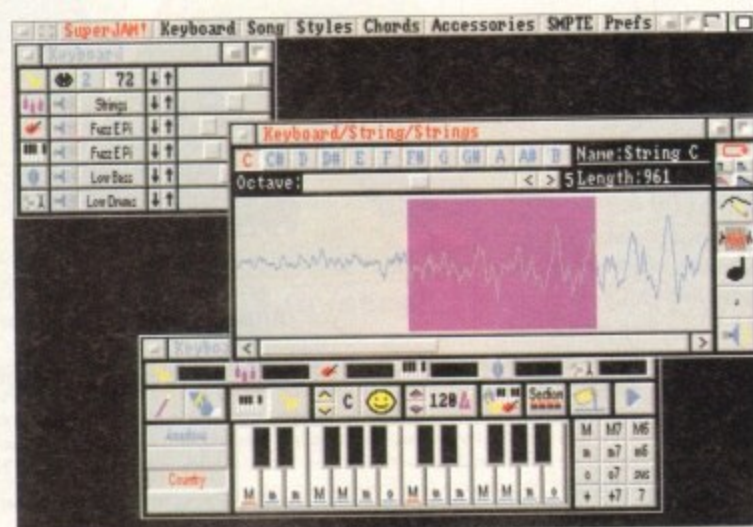
Unfortunately this filter works by cutting the high-frequencies (because they're the ones most affected by aliasing distortion) so samples end up sounding flat (dull). Basically the sound loses its sparkle because it loses those all-important harmonics mentioned earlier!

Some sampling software can employ a playback technique known as oversampling which allows aliasing distortion to be reduced without cutting the high-frequency waveform components.

There is incidentally another source of distortion-based quality loss that is worth mentioning. Some software allows the IFF 8SVX sample data to be compressed to save space.

Fibonacci-delta compression, the technique that is always used, is not really suitable for compressing musical instrument samples - it can, and usually does, introduce distortion that is especially noticeable on samples recorded at low sample rates. Sometimes you can get away with it but as before the only safe solution is to experiment and let your ear be the judge!

Developing an ear for music, being able to recognise a good sample from a bad one, and so on is something that only comes with practice. At the end of the day there is only one rule to apply to the samples you take - if it sounds good... then it is good. And if you let your ears be your judge and jury in this way you'll find that you won't go far wrong.



This highly sophisticated automated composition program from Blue Ribbon Soundworks uses sampled sounds for its instruments



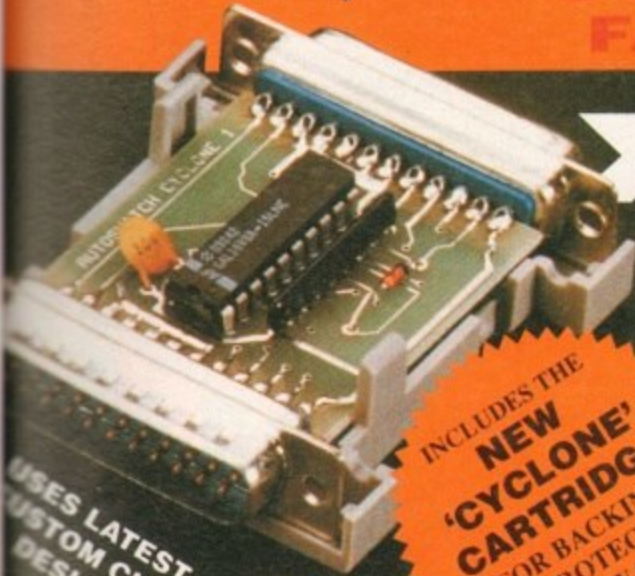
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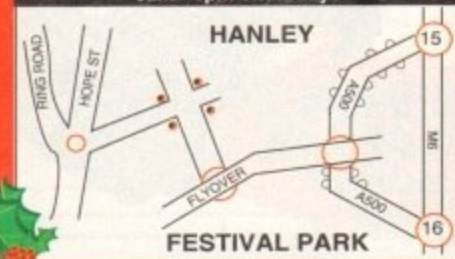
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A second floppy disk drive can revolutionise the way you use your Amiga. Phil Morse looks at the wide variety of models on the market

All disk drives are the same. A fact which, at first glance, seems to make this review rather pointless. But while they all tend to use one of a very small number of reliable, well tested and trusted actual drive mechanisms within their cases, the construction quality, software supplied and extra features are all up to the particular manufacturer.

Actually, there are a couple of types of drive, although for the Amiga only one kind is really viable unless you require one for specialist use, and this is the floppy drive format. HD stands for high density, which means the disk can hold around 800k of information as opposed to roughly half of that using old (now obsolete) variants.

As well as HD disks, it is also possible to buy DD (double density) variants. These can record roughly double that of HD disks, and use much higher quality magnetic coatings on the disks' surfaces to record accurately such a large amount of information.

We have tested one such model, the Power XL drive. Such drives are great for

# Two's com



## Blitz those disks

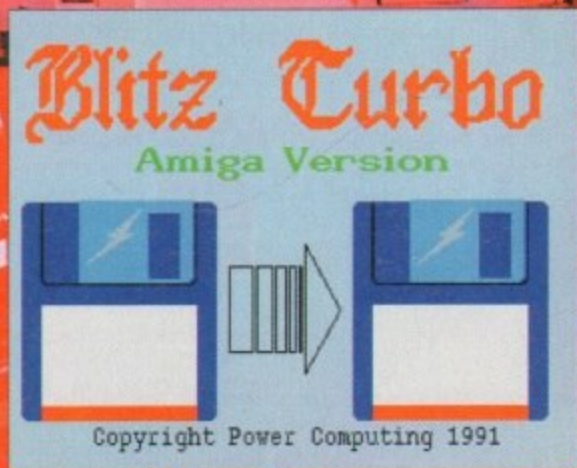
Blitz is a piece of copying software. Now while people undoubtedly use such software to pirate commercial releases, they also use it to get around commercial blocks in order to back up their expensive software. While understanding the latter, to deny that the former goes on just as much would be stupid.

However, Blitz is available and people are buying it, so what does it do? Well, by putting the disk to be copied from, write-protected, into the Amiga's internal drive, and the disk/s to be copied to in any external drive/s (write-enabled) it simply makes a bit-by-bit copy of the entire disk.

It does not do it "intelligently"; it has no way of knowing if a copy is successful or not, but most of

the time they are. Power recommend that you use HD or high density disks - popular in the PC world due to their propensity to hold twice as much data as their DD (double density) contemporaries - because they are made of very high quality magnetic media and so Blitz will be most likely to make an error-free copy onto such a disk.

Blitz can, indeed, also copy PC and ST disks, due to the fact that it doesn't care what it is that it's copying across, and with other options including doing up to three disks at a time (assuming you have enough drives, of course) this is undoubtedly an extremely effective program. It is up to users to use it responsibly - and there's only a fair chance of that, I fear.



The Blitz backup software in use.



## Power PC883 Dual

### Power Computing

This is a novel concept, and one which will appeal to those who want two instead of just one extra drive, but who wish to keep everything nice and tidy. The Power Dual is two fully-featured Power disk drives in one neat metal case.

Each drive is in actual fact a completely independent unit, so you can copy from one to the other, the Amiga recognises them both icon-wise as two separate units, and so on.

Switched on via the switch on its rear, the unit is actually powered by its own mini-transformer mains power supply. This is to reduce any strain on overworked power supplies, and is only to be welcomed. It's a common misconception that power supplies last forever...

The Dual Drive comes complete with Blitz software, too (see box), and can – indeed, must – make two copies of anything you're backing up from the Amiga's internal drive in order to make it work.

It's novel and very neat. While it may never be a best seller, there are many circumstances where two disk drives in one neat box could be a perfect solution, and if it is such with you, this is a first rate model.



## Power XL

### Power Computing

Sharing the same sleek looks as the 880B except for a slightly darker shade of grey used for the front plastic casing of the drive itself, this drive is different in that it can handle high density disks, known as HD disks for short. As mentioned, these allow you to format the special HD disks to hold a maximum capacity of around 1.6Mb – double that of usual DD disks, and so especially useful for those wishing to cram a large amount of data onto a single disk.

Therefore this drive appeals to those using their Amigas for DTP or animation and graphics work, where the disks can hold more pages, frames or pictures than their lower capacity counterparts.

Visually, the only difference on the disks themselves (discounting the HD logo) is a second hole opposite the write-enable/disable slot. This hole is a permanent one, and using it the disk drive senses whether the disk which has just been inserted is HD or DD. Therefore, the Power XL drive is able to read, write and format both types of disk – the best of both worlds.

The drive has four rubber feet which hold it very still, and the usual enable/disable switch and daisy-chaining socket on the back. So if big files or programs are your thing – or if you're putting off getting that hard disk yet wish you could have a second drive stacked with all the things you need to keep swapping disks for – this could be the one for you.



personal use, but as most Amiga drives are only HD, they'll be no good for giving to your friends. Double density drives can format and support HD disks, though.

The material chosen for and build quality of the case, the facilities provided for virus protection, the decision about whether to power the thing externally or not – all affect the reliability, aesthetic qualities and last but not least, the price of any drive.

The best course to take when considering buying an external floppy (and it is one of the most useful and cheapest peripherals you could ever consider investing in) is to weigh up how much looks and extra features mean to you, and then work out the pricing on those drives you are interested in.

There's very little either functionally or financially to choose between many, so it's simply a case of right features, right price! You have the luxury of knowing that all of the models reviewed here will do the basic job, and do it well. The rest is up to you...

# Company



## Beating viruses

I could have called them "viri", but then you wouldn't have known what I meant, would you? However you pluralise them, viruses – nasty little computer programs which can do everything from locking up your machine to flashing "amusing" messages at you to reformatting your hard drive – are highly undesirable.

Disk drives which contain anti-virus circuitry allow reading and writing to and from Amiga disks as usual, but will block any attempts to write to the bootblock of any disks in either the external drive or the Amiga's own internal one.

As most viruses work by bootblock corruption, this is an effective aid in the fight against them, although it should not be used instead of a proprietary virus killer – such circuitry can't do anything about already affected disks.

Unfortunately, the so-called "link" viruses are immune to this kind of protection as they work in a completely different way. Link viruses are generally far more serious than their bootblock contemporaries, doing such desirable things as complete disk wipes (hard as well as soft), so it is doubly essential to make sure that you scan all new disks with that up-to-date virus killer.



## Power PC880B

### Power Computing

The Power drive is a long beast, but is nevertheless streamlined and good-looking in its plastic and metal casing. It bears a great resemblance to its cousin, the Power XL high density drive, brought about by being sold in the same casing.

The PC880B has an isolating switch which makes it effectively "disappear" when switched off, allowing compatibility with extra-drive-sensitive software, and also comes with the usual through-port for connecting a second drive to.

Power recommend that you do not connect more than two drives together running off the Amiga's own power supply – although this advice may vary depending upon what machine and so what type of power supply you have, Power's suggestion is a sensible rule of thumb.

One feature which particularly impressed me was the inclusion of an anti-click device which effectively stops the drive clicking periodically – the bane of the Amiga's internal drive.

It's a problem caused by the Amiga continually checking to see if a disk has been inserted in the drive, and one which users have previously got around by either putting a "dummy" disk in the drive (so there is one there and so no need to click) or by using a small PD utility permanently installed and programmed to stop it. Power's solution is both transparent and effective.

What makes Power's drive stand apart from the crowd, however, is its Blitz software, which is included with the drive in the shape of a floppy disk, and an extra switch on the back of the unit. The function switch can select one of three options. The first is Normal. The second is an anti-virus setting, which is discussed in more detail in the separate box.

The final setting, Blitz, is for use in conjunction with the aforementioned software. See the box-out "Blitz those disks" for more information on this feature.

## Cumana CAX354

### Cumana Ltd

Definitely the granddad of the Amiga external floppy drive world, the Cumana has been around for many years. Looking rather old fashioned in this day and age – it's slightly bigger and clumsier looking than its competitors, and its noisiness betrays a rather basic design – the Cumana has nevertheless lived a long and popular life which sees no sign of decline.



Maybe people like it because of its reliability. Eschewing flashiness and fashion, the Cumana is one of the most trustworthy drives in the business.

It comes in a two-part moulded plastic case, complete with an extra port on the back for daisy-chaining another drive. It has four small plastic feet, which are not particularly brilliant at holding it still. Indeed, our office Cumana (pictured) has been doctored with six large rubber feet and now looks somewhat like the souped-up Morris Minor of the floppy disk world! But it's testament to the unit's reliability that no-one can remember how long we've had this particular specimen. Devoid of gadgets and extras, this is the drive for you if you're after something tried and tested and through with flying colours.

liant at holding it still. Indeed, our office Cumana (pictured) has been doctored with six large rubber feet and now looks somewhat like the souped-up Morris Minor of the floppy disk world! But it's testament to the unit's reliability that no-one can remember how long we've had this particular specimen. Devoid of gadgets and extras, this is the drive for you if you're after something tried and tested and through with flying colours.

## Roctec RocLite

### Gordon Harwood

A very popular drive with the trendy, streamlined mob, and not too surprising either, as the Roctec's sleek metal case certainly conjures up elegant adjectives such as "diminutive" and "understated".

Although its design is compact, it lacks the spilt-coffee-unfriendly top vents of its streamlined contemporary the Zappo drive. On the Zappo model, vents appear to be a design feature designed to keep the drive mechanism cool within such a small case, but the Roctec does not appear to get hot in use without them.

It is equipped with the usual enable/disable switch and socket for daisy-chaining other drives to, although you may have to search for a trendy-looking 23-pin cable to connect them up with or the plug in the back might ruin this vain little number's good looks!

It also has, rather more usefully, an anti-virus facility along the lines of the power drives (see box for an explanation) which is only to be welcomed and perhaps pushed this model a little ahead of the Zappo in the sleek desirability stakes.



## Zappo RF332C

### Indi Direct/Hobbyte

This is a highly attractive drive, and for those with fashion-conscious Amiga setups, it could be right up your street. Extremely slimline, both in height and length, it comes in as sturdy grey metal casing, which is finished in an attractive speckled pattern, and has the usual 23-pin D-plug for attachment to your Amiga, and a D-socket on the rear for attaching further drive/s.

Possibly the only worrying factor about this attractive design is the use of two cooling vents on the top of the unit towards the rear. While no doubt essential for the cool and proper running of the Zappo, these vents nevertheless are prime target for any stray cups of coffee or small objects in the curious paws of young children...

No doubt the trendy, streamlined design of the drive is the reason these vents are necessary, so if you want small size and looks, just be extra careful with drinks and children.

Finally, the drive has a small on/off toggle switch at the back to deactivate it when its use is interfering with software. Like most of the drives reviewed here, the Zappo has not got a power supply of its own, but if my humble A600's power supply can happily feed it, then I imagine it will be all right on all Amigas.

## Addresses

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Indi Direct Mail, 1 Ringway Industrial Estate, Eastern Avenue, Lichfield WS13 7SF Tel 0543 419999/fax 0543 418079

Power Computing, Unit 8 Railton Road, Woburn Road Industrial Estate, Kempston MK42 7PN Tel 0234 843388

	Power supply	Daisy-chain	Enable/disable	HD <sup>1</sup>	DD <sup>2</sup>	Casing	Anti-virus	Cost	Suppliers
Cumana CAX354	No	Yes	Yes	No	Yes	Plastic	No	£49.95	Cumana Limited
Power PC880B	No	Yes	Yes	No	Yes	Metal/plastic	Yes	£60	Power Computing
Power PC883 Dual	Yes <sup>3</sup>	Yes	Yes	No	Yes	Metal	Yes	£125	Power Computing
Power XL	No	Yes	Yes	Yes	Yes	Metal/plastic	Yes	£99.95	Power Computing
Roctec RocLite	No	Yes	Yes	No	Yes	Metal	Yes	£59.95	Gordon Harwood
Zappo drive	No	Yes	Yes	No	Yes	Metal	No	£51.50	Indi Direct Mail/Hobbyte

<sup>1</sup> Handles high density (880k) disks    <sup>2</sup> Handles double density (1.76Mb) disks    <sup>3</sup> Comes complete with own separate transformer/power lead and plug



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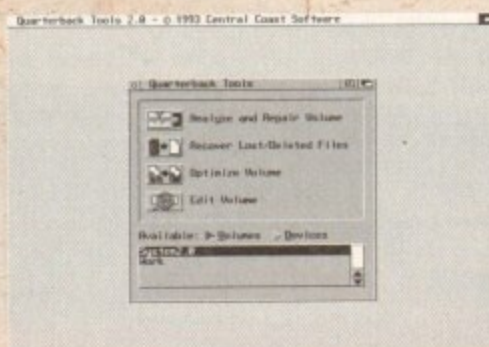
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### Keystroke Finder

- Displays keystrokes necessary to generate any character.

### System Mover

- Quickly and easily moves fonts, printer drivers, and system files between disks.
- Displays version information for printer drivers and system files.

### Brain Cloud

- Makes a floppy disk inaccessible to AmigaDOS.
- Not even the Amiga's "Format" command will work on a disk with a "Brain Cloud"!

### General

- Workbench 2.0 style "3-D" user interface.
- Requires Kickstart 1.2 or later (Kickstart 2.0 or later recommended).



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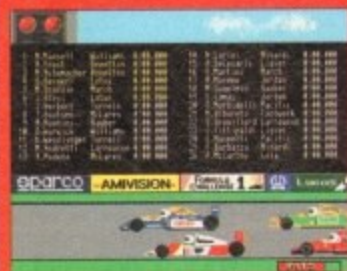
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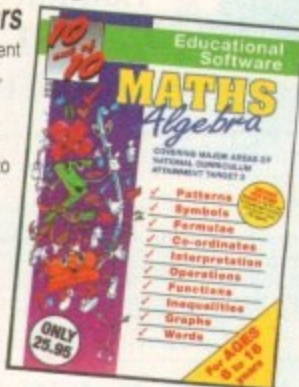
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## Junior Essentials<sup>α</sup>

For children 5 to 11 years

A truly flexible package covering many topics essential for building a good educational foundation. The areas covered have been carefully chosen by a team of experts and come from several subjects and levels of the National Curriculum. The child's progress in these areas is constantly monitored and recorded and parents or teachers can easily discover where a child needs help. As with all the 10 out of 10 series, further motivation to play the games and learn more is added in the form of High Score Tables.



## Dinosaurs

For all ages

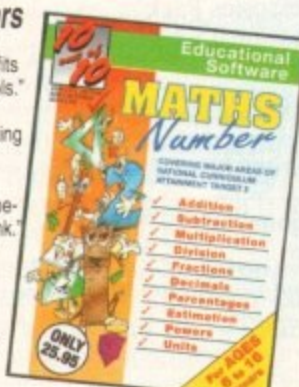
This package is the fun way to learn the truth about dinosaurs. The six games all have superb digitised graphics to make a whole area of history - dinosaurs - come alive. If you came face to face with a tyrannosaurus would you run away? Or are you safe because it's a vegetarian and wouldn't eat you? This, together with 100s of other interesting facts, can be discovered from this enthralling package. The six games - all with single and multi-player options - are educational fun for everyone.



## Maths (Number)

For children 6 to 16 years

"Well thought out to offer real benefits to children studying in British schools." - PC Plus (July '93)  
 "Educationally worthwhile and exciting to play - a rare combination." - Archimedes World (December '92).  
 "Unique in home-based programs because of the National Curriculum link." - The Micro User (September '92)  
 "Excellent for reinforcing specific mathematics knowledge." - Junior Education (July '93)  
 "The 10 out of 10 Series lives up to its name." - PC Home (August '93)



## Early Essentials

For children under 7 years

"Outstanding. All of the activities are not only very enjoyable but they're well thought through. It's one of the best multi-purpose infant packages I've seen in a long while. If you have young kids get it for the home, if you're a teacher, hammer on the headteacher's door and beg for money to buy a copy." - Archimedes World (July '93)  
 "At just £25.95 you'll be hard pressed to find anything which even comes close to Early Essentials." - Micro Computer Mart (Sept. '93)



## English

For children 6 to 16 years

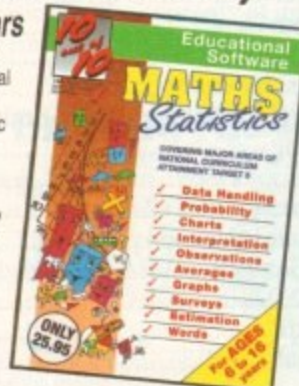
"Everything being done is relevant to the player's education. An invaluable curriculum experience, plenty of fun, lots of variety." - PC Home (November '93)  
 "Guaranteed to sustain the attention of even reluctant learners." - RISC User (January/February '93)  
 "Most importantly, as the games are fun, children can't help but learn." - Acorn Computing (March '93)  
 "Allows progression from Junior school age right up to GCSE level." - Amiga User International (Sept. '93)



## Maths (Statistics)<sup>α</sup>

For children 6 to 16 years

Attainment Target 5 of the National Curriculum is Data Handling - a vital area of Mathematics. 10 out of 10 Maths (Statistics) covers 36 specific topics from that subject. In this package, recording animal sightings in an animated pond or rolling dice are just two of the many challenges that children will relish as they learn about statistics. And can graph drawing be a game? It becomes arcade action as bricks and bombs are dropped onto the charts. This is a really enjoyable way to learn about statistics.



## French<sup>α</sup>

For children 6 to 16 years

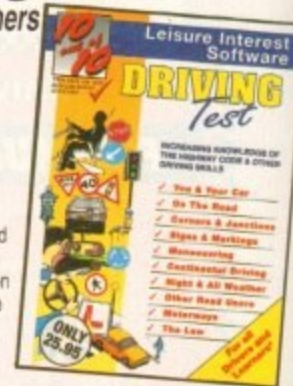
This suite of six educational games will give fun and motivation to all children learning French. The package is designed with the Modern Languages National Curriculum firmly in mind and contains many challenges to reinforce facts stated in Attainment Targets 3 and 4. 10 out of 10 French is essential for children on Key stages 3 and 4, but the numerous parent and teacher customisation options make the software suitable for all children - however young - who are learning the French language.



## Driving Test<sup>α</sup>

For all drivers and learners

Whether you're a novice learner or an advanced expert, there's plenty you can learn from this package. There are thousands of built-in questions and you can choose whether you want to answer them directly or add to the fun by trying them within games. The six games have been designed to be fun for all adults and include strategy, mental agility, coordination and more. And, if you think you are up to it, you can "take the test" - a challenge covering many areas of the Driving Test.



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# Promises, promises!

## Star Letter

I'm fairly new to the Amiga, but having worked in the PC retailing business for a while I know a couple of people in the industry and so can usually pick up a lot of gossip about other machines. Specifically, I've been hearing a couple of worrying things about Commodore.

Is it true that they won't be releasing the A1200 CD-ROM drive this side of Christmas? A friend assures me that though Commodore promised it would be available, it now won't be appearing until Commodore can get the price right.

Is it also true that virtually none of the games houses will be living up to the promises they made when the CD32 was launched? In other words, I hear that few of them will be releasing A1200-specific games this year, never mind CD32 games.

Now my main point. Why make a promise when you have no chance or no intention of keeping it? All this sort of hype and lying in the computer industry serves only to confuse and annoy the customers, and as someone who's spent three years dealing with computer buyers I can tell you that when confused and annoyed by a product they just drop it and run.

If the games industry and Commodore themselves carry on being overly optimistic, they'll do more damage than if they had just said "not for a while yet" when asked to name a release date.

Peter Cowdry, Middlesborough

I'm not sure where you're hearing your rumours, but they are at least partly true. Most software companies who announced products at the time of the CD32 launch are missing the launch dates they set themselves and Commodore still haven't confirmed the launch of the CD add-on drive.

Don't despair, though, as software houses continually miss their deadlines and expected release dates, and Commodore are holding back all other projects to concentrate on making and selling the A4000, A1200, and CD32 over Christmas. The fact that a few games are late shouldn't be too alarming.

You are right to be irritated by over-optimism, and companies have certainly been guilty of this in the past, but remember that a lot can come down to the expectations of the industry itself, the press, and the public.

If we all expect and demand that so many games are released on the CD32 before Christmas, Commodore and the games houses will endeavour to give them to us.

If this means they strain the boundaries of what can realistically be expected, are they lying or telling us what we want and demand to hear?

## Cream crackered Amiga

I hate cream crackers, I really do. Apart from the fact that they always fall apart when you try to butter them and they stick to the roof of your mouth, their butter-smear flakes are a hell of a job to clean off floppy disks.

I hate four year-old sprogs playing with my disks even more. "OK son, just leave my disks alone or you'll break them. Where's the rest of your cream cracker, the bit you haven't spread all over my disks?"

The next day I found the soggy cracker when I tried to load a game into my Amiga. Yep, you could say the disk drive was literally cream crackered.

The guilty party was confronted with the evidence. "But son, why did you do it?" I asked. "Well," came the reply, "it's the same shape and it did fit." Huh! Anything fits if it's covered in butter, I muttered.

Mother acts for the defence: "Well if you won't let your kids play with real disks, what else can they play on the Amiga with?" Good grief!

I really do hate cream crackers.

Steve Clarke, Kempston

You have to look on the bright side when this sort of thing happens. I mean, it could have been a chocolate digestive.

Seriously, though, try cleaning the drive thoroughly and see if it isn't still working. Cream crackers are messy, but not particularly metallic, and the drive mechanism may not have been damaged.

There's a good chance the heads have been badly affected, but you can always try before spending money on a replacement drive.

## Ezra Surf's Postbag

# ESTD

### Impossible upgrade

Will there ever be an upgrade kit for the A500 to make it into an A1200? There was the ECS chip set upgrade and Kickstart 2.04 chip to make it into an A500 Plus, so why not another jump up the ladder?

I don't want to get rid of my beloved A500 if I can avoid it, as I have too many peripherals which use the DMA slot. These would be useless on the A1200 unless someone was to produce an adaptor. Any chance of this?

Colin McGrain, Aberdeen

I'm afraid there's no chance of an A500 to A1200 conversion kit as it would probably cost more than a new A1200. Your idea for a converter to enable the A1200 to use A500 DMA slot peripherals is an interesting one, though.

This should be possible, but no third-party manufacturer has as yet announced plans for this sort of add-on, so we'll just have to wait and see.

There must surely be a market for an A1200 DMA slot, as the number of upgrading A500 owners in a similar predicament to yours must be substantial.

### Wrong balance?

I've been reading your magazine for years now, but I'm not sure how much longer I'll bother. The standard of the magazine hasn't fallen, but the content has.

You used to cover a good mixture of topics every month, including general interest articles and just about every conceivable aspect of the Amiga was

covered in some review or other.

These days there are fewer articles and you seem to concentrate on graphics and video to the exclusion of all else. Please address this imbalance before I am forced to stop buying a magazine I have always loved.

James Pitt, Wellington, New Zealand

Your concern has been noted and we acknowledge there have been fewer general interest articles of late, but you may have noticed the balance already changing.

We have continued to offer at least one round-up and one survival guide to an area of Amiga technology every month, and in future we will be putting more emphasis on the "How 2" type of article, such as last month's "How 2 fit an A1200 hard drive".

General interest features are back on the agenda, as you'll have noticed from our pieces on the Zoom Theatre Company, hackers, and virtual reality, but you can't criticise our reviews of graphics and video products as these are by far the biggest part of the new peripherals market.

If the majority of new peripherals were samplers and other Midi equipment, we'd be reviewing these, and no doubt attracting flak



Ezra Surf's Postbag



## Indie sinks on HD

Our family bought an A1200 for Christmas last year and we've been reasonably happy with it. The first game we bought, Indiana Jones and the Fate of Atlantis, was a brute to play on a single floppy drive machine, and I promised my ten-year-old a revelation when we fitted a hard drive this week.

Revelation right enough - the bloody thing won't run on a 120Mb hard drive. According to the man at US Gold there have been a lot of problems with larger drives, which apparently spin too fast for Indie. He admitted the game hadn't been tested for the A1200 before it was released and it was too late to do anything about it now.

OK, that's fair enough as far as it goes. You can't expect total compatibility in the surge for better technology, but I do feel it's grossly unfair that in the ten months I've owned Indie not one magazine, retailer, software house, or individual has made it known that a £250 hard drive and a £38 game are incompatible.

US Gold admit they've had a number of calls from people like me, so why has this been kept such a big secret? Like your reader Nigel Spence (ESP, June), I shan't be buying any more high-priced games that don't run on the A1200.

Bill Mackintosh, Glasgow

*The reason we didn't make it known was that we didn't know of the problem ourselves. Our review of Indie was carried out on an A1200 with 80Mb hard drive, so we had no problems with hard drive use and assumed this would be the same no matter what size the drive was.*

*US Gold should not be making excuses for their game, because the A1200 hard drive interface is the same as the A600's, and this was most certainly available during testing. It was also their responsibility to tell the magazines or, better still, the public by making known any problems with particular machine configurations.*

## Accounts quest

I am writing in the hope that you or your readers may be able to assist me. Before a three year stint in New Zealand in 1990, I purchased the program Personal Accounts Plus by Equinox Business Systems Ltd from a local computer store, but having now returned to the UK I find that I've lost the manual.

I have made enquiries at the store where I bought the program only to find that the company went bust in 1991 and they have no idea where I could obtain a copy of the manual. Can you help?

C P Brown, Orpington

*I haven't been able to locate a company still selling the package you mention, but I'm sure one of our readers must have a copy or know someone who does, and they may be willing to part with the manual at a suitable second hand price.*

*Try our classified ads section, or alternatively watch these pages in case one of our readers can help you out.*

*from those who don't like Midi stuff. Sorry, but in our reviews section we can only cover the peripherals the market sees fit to release.*

*Having said that, we hope you continue to find enough in Amiga Computing to carry on reading it.*

## Warranty woes

Having just been reading issue 66 and noticed that ICL have been given the warranty contract for new machines, why can't existing owners have their warranties covered by them as well? Wang are still delaying repairs.

Three weeks ago my A1200 stopped working and was totally dead. On phoning the number on my warranty I was told that Wang would be in touch and fix it in six days. Many phone calls later I'm still waiting, having been told they're waiting for spares.

They said there was a new power pack and they were having difficulties getting one. Why is it I can buy one in the many adverts in your magazine and get it delivered the following day and yet Wang cannot?

I thought Commodore were improving their after sales service, but apparently not. If current Amiga owners cannot get the service they deserve, how do Commodore really expect to improve their market standing?

I owned an Amiga 500 for four years completely trouble free, but my A1200 is under three months old. Have they tested the so-called new technology or has quality control gone the same way as after sales service?

B Howarth, Southport

*The new technology in the A1200 is all silicon, and to be fair to Commodore's chip designers, we've never seen the AGA chip set fail. However, the secondary technology has produced a few villains, chief among which are the TV modulator, the power pack, and the floppy disk drive.*

*In the main, problems have usually been caused by the fact that cheaper components were used to cut costs, but there were also some early problems of the sort associated with any brand new production unit. There's*

*Got something to say through the pages of AC? Ezra Surf is our mailman, dedicated to reading your letters and selecting the most interesting for publication. Drop him a line at:*

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*Please don't enclose saes as Ezra just hasn't got enough paper to reply personally. He might also have to shorten your letters, so don't be offended if you end up getting the chop.*

*no excuse for a PSU popping its clogs, and if this is the cause of your machine's malaise, I suggest you phone Commodore UK on 0628 770088 and complain.*

*Wang have a contract with Commodore which specifies a response time, so it's in Commodore's interest to keep tabs on whether Wang are keeping their side of the bargain.*

*If you get no joy from Commodore, phone Wang again, and this time make it clear you have a complaint to make. Don't let them fob you off - make sure you get the name of the person in charge of customer services or the equivalent.*

*Often the problem with British consumers is that they don't complain properly. If the*

*person at the end of the phone isn't helping you, don't waste time arguing with them, just get their name and demand to speak to the boss. Don't be put off with a vague promise, but insist on the service to which you are entitled and for which you have paid.*

## Road requests

After watching the Le Mans 24 hour race this year I just had to ask you the following three questions:

1. When Core Design released Jaguar XJ220 they stated that they were doing a 3D version concentrating on the Le Mans 24-hour race. Are they still making this?

2. Are the Papyrus Design Group still making a follow-up to the highly under-rated Indianapolis 500? I prefer this to Microprose's Formula 1 GP, but only just.

3. Is Geoff Crammond going to do a sequel to Formula 1 GP? If so, I hope it will be harder as the original was too easy.

I would really appreciate answers to the above as I am a huge fan of 3D racing games/sims.

Jim Barnes, Southampton

*Your questions were passed to the Gamer crew who, after a short conference, returned the following answers: No, no, and yes. In other words, forget about the 3D Le Mans game and the follow up to the excellent Indie 500, but look out for an improved version of F1GP.*

*In the meantime, Europress Software's RAC Rally game is shaping up nicely, though it remains to be seen how well they manage the Amiga version.*

## A4000 corner?

I've recently bought an A4000/030 and to be frank I'm delighted with it. The extra power of the CPU, the graphics, and the superb Workbench 3.0 just blow my old A500 Plus out of the water.

One thing I have noticed, though, is that the A4000 doesn't get nearly as much coverage as the A1200 and there seem to be far fewer round-ups of products for the big brother machine.

Is there any possibility that you might start a column for the A4000 or at least have a certain number of pages devoted to it every month?

Charles Taunton, Bridlington

*Yes, there are fewer pages devoted to the A4000 than the A1200 in most magazines, but there is a very good reason for this. There are far fewer A4000-specific products around, a situation which restricts coverage for the machine, but which is rapidly changing.*

*As more A4000 peripherals come onto the market, they will be reviewed in this magazine, so keep reading. You should already have noticed the number of AGA software packages tested recently, so there is no shortage on the software front.*

*As we go to print, a host of A4000 SCSI-II cards and other hardware is poised for launch, so the drought won't last long.*

*Relegating the A4000 to a column of its own would probably only serve to marginalise its coverage, so we will continue to look for A4000 products and review them as and when they are released.*



# AMIGA

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# The Gold Chip Challenge

## Hardware

This was an exciting section, where several of the awards were decided by a very tight margin. The closeness of the hardware votes shows just how well the market has been served this year by manufacturers, with dozens of quality add-ons competing for our wallets.

So, without further ado, let's look in those envelopes...

### Best video add-on

OpalVision, Centaur Software

### Best hard drive

A500 HD8+, GVP Inc

### Best RAM expansion

MBX1200, Microbotics Inc

### Best music add-on

Miracle keyboard, Mindscape International

### Best printer

DeskJet series, Hewlett Packard

### Best monitor

CM8833 Mk2, Phillips

### Best scanner

GT6500, Epson

AMIGA COMPUTING  
GOLD CHIP

AWARD

Who has won and who has lost in the Amiga Computing reader awards 1993? Will it be tears of joy, or fake congratulatory smiles for our nominees?

**A** couple of months ago, we asked you to vote for the best hardware and software of 1993, and since then your votes have been flooding the AC offices as thousands of ordinary readers take the opportunity to tell the manufacturers what they think.

The results are a reflection not only of our readers' preferences but of the relative strengths of the packages in the market. For example, the OpalVision card came out top of the video peripherals despite the fact that the video add-on module has still not been released.

So many OpalVision users are out there that the card won by a streak, demonstrating that if Centaur could pull their fingers out with the upgrade modules, they still have a sizeable market.

Other results were a little more predictable, but all have one thing in common: They are the preferences and opinions of the voting (and paying) public and as such carry a lot more weight than press speculation.

## Games

This was a tough one, not only because there have been so many excellent games this year, but because people usually vote for their own particular favourite.

### Best arcade/platform

Flashback, Delphine Software

### Best sports sim

F1 Grand Prix, Microprose

### Best strategy/war game

Civilization, Microprose

### Best adventure

Monkey Island 2, US Gold

### Best flight sim

Gunship 2000, Microprose

Well, that's that for another year. You've voted with your wallets and your pens, and spoken as a group of readers of the only Amiga magazine to cater directly for the enthusiast. The responses given through your votes represent a group of dedicated Amiga users with a broad range of equipment, from RAM expansions to the most expensive peripherals around, and if you aren't a suitable peer group for judging Amiga products, then no one else can be.

## Software

A quietish year for productivity software has seen the accolades go to mostly older established products, but the difference in voting behaviour between hardware and software is striking nonetheless. Not one of the final votes was close, and all winners cantered home at least a couple of lengths ahead.

### Best word processor

Wordworth 2, Digita International

### Best office package

Maxiplan 4, The Disc Company

### Best productivity package

Directory Opus, INOVAtronics

### Best language

Amos Pro, Europress Software

### Best art package

DPaint IV

### Best DTP package

Final Copy II, SoftWood Inc

### Best 3D package

Real 3D v2, Activa International



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## GAMES

- 6001-17 +Games (1-17)
- 6018 +Family Fun 1 (A)
- 6019 +Wet Beaver Games
- 6077 +Jeopardy (A)
- 6079 +Pac-Man B7 (A)
- 6081 Star-Trek ng
- 6084 +Yelp (A)
- 6085 +Rogue Trooper
- 6088 +Tricky Turn (A)
- 6091 +Viking Childs
- 6092 The Simpsons (A)
- 6094 +Return to Earth (A)
- 6096 +Popeye (A)
- 6097 +Plotting (A)
- 6102 +Pipelines (A)
- 6106 Dragonoids (A)
- 6109 +Bug Blaster (A)
- 6110 +Mysterious World
- 6112 +Cubulus (A)
- 6127 +Defenda (A)
- 6138 +Peter Quest (A)
- 6153 +Sealance (A)
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- 6265 +Subculture (A)
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- 6272 +Tank Battle (A)
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- 6275 +Fruit-Machines (A)
- 6278 +Arcadia (A)
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- 6302 +Bounty Hunter
- 6303 +Dimension X (A)
- 6305 +Squats Revenge (A)
- 6326 +Mega Game Col III (A)
- 6329 +Madonna Nude Puz (A)
- 6331 +Gravity (A)
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- 6334 +Donkey Kong
- 6335 +Crazy Sue II (A)
- 6339 +Dr Mario
- 6342 +S. Skoda Challenge (A)
- 6344 +Star-Trek (A)
- 6350 +Raid III (A)
- 6351 +Caverunner (A)
- 6356 +Wonder Land (A)
- 6361 +China Challenge II (A)
- 6362 +Deluxe Pacman (A)
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- 6392 Strikeball (A)
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- 6400 +Fighting Warrior (A)
- 6401 +IFF2PCS (A)
- 6403 +Castle Normis (A)
- 6406 +Total Wars (A)
- 6409 +Wat It Name Quiz (A)
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- 6411 +Battle Car 2 (A)
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- 6436 +Airport
- 6437 +Jumpy
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- U580 +Picture Box (A)
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## ANIMATION

- A001 Walker 1 & 2 (2) (A)
- A004 +Porky Pig (AGA)
- A005 +Fillet the Fish (A)
- A007 +Franklin the Fly (A)
- A008 +Tron (2) (AGA)
- A010 +Sculpt Anim 1 (A)
- A013 +Space-Probe (A)
- A017 +S.T. Fleet (A)
- A019 +Stamp Logo Anim (A)
- A021 +Coyotes Strikes Back
- A022 +Luxe Teenagers (A)
- A025 +Cool Cougar (A)
- A028 +Puggs in Space
- A029 +Mike Tyson (A)
- A033 +Fractal Flight (A)
- A036 +Weird Science 1 (A)
- A037 +Weird Science II (A)
- A038 +Batman Movies (A)
- A039 +Newtek (2) (A)
- A051 Dating Games (3Mb) (2)
- A056 +Juggette II (1Mb) (A)
- A059 +Pogo (1Mb) (A)
- A060 +Walker 1 (2Mb) (2) (A)
- A063 +Juggler II (A)
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- A066 +ORB Render (A)
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E & OE



**Mac transfer**

I am currently looking for a program like CrossDos that will allow me to transfer normal text files between Amiga and Macintosh formatted disks. It is very important that I can obtain such a program for my computer so I can continue work at college and at home.

If there are any programs that are on the PD circuit, shareware, or even commercial, can you please give me details? Is it possible to configure CrossDos and, if so, how?

I own two versions of CrossDos, the one on the Workbench disks and one given away on a magazine CoverDisk. My setup consists of an Amiga 1200 with 83Mb hard drive.

Ryan Morse, Milton Keynes

Mac drives work in a very different way to Amiga drives, so the only way you can make your Amiga read Mac floppies is either to buy an emulator such as Emplant or the commercial program Mac-2-Dos, which enables the connection of an external Macintosh floppy.

However, a Mac floppy drive will cost you over £100, so why not just use CrossDos? The Macintosh can read PC disks, as can the Amiga, so to save a lot of money you could just use 720k MS-DOS disks as go-betweens.

If the Mac in question uses the System 6 operating system, it should have a utility called Apple File Exchange, which is used to read and format PC disks or copy files to and from them.

If the Mac has System 7, you can format PC disks from the desktop, but make sure you do this on the Mac as System 7 has a particular way of formatting the disks and will sometimes refuse to recognise a PC disk from another machine.

**Bad sums**

I have recently returned to the wonderful world of the Amiga home computer by purchasing an A1200 complete with 85Mb hard drive. Up until yesterday things were going great but now I have a problem.

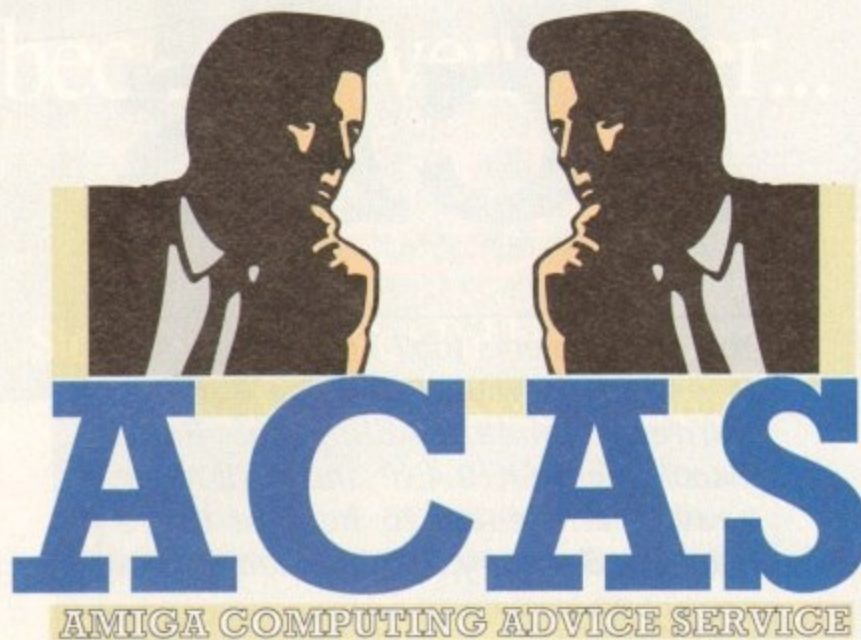
My hard disk is divided into two partitions, one which houses Workbench, called System3.0, the other called Work which stores everything else. Whenever I click on the Work icon it opens OK, but also displays the following message:

WORK HAS A CHECKSUM ERROR ON DISK BLOCK 90758  
After cancelling the message the machine seems to perform the same as it did before the message started to appear. Please can you tell me what the error means and how to fix it?

Stephen Reid, Ellon

A checksum is a number which is appended to a block of data on disk, and is the result of a standard calculation carried out on the data held in the block. This sum is used as a reference to check (geddit?) the data and make sure it isn't corrupt. The error message you have been

From viruses to thunderstorms, we've got answers to all your problems, natural or otherwise, from our team of experts



receiving merely tells you that a minor fault has developed with the data on one small part of your hard drive. Use Quarterback Tools from the December issue CoverDisk and choose the repair damaged volume option.

Quarterback will scan the drive until it finds the bad checksum, then attempt to recalculate it. If this is not possible, the data block may be deleted, which will mean deleting the file which was held there. C'est la vie.

Oh, and remember that you should never, ever use a disk repair program on a hard drive

which is showing no symptoms of sickness. I mean, would you take your car's engine to bits just to try out a new socket set?

**Plates of jelly**

I recently had a problem with my A500's floppy drive which the local computer shop diagnosed as (probably) a faulty chip called CIA. They subsequently offered to fix the fault for £47. This is too much for my pocket, so I decided to buy the CIA chip

**Net nightmare**

I am looking for a solution to a problem I have in transferring files between an A1200 and a 486 PC. So far I have been using Windows Terminal and an old Amiga comms package called Access.

I transfer large files (sometimes up to 30Mb) and although the method works it is almost non-viable due to the slow transfer speeds I can use. I use 19,200 baud and I'm sure I can transfer at 115,200 using Laplink 3 or 4 on the PC and a similar program on the Amiga.

The problem wouldn't be so bad if I could transfer the file in one go, but an unfortunate quirk in Access means it crashes if you select a directory that has a file larger than 999k within it, so I have to break the file down using Splitz and transfer it as a series of 1Mb chunks. This is a nightmare.

Please can you advise me on the package or combination of packages I am looking for, or suggest a better way of going about things?

Stephen Davies, Wolverhampton

The first thing you should do is dump the comms package you are using and either lay your hands on a newer version or get hold of one of the other packages such as JRComm or NComm.

You should be able to transfer files of any size at almost 60 kilobaud if you have a modem with good error checking, and should not have to break files down.

If this isn't good enough, try a networking solution. A new PCMCIA Ethernet card has been launched by Californian-based Interworks. Dubbed the I-Card, you should be able to use this to connect the Amiga to the PC using a suitable PC Ethernet card and some decent software.

Transfer rates for Ethernet running through the PCMCIA slot won't be much above 300k per second at best, but this is a hell of a lot better than using a modem, if more expensive.

You can phone or fax Interworks on (0101) 909 699-8120 for more information, or keep an eye on this magazine for a forthcoming review.

described by the engineer and fit it myself. However, having opened the Amiga for the first time I was seized by an attack of nerves. For all I knew it might as well be full of plates of jelly and ice cream. Do you have any advice on what I might do to locate the correct chip and set things right?

J Allen, Alsager

It sounds as if you are unsure even which chip you are replacing, and unless you can be sure it's best to leave it to the engineer you first spoke to.

If you insist on doing this yourself, confirm with the shop that you have the correct CIA chip (there are two of them, CIA-A and CIA-B), and use the old screwdriver method.

This involves carefully levering the chip out at both ends using a small flat-bladed screwdriver and is easy enough, if a little daunting when first tried. Carefully insert your new chip and put the Amiga back together again, then cross your fingers and turn it on.

You can't damage anything other than the CIA chip itself if you inserted the wrong chip, but as you've already paid for this it might be wise to have the engineer finish the job for you.

**Amos answers**

I have a few questions on Easy Amos and the difference between it and the rest of the range. I hope you'll bear with me.

Does the Easy Amos package contain both disks and a manual? If I buy the Easy Amos package would I still have to buy a compiler or would it be immediately ready to run?

Is there any difference between Easy Amos and the Amos Professional package, or once I understand Easy Amos will I be able to understand or graduate smoothly to Amos Pro?

I hope these questions are not considered a menace, but as an Amiga owner of only two months I am desperate to be weaned off games. Finally, if I buy Easy Amos, will I really need to buy Mastering Amiga Amos or could that be done in the distant future once I have a working knowledge?

Friend in need, London

Easy Amos is a perfect way to start on the Amos trail, and has ample manuals with on-line tutorial help to gently ease new users into programming with the language. You would still have to buy a compiler to create stand alone programs, but Amos also has a utility called Ramos which will enable programs to be run from their own disks.

This isn't as fast and smooth as compiling a program, but Ramos at least makes it possible for users to release their stuff through the public domain. There are a lot of differences between Easy Amos and Amos Pro, but these are mostly to do with the latter's extra commands and facilities.

You should find no difficulties in moving from Easy Amos to Amos Pro once you've mastered the basics. If anything, this is the



recommended route for those who wish to take it slow and easy.

Lastly, you won't need another manual immediately, as the Easy Amos manual is quite good enough. Once you feel confident with Amos, though, there are a few very good programming guides, and there's always the Amiga Computing monthly Insight column.

### Choices, choices

For Christmas my parents plan on getting me a new computer to aid me in my work. I was thinking of an A1200 with 85Mb hard drive, but my parents think I'd be better off with a PC 486sx because of its high quality of business software.

My current Amiga software includes PageStream 2, Wordworth 2, and Protect 5.5 and I use my A500 for business and leisure. I would be grateful if you could advise me on which machine to buy.

After reading numerous comms sections I would like to buy a modem to communicate with other modem users and bulletin boards. I was thinking of buying a Supra Fax modem (2,400bps) or a Supra 14,400 baud model. I plan on using the modem about twice a week to download about four utilities or less each time and upload a few.

Could you recommend one of these two or even suggest another modem? Also, does NComm have an archiving and de-archiving utility? Thanks for answering my questions.

A Chang, Wimbledon

The choice of which machine to buy is one you'll have to make after long hard consideration, but the A1200 is a better bet on several counts. First of all, the software is much cheaper, particularly office software, and as long as you don't plan to run a large company's accounts and stock control on the machine, the Amiga is fine for business.

Modems should be less of a problem if you read our survival guide and round-up on this subject a few months ago, but you still seem a little confused. The Supra Fax modem is available in two models, the more expensive of which is a v32 bis unit capable of 14,400 baud.

This is the slowest modem we can

recommend for regular comms work as a cheaper and slower modem would make a big difference to your phone bills.

As for NComm, this is a splendid comms package, and you should be able to get your hands on the latest version of the Lha archiver when you first log on to a BBS. Friendly front-ends for complex archivers do exist, Lharca being one example that springs to mind, so you should have no excuses for not using one.

### Small screen

I own an A1200 and an AOC multisync monitor. Usually, I use the double PAL hi-res no flicker screen or productivity mode, but I have been unable to find any way to use the whole of the screen.

I know how to use overscan prefs, but even with these at their maximum I am still left with about two inches of space on the left and one inch on the right. Is there any way to utilise this extra space?

Obviously I am aware that I can alter the horizontal picture size of the monitor,

but I gain no extra actual screen space doing this. I also use a PC from time to time and this seems to be able to use the whole screen.

Surely the Amiga isn't inferior?

Craig Thompson, Orpington

You should have mentioned the AOC's model number, as it is possible you have a standard SVGA monitor and are mistakenly referring to it as a multisync.

The standard AOC 14in model is happy with both double PAL and productivity mode, but these are often just approximately close to the monitor's normal operating mode rather than bang on.

You will always suffer from a certain amount of edging on a monitor screen, but two inches sounds a little over the top, inviting the conclusion that the Amiga's signal isn't quite to the monitor's liking.

Try using the VGA-only monitor driver, but if you get no joy out of this then there's little you can do except start saving for a true multisync or swap your AOC for a 1942.

### Cracking the colour code

As a new Amiga owner, I was delighted when I first booted ProPage 4 and created my first full colour layout, especially as I knew I could make some money this way.

A friend of mine has a small restaurant and asked me to design and print some colour leaflets about his special Christmas dinner menu. I said OK, went to work, and had him approve the designs on my monitor screen before printing them at a local bureau.

However, when the 500 leaflets were delivered a few days later the colours were all wrong, particularly anything with red in it. I checked the PostScript output specs, confirmed that I'd chosen the right colours, and everything seemed fine, so why the big difference?

I hope you can sort this out, as I hope to develop it into a regular sideline.

R Savage, Edinburgh

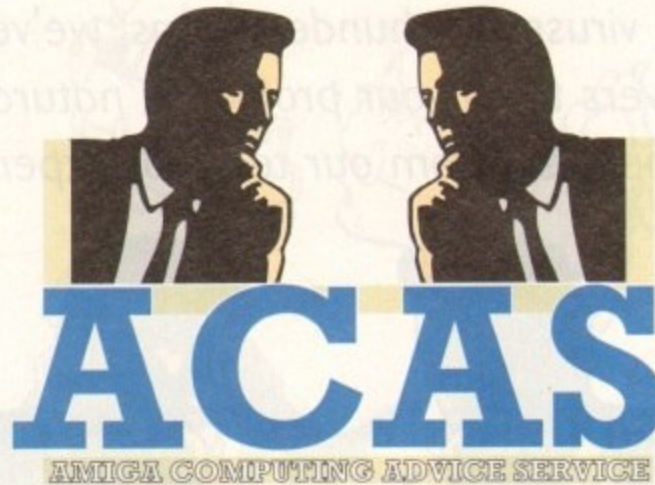
Colours shown as points of light on a glass screen are, unfortunately, very different from those same colours when sitting on a piece of duller paper reflecting the surrounding light.

The difference is one you can really only learn by experience, and it is only with a great deal of practice that the DTP professional picks up expertise in this sort of area.

There are, however, some things you can do to make things a little easier to start with, the most obvious of which is the Pantone colour system.

This has been specially designed for spot colour jobs and gives you the opportunity to tell the print bureau exactly which shade of ink you want by selecting it from a colour chart.

ProPage 4 supports Pantone colours, so you should use these if you have a specific needs for a particular shade of red.



**You got problems too? Then drop a line to Amiga Computing Advice Service, Europa House, Adlington Park, Macclesfield SK10 4NP and we'll move heaven and earth to help in these columns. But sorry, we cannot reply personally, so save those SAEs.**

### Stats freak

I am working as a safety engineer at a small pottery in Stoke on Trent and we've developed a simple heat monitoring system which presently runs on a clapped-out old Amstrad PC.

Briefly, the system comprises of a dozen heat sensors hooked up to an IEEE serial port card which feeds constant data to a program we had written for us a couple of years ago.

This keeps track of the heat changes within our kilns and reports on a variety of areas such as average temperature, latent heat build up, and so on. I now discover that the program is a simple little thing which I can recreate on my Amiga 1500 and would like some advice on the best way to go about this.

Will I need to use machine code, and will the Amiga be able to use the PC's interface card?

George Foley, Stoke on Trent

The IEEE card you mention, if it uses the ISA PC bus, should work perfectly in your A1500's PC slots, and you should be able to write a routine in C to address the ports so long as you have the relevant information from the card's manufacturers.

If the heat monitoring program is as simple as you say, you should be all systems go, but remember to thoroughly test the program before switching over to the new system.

The art of programming is 99 per cent perspiration, and complete bug-testing is a must when the program is going to carry out such a vital job.

### Tardy drive

I have an A3000 fitted with an old Maxtor 105Mb drive I got second hand, and for most of the time the drive works well. However, on a cold boot the machine seems to wake up before the drive, and I have to warm re-boot again to get the hard drive to boot.

Is there a problem with the drive or the A3000 SCSI interface? I have never before seen a hard drive do this and I live in fear that it will one day go pop and take my work with it.

Once booted, the drive is fine, and I've never had error reports, but could there be a disaster waiting around the corner for me?

Lee Billings, Braintree

Your hard drive obviously has a few problems waking up in the morning, but there seems to be little to worry about. If a warm re-boot is fine and you've had no errors or lost data, it could just be that this old drive takes a second or so longer to unpark the heads, power up to speed, and report itself ready for duty than the A3000 can wait.

For safety's sake, make regular backups of essential data and keep and eye open for the first hint of problems.



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# Pen Pal

A superb package, with immense power, to fulfil all your Word Processing needs, and... with an integrated Database too! It's all so easy to use, you'll rarely need to refer to the extensive 250 page lay-flat spiral bound manual. Users frequently tell us that they've never found a program they get on with so well.

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If you own an Amiga you'll be interested in graphics in some shape or form. It's inescapable, as you look at the many beautiful images on your screen and on the pages of your favourite Amiga magazine, you can't help but enjoy good quality high resolution graphics.

You may be content with looking at those which have been created by other people, but sooner or later with all that graphics power in your grasp you'll get the bug and want to do a little bit of your own graphics magic.

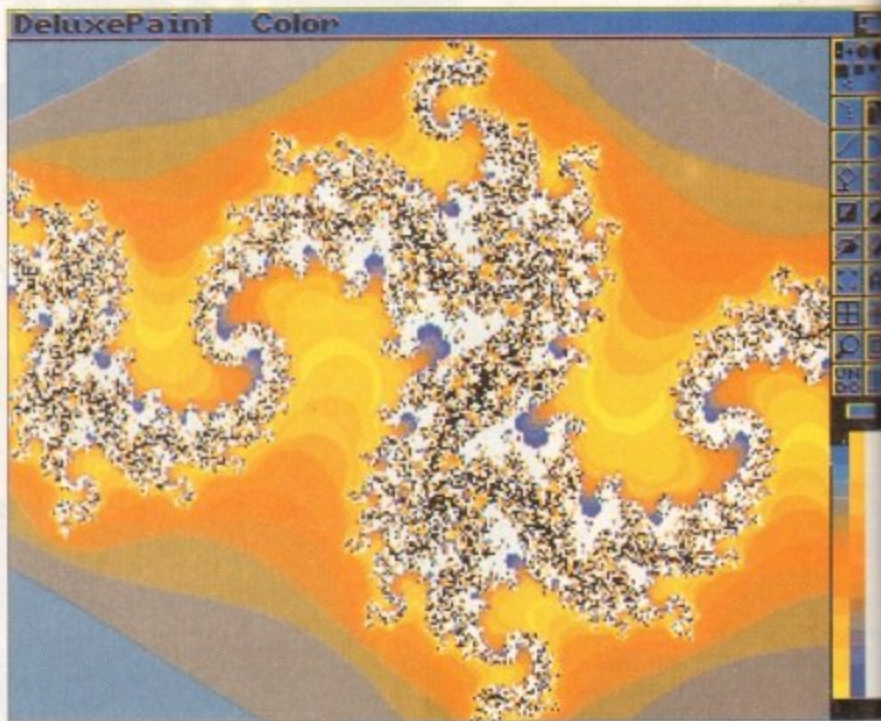
The Amiga has always been particularly well served as far as graphics packages are concerned, but although it's always had real state-of-the-art graphics programs for you to run, it's only been in the last two years that graphics on the Amiga have really come of age.

True Colour or 24-bit cards are really in full swing now, and what with the OpalVision, Harlequin, Picasso, Retina and GVP's IV24 and EGS Spectrum cards all coming with their own graphics

## Deluxe Paint 4.1 / 4 AGA Electronic Arts No price

This is the great granddaddy of them all. The thing about Deluxe Paint is that it was written early enough in the life of the Amiga to become the standard by which the programs which came after it, ie. all of them, were measured.

This shows itself in that in any graphics program you can mention, the same keyboard short-cuts as Deluxe Paint apply, and features (even button icon designs) have been borrowed from DPaint's system to make newer programs look familiar. This means that once you've mastered Deluxe Paint you will be at home with almost any graphics program on the Amiga. Although not really



A fractal fantasy as DPaint gets to grips with countless colours from the AGA chipset

# Art to heart

programs, you are really spoiled for choice as to which you should go for.

Having said that, apart from TVPaint and OpalPaint most of the free graphics programs which come with hardware are pretty slim on quality.

With the new AGA Amigas like the 1200 and 4000 came a new graphics power in the form of the two new graphics modes, Register mode and Ham8, which give you 256 or 262,000 colours to play with. I defy anyone to tell the difference between a full 24-bit picture and Ham8 at a moderate distance.

So the time has come for a long hard look at graphics on the Amiga, and in particular all the bitmapped painting packages you can buy.

Bitmapped graphics are fundamental to the way a computer screen works. Each coloured dot on the screen is defined by a series of "bits", or digital locations inside the Amiga's memory. The bits form a "map" or pattern across the screen, telling the computer where each dot is and what colour it should be.

In order to create graphics on your Amiga you need to buy a graphics package.

If you're lucky then one came with the computer when you bought it, but if not then I'm afraid you've got to put your hand in your pocket again.

And incidentally, don't automatically pass up any "old" or second-hand graphics software you see around, as it might be OK, and may save you hundreds of pounds in graphics tools. For an idea of what second-hand bargains you can expect look at our "Bargain Basement".

## Phil South looks at all the best painting and art programs for the Amiga, and some of the tools which drive them

available on its own at the moment, being a key part of some of the serious bundles this Christmas, the program is well worth getting hold of by any means you can, as especially in AGA is it easily a match for low-end 24-bit programs and enhanced HAM mode devices like those in our bargain bin.

The program is long overdue for major revision, especially with the likes of Brilliance taking up any slack between standard paint programs and the 24-bit crew, but it still manages to keep its head above water.

All the most recent versions of Deluxe Paint handle animation as well as stills. The interfaces are very simple, and to step between frames you use the 1 and 2 keys on the top row of the keyboard.

This means you can draw with your right hand on the mouse and flip the pages back and forth with your left. You can even flip screens between the point you click the start point of a line or shape and when you click the end point.

For even more precise alignment the program also includes a lightbox facility, enabling you to see the previous frames in a sequence, making it simpler to match what you drew before with subsequent frames.

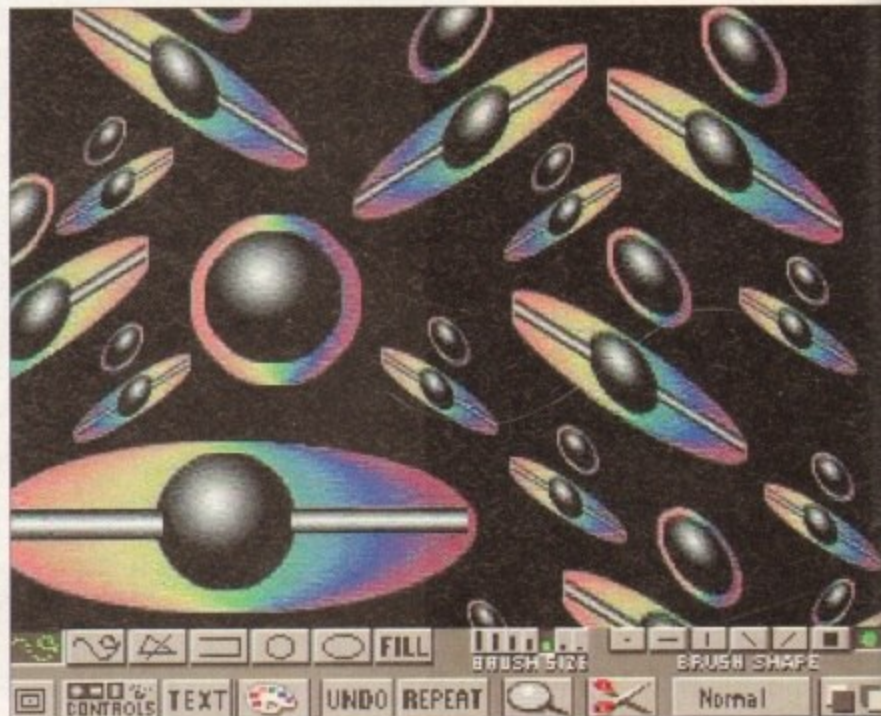
Until you've tried Deluxe Paint you

really aren't going to know what you're looking for in a graphics package.

So it's really not so much a question of: Are you going to buy Deluxe Paint or another program? It's: What program are you going to buy as well as Deluxe Paint?

## Brilliance Digital Creations £199

A new contender for the Deluxe Paint standard, and a very good one too, is Brilliance. The forerunner of this great program was DCTV Paint, also by Digital Creations, as part of the DCTV device. The new program bears only a passing resemblance to its forebear. Brilliance is an almost professional quality paint and animation program with the ability to animate and paint in up to 256 colours.



Perspective effects in seconds courtesy of Digi-Paint



Line drawing in all its forms with an optional solid fill alongside

Pick a shape and select a size for that designer brush stroke



Classic front end in action as Delux-Paint is put through its paces

Text import and palette control at the touch of a button

Zoom-in, cut and paste, repeat your genius or undo a disaster

AGA reg mode in fact), but also with a special HAM version of the program called TrueBrilliance you can also edit and create True Colour 24-bit images.

This is all done without an expensive 24-bit card to hand, and to a certain extent you are handcuffed by the limitations of HAM. OK, so Ham8 is really very close to the real thing, but regular HAM mode, even interlaced, is pretty much touch and go.

This is a program best used on an AGA machine. The price is justified by the facilities and the speed with which they operate. It's a good program, but unlike so many others it's fast too.

You can do pretty much all the things you can do with Deluxe Paint and even some of the things you can do in OpalPaint and ImageFX. The quality of the end result is better than what you see on your screen in 24-bit mode, as the program works in 24-bit under the hood, and what you see is only the best rendition of the real image that you can get on your particular system.

The animation settings are very sophisticated having more in common with a high end 24-bit program or even a ray-tracing suite like Imagine or Lightwave. You can tween characteristics over time and make some very special effects. There is a morphing feature but it's more like the Deluxe Paint version of morphing than a replacement for the more professional Morph Plus or Cinemorph.

This is certainly a very sharp contender for the best graphics program of this year, especially as OpalPaint (the only other program I really like a lot) was actually last year's big hit.

## OpalPaint 2.0

Silica Shop  
£499

Although comparatively new to the Amiga scene, the OpalVision board has cut a nice little niche for itself. It's a great 24-bit card, and although there are a lot of promises of Video Modules (real soon now!) this is not the card's strength. It has one of the easiest to use 24-bit paint programs on the Amiga, and now discounted it's almost as cheap as the old DCTV unit.

The 24-bit quality on the screen is very smooth and clean, and like most programs which come with some kind of display enhancer, the new display makes the program look good. But OpalPaint is a very useful and clever program. It's been

through more revisions than a best man's speech, and it's possibly the most finely tuned program of its type as a consequence of that.

Sure some people will still complain it doesn't do this, that or the other, it is still a very potent force in the 24-bit paint market. Updates to all facets of the program and the hardware are available on-line on an almost weekly basis.

The program can be a little slow if you don't have any kind of acceleration. This is particularly noticeable on the spray can function and anything else where the screen needs to be re-drawn. 2Mb of chip RAM is almost essential once you start getting into professional style work.

The screen sizes you can work at will be severely restricted if you don't power up your machine with a faster CPU and more brain in your Chip memory. It's a bit like salmon fishing through a keyhole.

Although not so good for creating game graphics like Deluxe Paint does, it's the bee's knees for True Colour graphics creation or for video work. It has the added bonus of being able to save in Jpeg format to save space on your drives, but of course this is not to be recommended for high quality images.

And of course you'll have to wait a while before you can use the OpalVision frame grabber, but that's just a minor detail. I don't care when the modules come along. If they do it'll be a bonus, but I'm not holding my breath.

## TVPaint

Tecsoft • £600

TV Paint has been the graphics engine of choice on a number of 24-bit cards on the Amiga. First it was the Harlequin, then AVideo, and then it popped up on a few others. This program runs on two screens, one for the Amiga, for menus and the like, and one for the display card on which the real time 24-bit graphics happen.

The program is getting on a bit now, and although the quality is very good it is very expensive, putting it out of the running as far as most people are concerned. It is, however, simply the best that you can get for a variety of reasons. Unfortunately none of these have a bearing on the price. Version 2 has a lot of new bits added to prevent the age of the program showing in a lack of modern features. So now it has perspective, for example, just like all the other programs.

The menus are easy to navigate and the quality of the output is second to none.

## Hardware wars

### Tablets

Apart from the mouse, what other graphics input options do you have? Serious options like TV Paint have drivers for Wacom graphics tablets, that much we knew about, but also you can get tablet drivers for OpalVision too.

This is handy for artists who have a bit of trouble converting the moves they would make on a page into mouse moves on an upright monitor screen. For the tight of pocket, Deluxe Paint v4.6 also supports pressure-sensitive stylus and tablet input.

### Scanners

Where scanners really start to kick ass is when you get over the £500 mark – then you start to see some really professional items, and not just the hand scanners but the flatbed ones too. These are sort of hybrid computerised photocopiers really, with no paper trays to change and no toner cartridges to refill.

The PowerColour Scanner (Power Computing £239) supports 4,096 colours and scans at resolutions of 50 to 400 dpi. There are versions available for the A500 and the A2000 with the A2000 version having its own little Zorro-shaped adaptor board.

The Powerscan v3.0 software enables you to digitise full 12-bit images, which are stored in 12-bit internally so no quality is lost when displaying as HAM. The software supports both Workbench 2 and ECS screen modes.

By way of opposition, there's also the Migraph Colourburst at £399 and the AlfaData AlfaColour at £299. Many other black-and-white hand scanners are available for upwards of £99. Obviously you then have to colour the images in, but that's half the fun isn't it, join-the-dots fans?

Then there's the Epson GT-6500 (£799 plus £110 for driver software by ASDG) which scans in 24-bit pictures in resolutions as high as 1,200dpi (with special software interpolation).

For colour DTP there's no short cut to this kind of quality. OK so you could get yourself a good 24-bit video digitiser, but the results will always be fuzzier and in almost every way inferior to a flatbed scanner.

### Digitisers

The VLab YC is the best I've used (MacroSystem £299). It's a half height Zorro card and as usual with Zorro cards it fits into any slot you've got spare. The card grabs a full frame of colour video when the grab button is pressed on the screen using the mouse, and this works best when the video is in motion.

Once the frame has been grabbed, the YUV image can be saved, or the frame can be previewed in HAM colour, or 16-colour greyscale, or you can send the image directly to a Harlequin card for the best quality of image.

The DigiView unit supplied with the MediaStation package is the oldest and most used digitiser on the Amiga, as it was the first out and was in fact the only one on the market for quite some while.

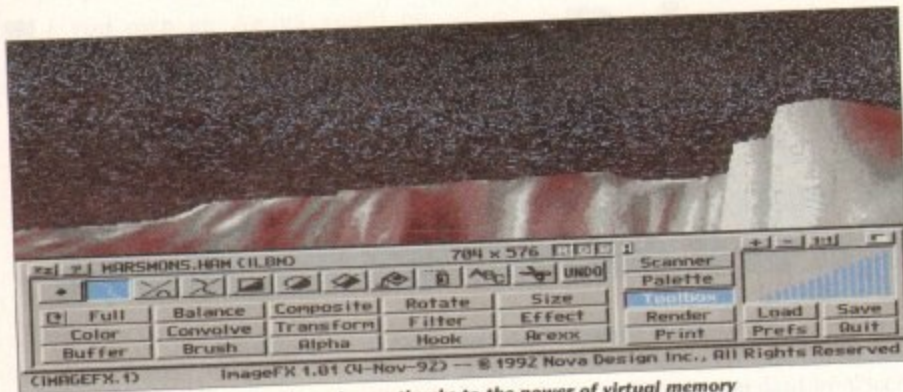
You use it with a black-and-white video camera mounted on a tripod, and hold coloured filters over the lens to scan manually for the RGB components of a colour picture. Although not really holding its own among all the new units, it's still a bargain, especially second-hand.

New units from Rombo look to be about to change all this, the Vidi (12) and VIDi (24) RT (Rombo £199 and £299). Rombo have been in the digitising game a long time, since before the Amiga was a project box called Lorraine.

The VIDi 12 unit is based on the old basic mono VIDi Amiga, although now the unit also has the RGB Colour splitter built in to it rather than being separate.

The new VIDi 24 is full 24-bit grab and save, with both these new units doing the job in real time on moving video the same way as the VLab. The main difference is that the VIDis will work on any Amiga with a parallel port, whereas the VLab needs a Zorro slot.





Add the finishing touches to a huge image thanks to the power of virtual memory

OpalVision looks flickery and imprecise by comparison. This is the professional end of the game and you don't really want to know about it unless someone else is paying.

## Image FX 1.5

GVP • £199

Although primarily a treatment engine for graphic effects on already existing images, you can edit quite extensively with ImageFX. Although this is primarily a competitor of Art Department Pro v2, it can in fact act more like a paint program if need be, although for the creation of graphics you might want to look elsewhere.

It is a very powerful 24-bit file manipulator, and if you want to have an Amiga version of Adobe's Photoshop, ImageFX is the package that comes closest to that. Not

## Bargain basement

### HAM-E

(Black Belt Systems)

A fore-runner of the AGA graphics modes, providing 256 colour and 262,000 colour Ham-E modes. A built-in graphics editor never got past the beta stage and was anyway surpassed by Image Master, which eventually became a separate release.

Other programs which supported the unit came and went, like Spectracolour HAM-E and HAM-E workshop. These are nice units if you can find them, if a little tricky to get set up.

### DCTV

(Digital Creations)

Before Brilliance came along, there was DCTV Paint. The DCTV was a combined painting and digitising unit which boasted real 24-bit, which of course it wasn't, really, it just looked like it. A bit like AGA I guess. The unit had three plugs on the back, one which plugged into the RGB socket on the Amiga and had a pass through directly to an Amiga monitor. The output from the DCTV was sent to a composite TV monitor (or the video in socket of a domestic video recorder).

only can you manipulate images but you can convert them to BMP, DPIX PC, Impulse RGB, GIF, JPEG, PCX, PPM, PMG, Rendition, Targa, DCTV and HAM-E.

The animation side also converts between ANIM and PC formats FLI and FLC. The program also supports a number of input devices like scanners directly from the user interface.

The program also does morphing via Cinemorph and a number of other mind-boggling effects. ImageFX is not to be seen as a replacement for any of the programs on offer here, but could be seen like Deluxe Paint as a standard tool in the arsenal.

## Personal Paint

Cloanto • £59.99

Although UK distributor Micro-Pace recently vanished, this excellent program is still worth a look if you can get hold of a copy. Although strictly limited to 256 colours on an AGA machine, it shouldn't be written off completely as 256 colours is actually quite a lot!

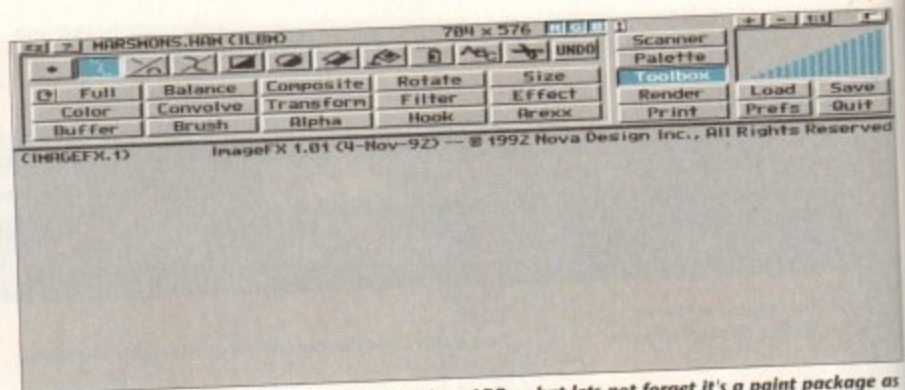
PC paint programs have got by on this much colour for a long time, and the material you can produce is very colourful, and very precise, lacking HAM or Ham8's capacity for fringing or bleeding.

However this is all the program does, so if you want something a little bit more flexible, then something like Deluxe Paint or Brilliance might be more appropriate, depending on your budget. This program is also available in a reduced version with the new Picasso display card.

## MediaStation NewTek £139.95

The graphics engine of this DigiView based graphics/presentation pack is DigiPaint 3. An old program now, it still has something to offer. It's HAM only, coming from a time when there weren't actually that many HAM paint programs.

All its work internally is done in 24-bit, and so the results are very smooth. It's particularly good at treating digitised pictures, which is not surprising as DigiView, also by NewTek, is also supplied with the package.



ImageFX is often referred to in the same breath as ADPro, but lets not forget it's a paint package as well as an image processor. If you're looking for an all-rounder that will grow with your need it's well worth the extra investment

## Jargon buster

- 64 halfbrite** A hardware trick which doubles the amount of colours available in lo-res from 32 to 64.
- AGA** Advanced Graphics Architecture. A new graphics standard on the Amiga 1200 and 4000 allowing 256 colours on-screen in standard modes and 262,000 in Ham8 mode.
- anim** A compressed animation format, that stores the differences between frames rather than the whole pictures.
- anti-aliasing** Smoothing method used in computers to blur the transition between sharp edges and background colours by using intermediate colours.
- chip RAM** The amount of memory available to the custom chips, usually the first 1Mb (or in some cases 2Mb) of memory. 2Mb is needed for some 24-bit graphics operations, and this can be added to Amiga which don't already possess it.
- fast RAM** Expansion memory, up to 8Mb on standard Amigas, and more if the machine has a more advanced CPU on board, like an 030 or 040.
- GIF** A compressed file format used by CompuServe.
- HAM** Hardware trick to give you 4,096 colours in lo-res and lo-res interlace.
- hi-res** Up to 16 colours, but more horizontal resolution so size is more like 640 x 256.
- IFF** Short form of Interchange File Format. All types of Amiga files are interchangeable between programs, like IFF ILBM files are pictures, IFF ANIM files are animations. Created by Electronic Arts and Commodore Amiga.
- ILBM** Short for InterLeaved BitMap. The bitmap graphics IFF standard.
- interlace** Doubles the vertical resolution by alternating two sets of 256 lines very fast, giving you a slight flickering effect. Usable with both hi-res and lo-res, and doubles the vertical resolution, so lo-res becomes 320 x 512 and hi-res becomes 640 x 512.
- Jpeg** A compressed file format used for 24-bit pictures, which are about a sixteenth of the original size in most cases.
- lo-res** The basic Amiga graphics format. Up to 32 colours and 320 x 256 pixels in size.
- overscan** Usable with all Amiga resolutions to take the image to the sides of the monitor or TV screen. A mode for video users to enjoy.
- pixel** The dots which make up a TV or computer screen.
- resolution** The amount of pixels you can fit horizontally and vertically onto a monitor screen. The Amiga has many different graphics modes. (See lo-res, hi-res, interlace, HAM, 64 Halfbrite, super hi-res and overscan.)
- super hi-res** Mode made possible on Amiga's with the ECS chipset. Doubles hi-res resolutions. Also usable with interlace.



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**Games:** Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

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**Team:** Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

**Club:** Sponsorship, Ground improvements, View opponent, Finances

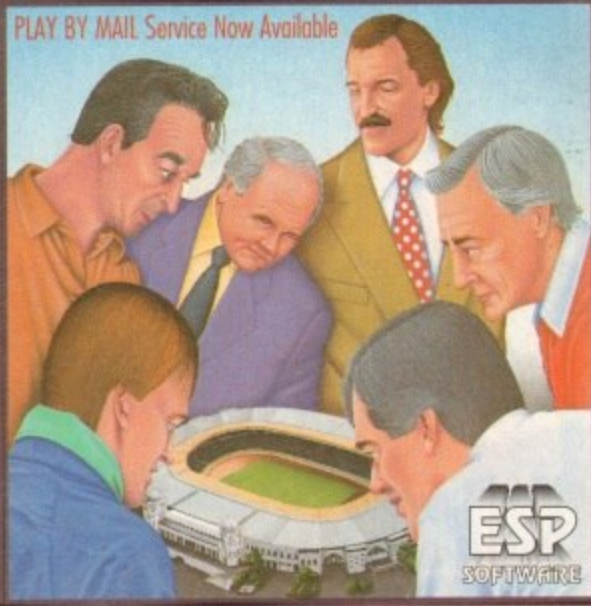
**The Match:** Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

**Other:** Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

**Plus:** Over 100 other meticulous refinements impossible to list here.

**Editor:** Allows you to amend various items in saved games. £12 Extra

 **Scottish:** Dedicated version details available upon request.



**EASY TO PLAY** Animated Joystick or Mouse.  
Wrestling game 1 or 2 players



## CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience. A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.

• Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.

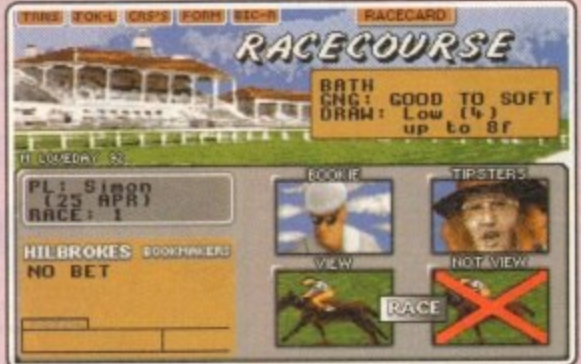
- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired.
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.



## STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation. Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance. To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racocourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

## ORACLE

Open National Tipping Competition 1991: Organised by Racecall, regulated by the Tate, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public. **Winnings Statistics:** 104 wins out of 166, as from 2/6 to 1/9/93. **Formula:** This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments! **Research & Development:** Three years full time race analysis and experimentation to refine and test the prediction system. **Inside Knowledge:** Plenty of unique hints from contacts in the know. **User Friendly:** No racing knowledge required, easy to use, tutorial book. **Restricted Sales:** As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers. **Monthly Updates:** Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25. **Price Increase:** Highly likely. Buy now before success forces increase.

## World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

- |  |   |
|--|---|
| <b>GAME OPTIONS</b>                      | <b>STATISTICS</b>   |
| • 1 Day limited overs or test.           | • Scorecard & bowling analysis.                           |
| • White or coloured clothing.            | • Weather and ground reports                              |
| • Three Cricket grounds.                 | • Wagon Wheel   |
| • Load/Save game. Skill levels.          | • Manhattan Chart.  |
| • Computer/Human players.                | <b>PLAYER VARIETY</b>                                     |
| <b>ANIMATED ACTION</b>                   | • Rated on 8 adjustable factors.                          |
| • Sound Commentary.                      | • Left and right handed players.                          |
| • Umpire signals.                        | • Range of batting types.                                 |
| • All the strokes cut, pull, drive, etc. | • Editor to amend game stats.                             |
| • Appeals, dropped catches, run outs.    | • Bowler types include seam,                              |
| • Bouncers, wides and no balls.          | swing, change and both types of spin with 8 speed levels. |



- FRIENDLY CONTROLS**
- Icon driven with point & click.
  - Large 3D scrolling screen covering the entire playing area.
  - Mouse controls bowler's line, length, direction field settings.
  - Joystick control of batsman's attack level, strokes and running between wickets.
- VARIABLE CONDITIONS**
- Surface and pace of pitch
  - Rain, bad light, cloud cover, temperature and humidity.

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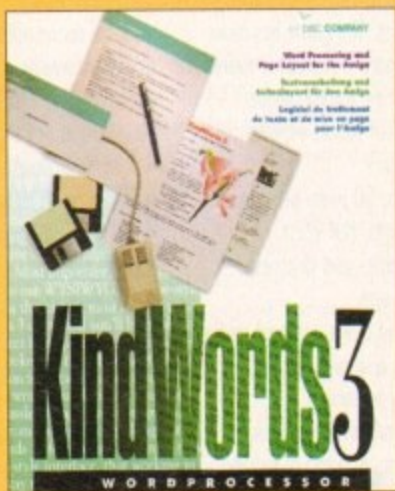
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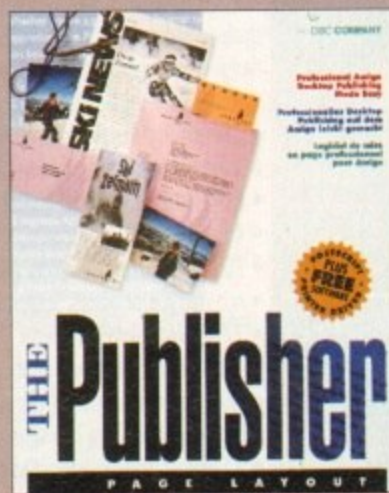
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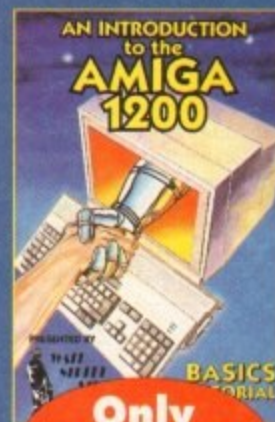
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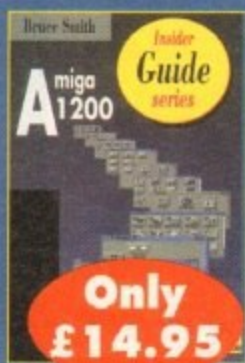
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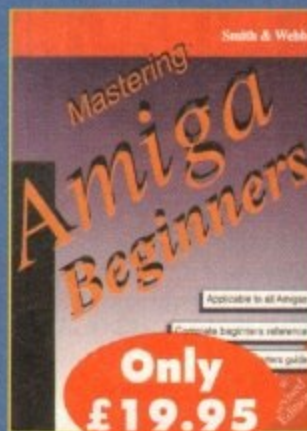
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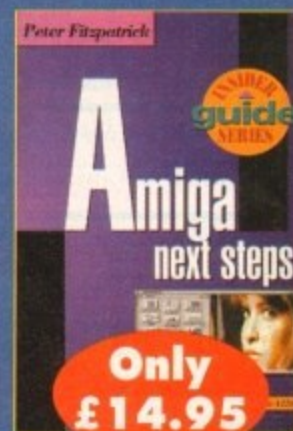
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There can be very few Amiga owners who have used neither a word processor, a spreadsheet nor a database program. And even fewer who wouldn't know a word processor or spreadsheet program when they saw one.

Most would doubtless also recognise a database but the evidence suggests that, as far as database program use is concerned, a lot of people are far from clear about the basic concepts, the benefits and advantages of the various types of database programs, and in fact about their own data-oriented needs!

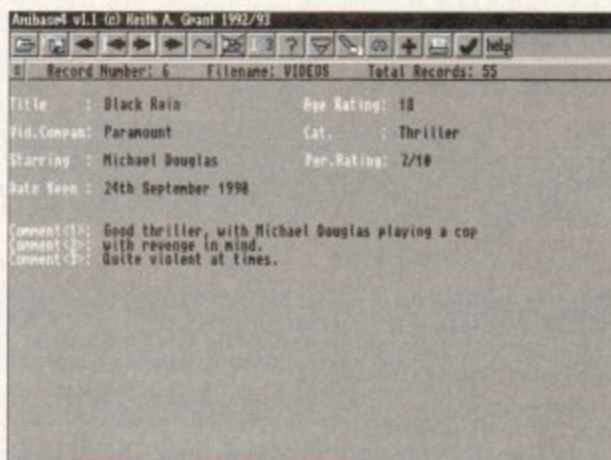
Some users spend a fortune on a heavy-weight package only to find that years afterwards they still really only needed 2 per cent of the facilities that had been provided. The chances are that a cheaper program could easily have the same job.

Others confuse database program power with the need for an application to have large amounts of disk storage space available. They waste money on an expensive package when they should really have got a simpler program and added a hard disk.

People buy "relational" database programs because they are "better" but then fail to use them properly. Users often, for example, set up record structures which prove difficult to modify at a later date (thus defeating one of the main purposes of the relational database ideology).

In short, database program use is not well understood, and although in these pages there is not space to deal properly with the underlying technical issues, you will find some help along with details of the Amiga database programs which are currently available.

The main advantages of a single integrated DataBase Management System (DBMS) relative to a collection of individ-



AmiBase - a useful flat file database offering



bBase - one of the many flat file database programs from PD sources

ual flat file-based applications programs are easy to state. They should let users isolate their data, enable them to remove unnecessary data item duplication, and in general offer a level of data independence sufficient to allow stored data to be used in a variety of different ways. Having said that, a lot of so-called databases are nothing more than conventional record storage/retrieval systems that let you, the user, set up the required record format.

Because a database will consist of one or more files, all appropriate record definitions need to be created before any information can be stored. How this is done will depend both on the database

## Paul Overaa on why so many of us fall wide of the mark when it comes to understanding and using those most useful of application programs, databases

package being used and on the application it is being used for. You might for instance decide you need a client file that contains client surname, first names, address, date of birth and telephone number details and most programs will allow such record fields to be not only created and named

but classified as text, numbers, dates and so on. They'll use these characteristics to provide limited verification during data entry. If for example you type text into a field which has been defined to hold numerical values, any self-respecting database program should give a suitable

## Product listings

### AmiBase v4 Supplier: One Vision Price: £15

Details: Useful, good looking, flat file database program with VCR controls. New version offers record filtering, improved (background) printing and many other facilities.

### BuddBase Supplier: Your Choice Price: £1.30

Details: Flat file freeware database program (Disk BU056).

### DataRetrieve (Abacus) Supplier: Abacus

Price: \$79.95 + \$13 UK shipping charge

Details: This is a reliable product that is suitable for a great many types of applications. It has good documentation, on-line help, indexing and macro facilities plus extras like database password protection. The program can work with up to eight database files at the same time and it has brilliant search facilities. The screen tem-

plates, called masks, which are used to input data are easily created and versatile report production facilities are provided. Unfortunately there isn't a UK distributor but it can be ordered directly from Abacus.

### DataRetrieve Professional (Abacus)

Supplier: Abacus

Price: \$295 + \$13 UK shipping charge

Details: For serious Amiga users wanting a powerful system with relational facilities DataRetrieve Professional is, to my mind, the package of choice. It offers relational file links and the input mask arrangements allow you to set up any number of independent views of your database files using fields from any file.

There are similarly flexible mask-based output view facilities. Although there isn't the space to go into details, "view flexibility" is, to some extent, what the relational approach is all about.

The program is a true heavyweight with superb indexing/search and reporting facilities and many extras including its own Basic-style programming language

called Profil. If you are after an Amiga database package with power this offering really does deserve to go on your shortlist! Again, there isn't a UK distributor but it can be ordered directly from Abacus.

### FlexiBase Supplier: Your Choice Price: £1.30

Details: Freeware flat file database program (Disk BU052).

### Gold Disk Office (Gold Disk) Supplier: Silica Systems Price: £49.95

Details: This integrated package includes word processor, spreadsheet, DTP and business graphics facilities. It also offers a simple, but perfectly usable, flat-file database program. Files can contain up to 32,767 records, 256 fields per record and 256 characters per field.

Unlimited numbers of user-defined indexes can be set up and there are easy to use form and report generator options available. Very useful providing your applications are straightforward.





Retrieve Professional - true heavyweight and highly recommended

	Dwelling	Location	Beds	Baths	Garage	Pool	Price
4	Penthouse	Century City	3	3	Y	Yes	£1,250,000
5	Beach House	Malibu	3	3	2	No	£1,000,000
6	House	Tucson	3	2	2	No	£900,000
7	Beach House	Santa Barbara	2	2	N	No	£750,000
8	Beach House	Santa Barbara	3	3	2	No	£600,000
9	House	Santa Barbara	5	2	3	Yes	£500,000
10	House	San Francisco	3	2	Y	Yes	£450,000
11	Duplex	Encino	4/4	3/3	2/2	No	£450,000
12	House	San Francisco	4	3	2	No	£400,000
13	Townhouse	Malibu	3	2	Y	No	£400,000
14	House	Pasadena	4	3	3	Yes	£400,000
15	House	Santa Barbara	4	3	3	No	£400,000
16	House	Santa Monica	4	3	3	No	£400,000
17	House	San Jose	3	2	Y	No	£350,000
18	House	Encino	4	3	3	No	£350,000
19	House	Santa Monica	3	2	2	Yes	£350,000
							£32,789,500

Pen Pal - another good bet if you want an integrated package

warning or error message. As well as creating record definitions it is also usually necessary to create some kind of screen-based data input form, ie set up the screen arrangements which you will use when inputting data. Since there's not a lot of point in storing data if you can't get at it, database programs will also provide integral searching and reporting facilities which allow you search for records based on particular criteria and create and print hard copy reports.

You might, for instance, want to search your client details database for all clients who do not have a telephone number and create a report listing their names and addresses. These types of things are easily

done with most Amiga databases.

Programs vary enormously in respect of the facilities they offer. Some provide only the most elementary file definition and data input facilities, while the heavyweight offerings on the other hand really do provide the high level of sophistication and flexibility suitable for the needs of an advanced user.

These offerings, incidentally, will come with their own Basic-like Database Management Languages allowing experienced users to create highly customised database interrogation and reporting routines.

There are similar variations in the searching and reporting facilities on offer

and on the extent to which data items present in the records of one file can be combined or linked with the data held in another database file.

The most sophisticated inter-file links tend to be those found with programs known as Relational DataBase Management Systems (RDBMS) but unfortunately it is these type of programs that are normally the most expensive and the most difficult to use properly.

Before implementing a multiple file relational database application it is best to look at the logical structure of the data that is being stored, carry out a process

known as Normalisation, and then use the resulting record structure as a blueprint or model for your real data files.

Most users who buy RDBMS software do not do this, and the result is that many never see the real benefits that relational systems can provide.

A Database program may provide all manner of other facilities such as ARexx control and Import/Export options that let the program read data from, or write data to, other Amiga programs and files. Many Amiga databases allow users to store references to IFF pictures, 8SVX sound samples and so on and this enables not only specialised Amiga graphics and sound databases to be created but allows such material to be used as part of a conventional text-based information system. The potential uses are limited only by your imagination, and the amount of disk space you have available.

Extensive graphics or sound-oriented database applications will, needless to say, require a lot of disk space and in these (and a few other instances) a hard disk becomes essential. Many database programs can however be set up to run on quite modest Amiga systems (eg single drive 512k machines) although obviously much depends on the type of application you are trying to set up.

## Words of warning

There is a certain amount of poetic licence as far as the word "database" is concerned and many programs described as databases push this to the extreme.

There is an Astronomy database program called Distant Suns, a genealogy database called Norgen, and even Digita International's Mailshot Plus program sometimes gets described as an 'Address' database program.

None of these programs, nor many others that sometimes acquire a database label, are database programs in the true sense.

### Home Business Pack

Supplier: Anglia PD

Price: £4.20 for a three-disk pack. Printed manual available at £2.99

Details: This contains the bBase flat file database program along with a text editor, spelling checker, spreadsheet, accounts program and other software. Good value for money.

### KData (Kuma Software and HiSoft)

Supplier: HiSoft

Price: £39.95

Details: K-Data is part of the HiSoft K-Pack spreadsheet and flat file database offering. It provides similar record definition and search/sort/report facilities to those found in alternative offerings in the same price range.

Unfortunately the package shows its age in that it is unable to handle references to graphics or sound - so it is only going to be of interest to users wanting to set up conventional text and number-oriented applications. K-Pack comes with the usual high-quality HiSoft documentation.

### Mini Office (Europress Software)

Supplier: Europress

Price: £59.99

Details: Another integrated package which includes easy-to-use flat file database facilities.

### Order v2.54 (Shadow Software - formerly South Hams Software)

Supplier: Shadow Software

Price: £19.95

Details: This is one of the few budget-priced database programs that support multiple-file, relational links and in this respect it is considerably more powerful than other offerings of a similar price.

Order has had a rough ride in the review press and there is no doubt that many (but not all) criticisms of the early releases were valid and the poor original documentation did nothing to help.

Since the early days however a great many improvements have been made and the price has been brought down to a level where Order has become extremely good value for money. It is not as easy to set up as a simple flat-file database program (relational type

databases never are) but it is recommended for users who need some relational capability but cannot afford one of the more expensive heavyweight commercial offerings.

### Pen Pal (SoftWood)

Supplier: SoftWood Products Europe

Price: £49.95

Details: Pen Pal is an integrated package that combines word processing and page/form design facilities with a simple database program. It's an attractive, well priced offering and although its database facilities sometimes seem to border more on the spreadsheet rather than a database-type arrangement, it does nevertheless provide a set of record creation and use facilities which are quite sufficient for many flat file purposes.

### Philo

Supplier: Your Choice

Price: £3.50

Details: This is a licenceware database program (disk CLU07) which is easy to use and perfectly adequate for simple applications.

Continued overleaf >



## Relational databases

With some data storage programs each application has its own set of data files. You might, if you were say a consultant, have an appointments program that stored records containing details of client names and addresses along with notes about any work carried out.

You might also have a mailshot application which stored standard letters along with, again, client names and addresses. These individual program and associated file arrangements are often called flat file applications and are so named because individual data files are just straightforward collection of identical format records with no interaction or links between the datafiles of various applications areas.

Independent flat file approaches are fine in many cases but when uses of the items held in the data files overlap all manner of problems start to appear.

In the above example the use of separate appointment and mailshot programs means that client names and addresses need to be stored twice and this duplication or redundancy is a waste of space.

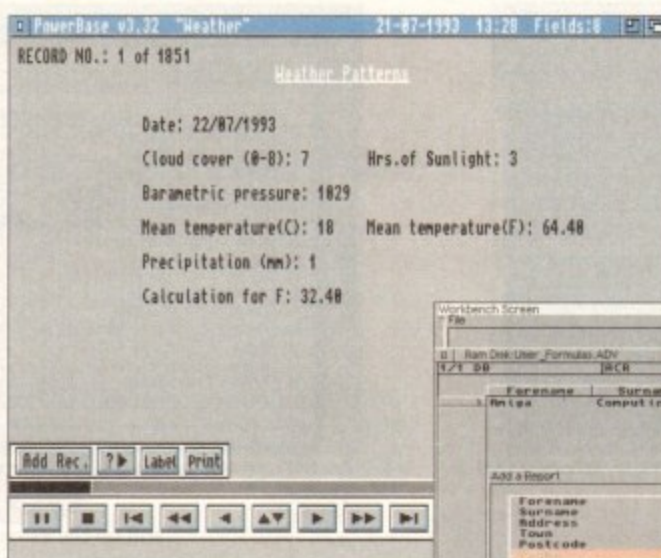
More importantly it is necessary to remember to update the client details in both data files when changes need to be made.

The whole idea of the relational methodology is to separate the data from its use in a way which both allows many programs to use a common set of data files, and any number of differing input and output views to be imposed on the various items of data stored.

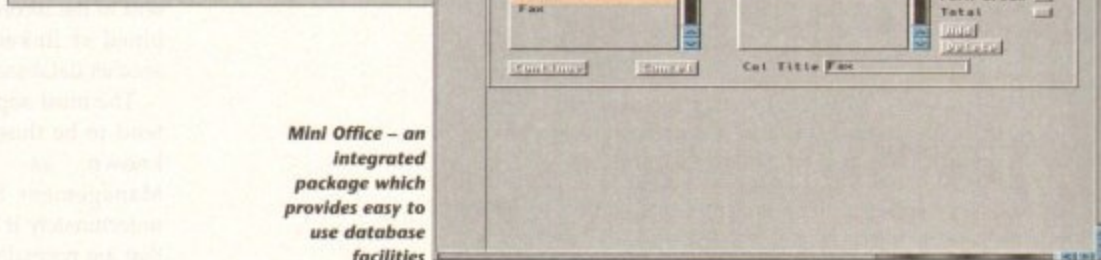
The software which enables this to be done is called a Relational DataBase Management System (RDBMS) or more commonly nowadays, a relational database program.

The database version of the above consultant scenario would involve an appointments/work-done file, a mailshot file, and a client details file that would be shared by both appointment and mailshot applications.

Changes to client details made from the appointments area of the application automatically become immediately available for mailshot use (and vice versa) without any further data entry. The result? Less work. Less chance of mistakes. Easy life!



*PowerBase - a budget-priced offering which looks good, probably tastes good, and by golly...*



*Mini Office - an integrated package which provides easy to use database facilities*

## Jargon buster

- attribute** Some characteristic of an entity. Name, address, and postcode for example are three likely useful attributes of a customer entity.
- DTP** desktop publishing.
- entity** A database-application related object that usually, but not always, physically exists. Customers and invoices are two commonly occurring database entities.
- normalisation** A process whereby the logical relationships of the proposed database entities and their attributes are examined with a view to removing various types of logical data inter-dependency known to cause data-access and or record field expansion problems. Reduction to 3rd Normal forms is sufficient in most cases.

## Product listings continued

### PowerBase (AmiVision)

Supplier: AmiVision  
Price: £14.95

Details: This program started out as a licenceware title and has now grown into a fully-fledged, but budget priced, commercial offering. PowerBase allows users to set up record definitions for specified files and then enter, edit and retrieve data using SuperBase-style VCR controls. Text, numeric, date, time, logical (ie Boolean Yes/No, True/False fields), percentage and calculation fields are allowed along with an external field which can provide links to both Ascii text and IFF picture files.

Powerbase offers a good Workbench 2 style interface and, among other things, a reasonable set of search and filter facilities. Filtered records (ie a subset of records which satisfy some chosen search criteria) can be sent to the screen, the printer, or a file and there is a label mode which can suppress the printing of field names (useful for printing mailing labels - hence the name).

Although it's possible to create as many separate files as you want, there are no inter-file link mechanisms available. In other words this is a simple flat-file system! Despite these limitations the program is fair value for money and perfectly adequate for first time users or others with simple database needs.

### QuickBase

Supplier: Your Choice  
Price: £1.30

Details: Fairly average freeware flat file database program (disk BU009).

### S-Base 4 Personal (Oxxi)

Supplier: HiSoft  
Price: £129.95

Details: S-Base is the new name for what used to be the SuperBase range and this offering, like SuperBase Personal before it, is likely to continue as the most popular Amiga Database program in the UK. Its VCR-styled control panel approach is easy to use and the program flexible enough to be used for all but the most demanding of database applications.

### S-Base 4 Professional (Oxxi)

Supplier: HiSoft  
Price: £249

Details: This is the package formerly known as SuperBase Professional. It's another truly heavyweight database package which provides sophisticated database creation, search/filtering and reporting facilities

along with its own Basic-style database language (with ARexx and comms support).

Both in terms of use and the facilities offered S-Base 4 Professional is rather different from DataRetrieve Professional (its main heavyweight rival) but there's no doubt that the S-Base product is an extremely capable program and another one for power users.

### Supplier telephone numbers

Abacus .....	0101-616-6980330
	0101-616-6980325 (fax)
AmiVision Software .....	0922 414731
Anglia PDL .....	0394 283494
Europress Software .....	0625 859444
HiSoft .....	0525 718181
One Vision .....	0734 422465
PD Soft .....	0702 466933
Shadow Software .....	0752 880906
Silica Systems .....	081-309 1111
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## PICASSO II EMPLANT

Retargetable Graphics (RTG) is the future of Amiga graphics display technology. True RTG means that a graphics device will not be restricted by the memory limitations of the host system's Chip memory, or by the speed of the custom chips. A true RTG device does not have to use Chip RAM at all, and can run exclusively in Fast RAM if needed for the best possible performance whilst allowing any well behaved software to utilise the enhanced resolutions and colour modes of the RTG device without any modification to the software. Well behaved software will be able to run on their own high resolution custom screens and will not have to rely on running on either the Workbench screen, or screen promotion hacks, to allow compatibility.

The Picasso II RTG Emulator integrates seamlessly into the Amiga operating system to give the most reliable emulation available. The new resolutions provided by the Picasso II appear in all your applications as new screen modes selectable from the standard ScreenMode requester. For any program that allows you to choose a new screen mode, you would simply choose a Picasso II screen mode as an alternative (such as Picasso:1280 x 1024). You will not have to wait for any custom programmed versions of any program that is compliant with the rules of the operating software. Such programs will be able to immediately take advantage of the Picasso II board. Programs that are written with AGA in mind will be able to immediately take advantage of the new modes available to the system.



**CU AMIGA 92%  
AMIGA  
COMPUTING  
OVERALL 8/10**

The Picasso II is designed to take full advantage of the host computer system. The built in Blitter and high speed memory subsystem mean that you will have super fast screen updates. Switching between Picasso II mode screens is very fast and switching between Picasso II mode screens and native Amiga screens is nearly instantaneous (as fast as your monitor can re-sync). Because the Picasso II RTG board does not use Chip RAM, your Amiga will be less likely to suffer from bus contention problems normally associated with running high resolution screens and heavy DMA activity.

The Picasso II RTG emulator has been designed so that it uses no Chip RAM. All available screen modes on the Picasso II use only Fast RAM. This sophisticated design means that even a 1Mb Picasso II board can support as many high resolution 256 colour screens as will fit in the Fast RAM of your system.

The Picasso II comes with several screen modes and resolutions that are industry standard and for which all monitors are designed. These modes operate at the proper scan rates and frequencies in order to take advantage of the most popular monitors available. In some instances, where those modes may not be sufficient, there is a program that will allow you to create your own custom screen modes. You will be able to create screen modes that exactly match your monitors frequencies and resolution capabilities. Picasso II comes with Personal Paint Lite, MainActor (animation program), IFF, GIF, JPEG and MPEG Viewers and drivers for ADPro, ImageFX, ImageMaster and Real3D. Other bundles are available too.

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**EMPLANT** supports AppleTalk, Serial ports, Printers, Modems, Midi, etc. You may use SyQuest, Any AmigaDOS device (DH0:, RAD:, VD0: etc.), Scanners, Graphics Tablets, CD ROM with the emulation.

Emulation speed is exceptional and compatibility is excellent. All known software runs!

The IBM 386/486 emulation is to be released in the new year, with Atari ST/Falcon, C64/128, SNES/SEGA, Apple II (among others) all planned in the future. These will be available as low cost upgrade modules.

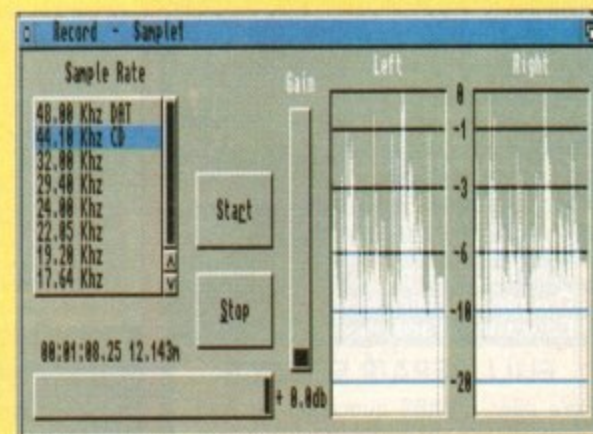
**EMPLANT** currently supports any Zorro equipped Amiga with the A1200 PCMCIA version out soon. The Mac emulation alone requires 68020/30/40 with 4Mb RAM minimum and also 256K MacII/x/cx/SE30 ROMs.

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# The last word?

Final Writer claims to take Amiga office software onto a new professional plateau inhabited by such icons of quality as Microsoft Word, but is this a tall claim? Stevie Kennedy finds out

**A**fter the activity of a year ago when Wordworth 2 and Final Copy emerged in a flurry of renewed fighting over the Amiga productivity market, things have been rather quiet on the word processing front. Ever since that time, though, SoftWood's designers have been beaver away at a secret weapon designed to end the war by Christmas.

Final Writer is a natural successor to Final Copy II, the program on which it is based, and attempts to answer some of the criticisms its little brother has attracted. Though a high quality package capable of superb output and with graphics management second to none in its field, FCII lacked many of the power word processing features enjoyed by its rivals.

A carefully crafted user interface, slick presentation, and ease of use guaranteed FCII a large and appreciative audience, but without strength in depth it could never hope to compete for the serious word-crunching jobs such as manuals, books, and lengthy reports to which Wordworth 2 was better suited. Final Writer tries to eradicate that gap and offer more power without losing the easy going nature of its ancestor.

In essence, the two programs are



understandably similar in appearance, but there is much more to Final Writer than at first meets the eye. In fact, to compare it directly to FCII is like comparing a Ford Escort to a Sierra Cosworth simply because they bear the same manufacturer's stamp and design style.

To attract users with big job requirements, Final Writer starts with a battery of improved layout and document handling facilities, the most important of which is the master page approach. Simply put, this enables the user to create a template of every page in the document bearing common information such as the document title, section headings, page numbers, and so on, making document processing a much easier job.

For example, if the title of a document is changed, it is a simple matter to change the master page for all pages to bear the new title, and if a logo is to appear on



Some of the many fonts on offer

every page, the graphic need only be inserted once on the master page. Even better, Final Writer offers a section-by-section layout tool which gives the user complete control over the different parts of a document.

A document is treated as a number of

sections, one each for such components as the main body text, the title, page contents, and so on, and the user can create sections and swap between them at will. In this way, a document containing two or more very different styles (such as the difference between body text and a

## DIY delights

Final Writer is easily the most configurable Amiga word processor ever. It has a superb preferences menu similar to FCII's, but on top of this it has a user-definable button bar and menu, and an ARexx macro system with 26 pre-defined scripts.

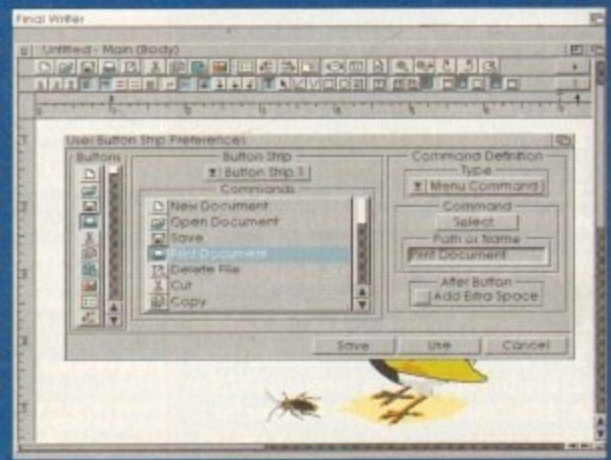
There is no auto-record for these macros, which means that users will have to master the basics of ARexx before writing their own, but the button bar and menu should negate the need for most of us to use the 174 dedicated ARexx commands.

To change the default button bar, users need only select the appropriate preferences option, choose a new button icon, and assign a menu command, ARexx script, or string command (a single ARexx command) to the button. There can be as many button strips as needed, though two will usually be enough, and the user can swap between them at will.

An auto-record feature, such as that planned for PageStream 3.0, would have significantly enhanced the power of ARexx macros for beginners, but the potential is at least there if required. Given the almost obsequious nature of the user-friendly button bar and user menu, ARexx macros tend to lose some of their significance, but many are very useful.

For example, the package has no option to make text bold, as this will normally involve loading the bold equivalent of the present typeface, but ARexx macros are available to be assigned to user buttons which will create the equivalent of bold, plain, and bold-italic text without the user having to load another font.

The user button bar configuration option is simplicity itself



*Final Writer*  
Word Processor for the Amiga®

from SoftWood, Inc.



page) needn't be split into separate pages, but can be kept together as a collection of sections.

Each section can have its own page numbering or the user can set the page number at which each section begins, so when printing it is easy to stitch everything back together.

The main body of any document always has a number of default styles, but the user can define new styles, and as each section can have its own master pages there is a great deal of flexibility in the system. Default styles include settings for sub-topic headings, the table of contents, and so on, and all are user-definable.

Unlike in Wordworth 2, the user can decide not only to automatically generate an index or table of contents, but can also select the font and text style in which the various elements of the table will be printed. Large friendly requesters handle all such operations in style generation, and each style can be assigned a hot key.

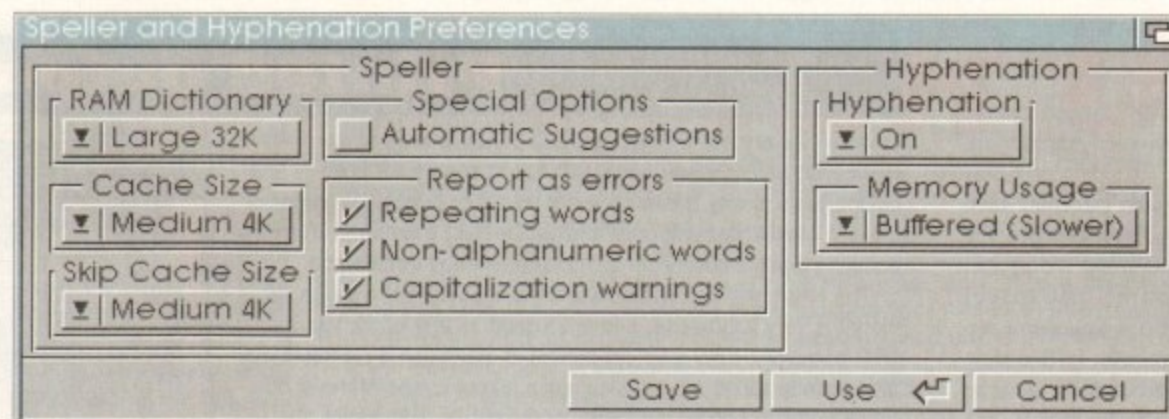
In short, there is little the program could do that it isn't already doing to make life easier for large documents. With the master page, sections, style tags, and automatic list generation features, those writing long reports or novels will find in this package a lot of time and energy saving attractions.

## SCIENTIFIC

In any legal or scientific document, the main body of text is more often than not arranged in sections which may have their own topic headings or a simple section identifier such as I.(a).ii. To cater for this sort of document, Final Writer gives the user complete control over how outlines are generated.

Automatic generation of the outline is determined by the styles used in a document, so that if we wanted all sub-topics included we would go to the style definition requester and indicate at what level in the outline each type of sub-topic appears.

At first this can be a little confusing, and a sample document would have helped new users, but with practice the



Set RAM cache preferences to speed up the speller

outlining of complex documents should be no more difficult than marking words for inclusion in the index.

Other layout tools include multiple columns complete with vertical justification, hanging indents, and text boxes. The latter is a very DTP-esque feature and seems to lift Final Writer into the publishing arena, but in reality it is of limited use.

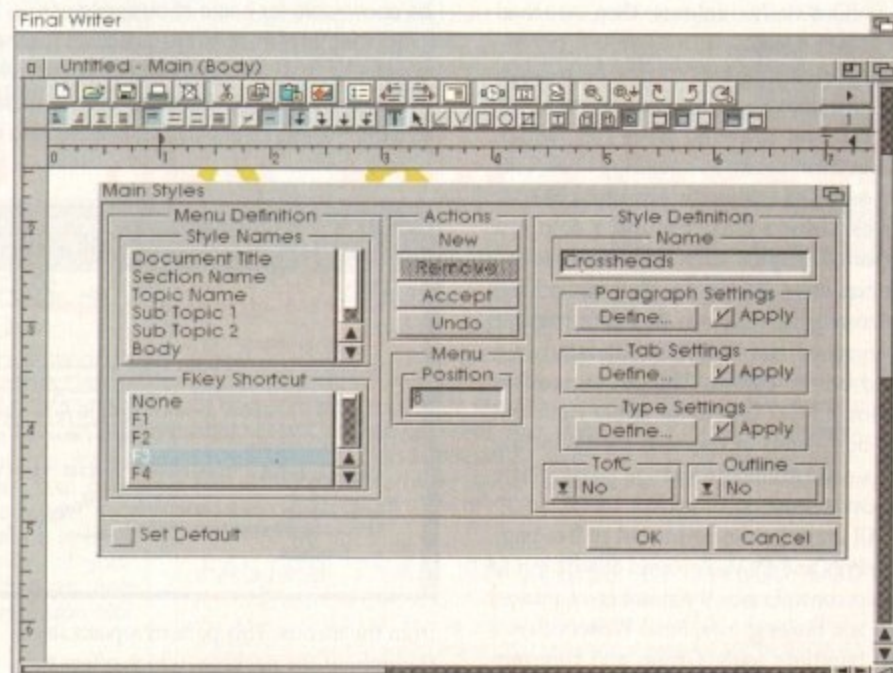
Text boxes can be created easily enough, moved around, rotated, resized, and treated to all extents and purposes as free agents on the page, but they can contain only a single line of text and are therefore of use only for headings and logos.

Improved flexibility does, of course, come with the ability to take a word and stretch, rotate, and re-colour it, but nowhere near as much flexibility as would be gained from treating all text as a page element.

All other operations regarding text and its handling are sound and well thought out, containing many options more usually associated with DTP. Of particular interest is the control over text width, leading, and oblique angle.

By selecting an area of text and using the width option, words can be given a new width from between 50 per cent and 150 per cent of the default for that typeface. Again, leading (the space between lines of text) can be controlled by selecting the number of points between each line (one point being 1/72 inch).

Oblique control offers the user a definable amount of italic-like slant in



Defining styles with the simple requester

letters, either to the left or the right, and can be used in conjunction with other effects to create an unusual look for a masthead or logo. It is no substitute for a proper italicised typeface, and will seldom make an appearance in body text, but oblique can be a useful design tool.

With capitalisation under the beady eye of yet another option, offering all caps, normal, or small caps, Final Writer's text handling facilities come right up to scratch with the notable exception of a show invisibles toggle. This feature, to enable the user to see carriage returns, tabs, and spaces on-screen represented symbolically, is a basic of just about every other word processor in the world and a breathtaking omission from Final Copy II.

When the same omission cropped up on the professional follow up to FCII, I for one was puzzled and disappointed. Many might think this is a point of pedantry, but when loading a file from another source, perhaps an Ascii file from a CoverDisk or PD disk, or a document saved as Ascii from another word processor, it is absolutely vital that one can "light up" the control codes to see where the document might have a lot of double spaces, tabs, carriage returns at the end of lines, and so on.

If such control is not possible, the hassle of re-formatting a document blind has to be experienced to be believed, and I would beg SoftWood to make good the fault as soon as possible.

On a brighter note, Final Writer is a superb handler of graphics, the one area

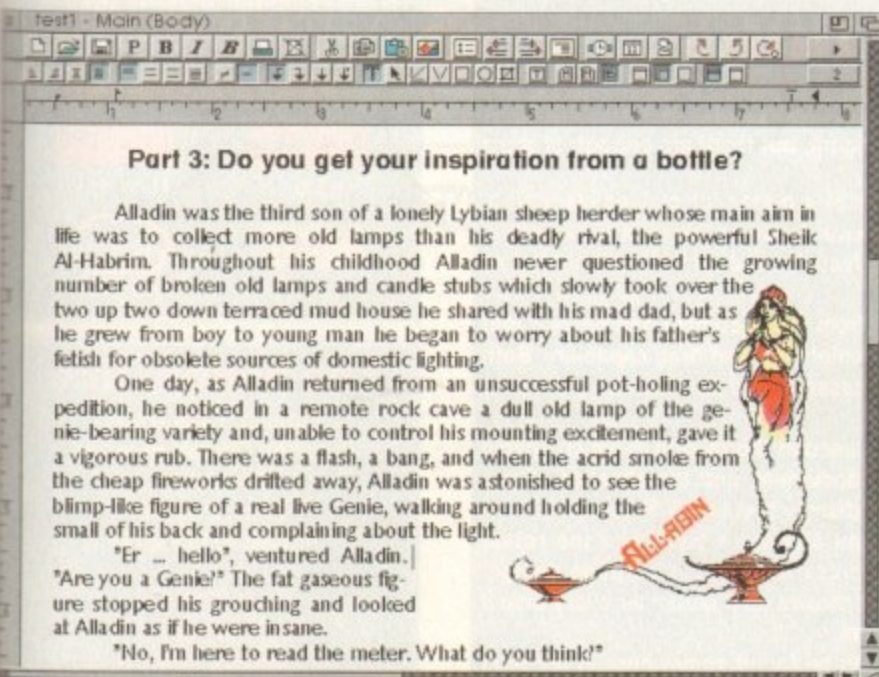
in which most other word processors take a dive. All IFF bitmap formats are supported as is the industry standard encapsulated PostScript (EPS), and either can be imported and displayed in full colour.

Speed of operation when graphics are involved can slow to a crawl on some packages, but Final Writer shows its SoftWood pedigree by providing both speedy treatment of imported graphics and a few built-in tricks of its own.

Lines, boxes, and ellipses can be drawn directly on screen using icons on the button bar, and text flowed around them in the same way as imported graphics, giving the program a distinct edge in presentation terms. Creating documents with borders and other graphical content is much easier than in any other Amiga word processor, and screen update is refreshingly fast.

That's not to say speed doesn't suffer, and in 256-colour mode the program can become a bit tiresome. However, while Final Writer is being tiresome most other packages would have reached the "never mind, I'll hire a couple of scribes" stage, and the program has more than one tactical approach to feline de-furrification.

When large Ham8 or EPS pictures begin to slow things down a bit, simply changing the way the images are displayed is easy. The user can change each picture individually or all in a



Irregular text flow simulated using Final Writer's line drawing tools



document at once, so the largest can be turned off while the smaller graphics are displayed properly.

As soon as they are bumped into preview mode, on-screen images are replaced by a box containing a diagonal cross in time-honoured newspaper paste-up fashion, thus speeding up scrolling and screen refresh. In this way, pictures can be viewed in full colour to check that they don't clash with the document's other colours, then switched off to save speed.

Imported graphics cannot be rotated, but any lines or shapes produced using the integral drawing tools can, which makes them useful as bounding lines. This is a technique whereby the user draws a series of lines close around a complex imported graphic, then flows text around the bounding lines rather than the image.

Irregular text flow is therefore possible even when the image is imported in a solid box of colour. The package offers contoured text flow to the left or right, but not both sides at once, so the bounding lines compromise comes in particularly handy in some documents.

All graphics can be treated as free page elements and moved around at will, but to retain control once the number of images and text boxes grows, Final Writer offers a few handling tools. Group and Ungroup perform their obvious functions, enabling the user to move and scale a group of images as one, while Lock and Unlock can be used to avoid unnecessary waits for screen refreshes because a graphic has accidentally been moved a tenth of a millimetre.

A whopping 100 EPS images, some good, some feeble, are included with the package and are accompanied by 120 outline fonts in the NimbusQ format. Final Writer will also accept any AGFA or Adobe Type 1 PostScript fonts, a fact which is particularly welcome given that it will print EPS images and PostScript fonts to any printer, and has a good custom PostScript driver for the rich users out there.

At times, the screen display of such fonts is less than perfect, and at normal (100 per cent) magnification, nine point text can be difficult to read.

Final Writer attempts to offset this by giving the user control of screen resolution, which can be set up to 300 by 300 dots per inch using the excellent preferences menu, but the only real answer is to buy a bigger monitor or use the 125 per cent viewing setting.

Flipping back and forward in view modes can be annoying, but as there are three ways of doing this (menu, button strip, and holding down Alt while clicking the mouse button), the user at least has plenty of choice.

Navigation in general is a pleasure with this program, as the user can jump between sections, use the scroll bars to quickly jump from one part to another, use the page button, or select Go To Page

## Printed output

Final Writer enjoys excellent printed output thanks to its built-in PostScript printer driver and its ability to send EPS images and outline fonts to any printer. If a dot matrix or bubble jet printer is used, Final Writer will coax the unit's best resolution from it, ensuring that the quality of hard copy is as good as it can be.

The clean way in which outline fonts appear from a cheap bubble jet is very impressive, and is as good as any of the top notch DTP packages. EPS graphics printed at 300dpi on a Canon BJ10 are similarly satisfying, so documents output to one of the middle range printers such as the Canon or the HP DeskJet series should be acceptable for home or business use.

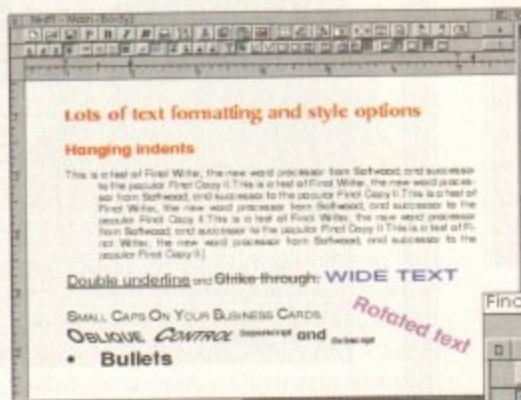
Printing preferences are available for the program's final (best quality) or draft (images printed as preview boxes) settings, and for graphics printing. Dithering can be either ordered or halftone, and the PostScript printer preferences also offer custom halftone



Printing options are extensive and easily set

settings for screen angle, lines per inch, and whether dots or lines are used.

Default settings for most options are perfectly acceptable, but if the user has specific requirements or fancies a bit of tweaking, Final Writer is very accommodating.

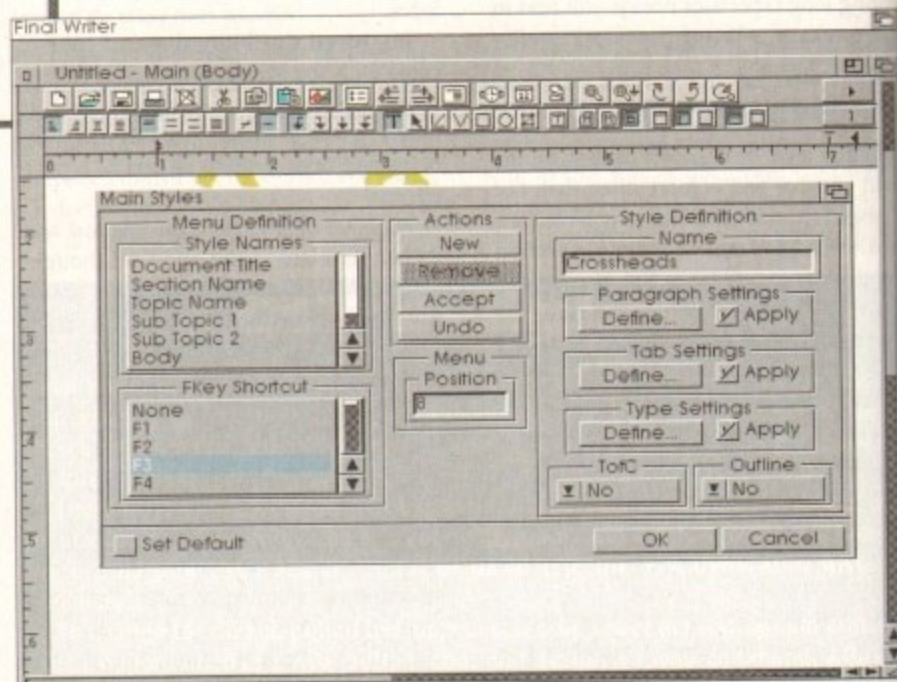


There are plenty of text style and formatting options for use in style tags

from the menus. This pattern repeats itself throughout the package, which offers two or three ways of doing everything before the user even considers ARexx macros or the user-definable buttons and menus, and this is a tribute to the thought which has so obviously gone into the whole package.

From the 700 page manual (I'd have preferred it ring-bound, but never mind) to the smooth operation of just about every feature, Final Writer is a product which oozes professionalism and an attention to detail.

As a word processor, it has several advantages over Wordworth 2, hitherto the leader on the serious side of things, and yet it has all the qualities and more



that made Final Copy II a hit as a simple DTP package. Such a combination is hard to beat, and although SoftWood might not have made it to the Microsoft Word level just yet, they're not very far off with this release.



## Missing links

If Final Writer doesn't quite live up to the claims that it rivals Microsoft Word, it is because of a small list of annoying omissions and features that haven't been finished off. None of these is particularly damaging, but there are enough of them to ensure that the package is flawed.

Of most concern is the lack of a show invisibles option, discussed elsewhere, which can make editing imported text very awkward, but up there on top with this is the lack of an undo edit feature. Both basic features should be implemented as soon as possible.

In other areas, it is impossible to copy text from the document and paste it into search and replace requesters, and there is no highlight and drag capability. Both are found in the leading PC and Mac word processors, and both can be great time savers.

Another omission is the lack of bookmarks, used in Wordworth 2, which enable the user to jump to pre-arranged places in a document, and the absence of any sample documents with related tutorials might dismay first time WP users.

Limited options on Ascii import/export can also be a pain, and the rotate function's refusal to work with imported graphics sets a limit on page design. Finally, the auto-save feature is very poor, as it throws up a requester every time it is about to save out and asks the user to confirm.

Excuse me, but isn't the word "automatic" to be found somewhere in the term "auto-save"?

## SYSTEM ESSENTIALS

RED = Essential - YELLOW = Recommended

1.5 Mb RAM	Hard drive
2 Mb RAM	WB 2.0 Kickstart

**The bottom line**

Product: Final Writer  
 Supplier: Gordon Harwood Computers  
 Price: £129.99  
 Phone: 0773 836781

Ease of use 9  
 Implementation 9  
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#### COMPARISON CHART

FEATURES/MODEL	GVP HD8+	ICD TRIFECTA LX	COMMODORE A590 20Mb	EVESHAM REFERENCE 100
*TRANSFER RATE: Kb per second	1066	1028	564	400
GVP DESIGNER STYLING	✓	-	-	-
RAM EXPANSION(MAX)	8Mb	8Mb	2Mb	4Mb
MINI SLOT (FOR FUTURE EXPANSION)	✓	✓	-	-
SCSI INTERFACE	✓	✓	✓	✓
GVP PERFORMANCE Faaast ROM	✓	-	-	-
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PRICES FROM	£199	£295	£159	£329

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The GVP A530 is a unique combination of a Hard Drive, RAM upgrade and an Accelerator. Inside is a full Motorola 68030EC processor running at 40MHz, making your A500 faster than you thought possible - almost nine times faster than an A1200. And, fitting a PGA maths co-processor (40MHz 68882, ref: UPG 1982, £129 inc VAT) can improve this still further, with some operations being 300 times faster than an A500. In addition you can add up to 8Mb of 32-bit RAM, which further enhances performance.

#### FASTER THAN AN A1200 or A4000 030

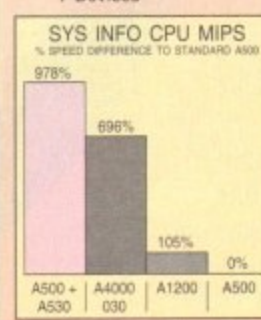
An A500 with the GVP A530 fitted will be considerably faster than either the A1200 or A4000. This is possible because the A530 uses a 40MHz 68030EC processor, whilst the A1200 uses the slower 14.19MHz 68020EC processor and the A4000-030 uses the 25MHz 68030EC processor.

Features include:

- 40MHz 68030EC Processor (the A1200 has a slower 14MHz 68020EC processor)
- Up to 8Mb of 32-bit Memory, 1Mb of 32-bit Fitted
- PLUS Same Features as HD8+

"I liked the A530 so much that I bought one" CU-Amiga October '92 - 97%

- Mini-slot for Future Expansions, see PC Emulator - far left
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GVP's A530 includes 2 SIMM sockets for easy Fast RAM installation. One socket already contains 1Mb RAM. Options are 2 x 1Mb cards, 1 or 2 x 4Mb cards offering 2Mb, 4Mb or 8Mb of RAM.

1Mb RAM - £69    4Mb RAM - £179  
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**A530 40MHz 68030EC, 42Mb HD, 1Mb RAM**

PREVIOUS PRICE ~~£499~~

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**40MHz, 80Mb HD, 1Mb RAM**    **40MHz, 120Mb HD, 1Mb RAM**

PREVIOUS PRICE ~~£599~~    PREVIOUS PRICE ~~£699~~

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#### PC EMULATOR

FOR USE WITH HD8+ or A530

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- Norton SI index of 15
- Compatible with MS-DOS version 3.2 or later
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#### PC EMULATOR

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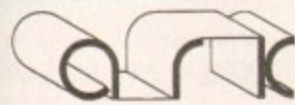
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Over the years ASDG have become synonymous with quality products with the leading light being the ubiquitous ADPro. However this isn't the only success story in the ASDG stable.

Although less glamorous than its image processing counterpart CygnusEd Professional – or CED as its predecessor was known – is a long-standing award winner.

Although only exactly hot news for video kids, the new CEDPro could well prove to be the Lemmings of the programming world as countless members of the furry collared community cast aside lesser text editors and leap into the open arms of CEDPro.

First and foremost comes the program's unlimited level of undo, which as you'd expect allows it to back-track any changes made to the file.

### SPEEDS

Next up comes the impressive search and replace facilities which can be utilised either interactively or via with the a lightning fast turbo mode. In addition the function also support history – so you'll never need to re-type repeated patterns.

As you'd expect ARexx is well supported and as a result it's possible to instruct other packages – such as compilers – to call CEDPro and even place the cursor on the exact line where an error has occurred.

Yet another programmer-friendly feature allows CEDPro to detect bracket and brace errors within the code in addition to direct editing of binary files.

Macros are another area in which it

# Editing and control



Paul Austin casts a kindly eye on the latest release from ASDG and the ultimate in infra red control for VlabY/C



Simple but effective, CEDPro puts multiple file handling into action

scores well. Simply start the function and the program will remember all subsequent keystrokes. Once complete this new macro can be assigned to any single or combination of keys. It's even possible to

call a special macro editor with which to edit existing macros when necessary. Like its predecessor, you can edit literally dozens of different files or file areas simultaneously. As for speed, there are no complaints – although there rarely are with any text editor. However, no matter how many files you have open it's highly unlikely you'll ever need to wait for the program to catch up with your editing exploits.

Specialised needs are also catered for with numerous options including command key bindings, variable tab sizes, word wrap, screen sizing and definable colours – even the scroll speed can be defined and saved. In fact alternative set-ups can be recalled as required.

Compatibility also shouldn't prove a problem as the program works across the entire range while making the best of AmigaDOS, employing the Clipboard to share its output with other packages.

Even crashes caused by other packages need not be terminal as CEDPro has the ability to recover edit sessions if disaster strikes. Combine this with a user definable timed saved and you're looking at arguably the most secure file editing system on the market.

Obviously with the myriad of PD and shareware text editors CEDPro is strictly for the pros. However if you demand the best and are will to pay for it CEDPro could well become the ADPro of the programming world.

Product: Cygnus Ed Professional  
Supplier: Silica Systems  
Tel: 081-309 1111  
Price: £79.95

## Automation with AirLink

If you're among the numerous videophiles who've invested in VlabY/C the word, AirLink may inspire a distant memory of promised automation. For those unfamiliar with VlabY/C, the connection between the two revolves around VlabY/C's IFR frame grabbing capability.

IFR – interleave frame recording – gives VlabY/C the unique ability to grab unlimited sequential 24-bit frames from live video. To achieve this, it first picks a reference point on the tape, followed by a starting frame, from which a user defined number of frames are then grabbed.

The beauty of the system is that any VCR can be used for the process and better still no timecode is required on the tape itself; the software quite literally remembers which frames have been grabbed and then attempts to grab the remainder on a subsequent pass over the tape.

The only problem with this approach is its heavy dependence on user time as the software demands constant rewinding of the tape ready for the next pass. However thanks to AirLink hours spent at the controls of a VCR are a thing of the past. Existing users may recall that IFR's control window provides the option to not only execute a processing script on images but also add a rewind ARexx macro which can call on Airlink to do all the hard work for you.

As a result complete automa-

tion is now possible with the only user input being initial scene selection and IFR set-up – after which you can leave your Amiga and the VCR to their own devices.

No matter which application you apply AirLink on the basic set-up procedure remains the same. First you must install the hardware – this takes the form of a cable connected to a small Infra red transmitter/receiver, the other end of which slots into the Amiga's free joystick port.

### Handy hotkeys

Once installed you simply run the AirLink software which provides numerous examples along with the essential sampler program. As the name suggests this allows you to program AirLink to emulate literally any infra red remote controller.

In order to control a device you simply design a graphic representation of a remote control panel using the paint package of your choice. The Airlink software then allows you to add button areas to the graphic – appending the appropriate remote control command on each. These graphic remotes can then be saved out, complete with hotkey combinations, and recalled when required.

Actually programming Airlink is very simple; you just activate the sampler program, record the signals from the original remote you wish to control and then append the appropriate signal to the button in question.

Alas that's all that space will allow for this month, but tune in next time for more on AirLink and its immense potential within a multimedia environment.

Product: AirLink  
Supplier: Amiga Centre Scotland  
Tel: 0896 87583  
Price: £69



Keep your remotes on-screen rather than down the side of a chair



# EPIC SOFTWARE

## PD GAMES

- B811 ETYPE Super fast 90's Asteroids.
- B820 PETERS QUEST a 20 level cute platform game, very addictive
- B880 TETRIX. Tetris game with sfx from Lemmings. Great fun.
- B895 DOMINOES. You know what this is surely?
- B900 GRAY SLAYER. Hack 'n' Slash.
- B887 BUNNY BLAST. Shoot as many little bunny's as you can. Sick!
- B902 GOBLER. Pacman clone.
- B903 CHAINSAW DEATH. Mazes.
- B940 WIZARD WORLD. Very cute but difficult platform game.
- B952 GAMEBOY TETRIS. Brill. A ripoff of the Gameboy tetris.
- B955 TOP SECRET. 2 player platform romp, great fun to play.
- B966 SPACE TRAX. 2 player space shoot 'em up.
- B967 TECHNO BAHN. Race the ball across a chequered floor.
- B968 HELL ZONE. Fast paced horizontal shoot 'em up, great graphics.
- B973 CYBERNETIX. Fast Defender clone, enhanced Amiga version.
- B990 BOUNCE & BLAST. Cute platform game cum shoot 'em up.
- B994 SOCCER CARDS. Management.
- C001 DONKEY KONG. Old Atari classic game.
- C515. GIDDY. Possibly the best platform game available on PD.
- C513-2 18th HOLE GOLF. The first PD golf game, pretty good.
- C350 FIREFLY. Vertical blast 'em up.
- C557 SPACE INVASION. Brill new Space Invaders clone. Great stuff.
- C082 GALAGA '92. Up to date version of Galaga from the arcades.
- C120 CROSS OVER. Puzzle game.
- C169 BOMB JACKY. Bomb jack?
- C174 OBLIVION. Defender clone.
- C177 OTHELLO.
- C206 MORIA 5.4 Brilliant RPG.
- C267 GIGAR TETRIS. Polished version of tetris for 1 meg chip + Amigas.
- C303 SLAM BALL. Superb football management game.
- C322 TOP OF THE LEAGUE. See above.
- C340 CASH FRUIT. Playable fruit machine simulator.
- C460 AZTEC CHALLENGE. Great conversion from the C64.
- C453 MEGABALL 2.1. Latest version of that classic game "Break-Out".
- C459 BAGIT MAN. Addictive platformer.
- C456 FRUIT PANIC. A new sort Pacman game. Very good.
- C455 GNU CHESS. Up to date chess program. Very intelligent.
- C462 STARIANS. Amazing shoot 'em up with great graphics.
- C469 THE RIGHT WAY. A Lemmings clone.
- C468 AIRPORT. An air traffic control simulator
- C531 PREMIER PICKS. The 2nd Premier league is here
- C532 GAME TAMER 4.01. Over 400 cheats for games inc. loads of new ones.
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- B525 A500 PLUS UTILITIES 4.
- B526 A500 PLUS UTILITIES 5.
- B527 ICONS FOR ALL 2. 100s of ready to run icons for Workbench.
- B643 SNOOP DOS. If you can't get a program to run by itself on its own disk, get this it tells you exactly what libraries/files any program is trying to load up, a great program.
- B645 RAYSHADE V4.0. A PD ray tracer, that is quite difficult to use. CLI/Shell knowledge required.
- B652 POPUP MENU.
- B654 KME (KEY MAP EDITOR).
- B676 SHELL TOOLS FOR WB2/3.
- B698 VIDEO EDITORS KIT. Contains different video wipes, and titling tools.
- B701 SHOWGIF + IFF2GIF.
- B819 AMIGA PUNT. Horse race prediction software.
- B842 BUDGET. Home Accounts.
- B847 MULTI FAX V1.0. For sending and receiving faxes on the Amiga. A modem is required.
- B906 DTP. Competent desk top pub.
- B911-2 TWIN EXPRESS. Link up two computers together, either Amiga to Amiga, PC to PC or Amiga to PC, great for transferring files back and forth. (Wiring diagram included).
- D002 PARNET. Simple network title.
- B969 LITTLE OFFICE. Includes simple wordprocessor, database etc.
- B974 LITTLE BENCH 2.0. Speedy WB.
- B999 POWER BENCH 1.0.
- C002 CLI TUTORIAL. Explains CLI & Shell, great for beginners.
- C003 PASCAL LANGUAGE.
- C004 AMIGA TUTORIAL.
- C012 MULTIDOS 1.12. Transfer Amiga info to PC and visa-versa.
- C018 ELECTRONIC PROTOTYPYER.
- C021 FORTRAN COMPILER.
- C073 BACKUP V3.5. Hard disk backup.
- C081 HAM LAB PRO V2.08. Powerful picture manipulator/converter.
- C125 T.A.C.K. v1.2 Anim construction.
- C339 AMIGA BEGINNERS GUIDE.
- C410 LOCKPICK 2. Powerful copier that can remove protection from games.
- C417 BAD FORMAT. Removes bad tracks on corrupted disks.
- C535 DICE COMPILER.
- C550 SAFE II. Excellent new disk copier, can copy Amiga/PC & ST disks. Over 9 different copy modes.
- C553 RANDOM QUOTER. Every time your computer boots up the System will give you a different quote.
- C554 PC TASK 2.03. Latest version of this amazing new shareware PC emulator. 256 colours (VGA) on an Amiga 1200.
- C564 SPECTRUM EMULATOR 1.7. Very fast spectrum emulator, run speccy games on your Amiga.
- C590-2 TOOL MANAGER 2. New Workbench management system. Menu system, works much like Windows. This program has so many features, and configurations to list

## PD EDUCATIONAL

- C240 FIREWORK ALPHABET
- C072 MATHS REFLEX TEST  
Answer as many questions right as you can as quick as you can
- C065 DIVISION
- C026 FOUR STROKE ENGINE
- B931 MATHS CALCULATOR
- B915 Henryetta's BOOK OF SPELLS
- A420 LEARN AND PLAY
- B016 MATHS TALK
- B065 ALGEBRA II
- B068 MATHS WIZARD

## PD ANIMATIONS

- 576-2 WALKER DEMO. 2 Meg. A truly classic animation of a Walker from Empire Strikes Back walks around an Amiga. Not to be missed.
- 578-2 WALKER DEMO 2. 2 Meg. The second part is even better, made to look like a film, and it does, brilliant.
- A079 FIVE WAYS TO KILL A MOLE. Very sick animations on how to kill little moles.
- A201 FIVE WAYS TO KILL A MOLE 2.
- B286-4 AT THE MOVIES 2.
- B389-2 SKUNKS + HUNKS.
- B393 SEXY SQUIRREL.
- B395-2 SCENERY ANIMATION.
- B397-2 AMY VS WALKER 2. 3 Meg.
- B410-2 MR POTATO HEAD.
- A080 LIFE'S A BITCH. Over 18s.
- B683 LEMMINGS VS ROBOCOD.
- B800 GLOBE (ANIM).
- B875-2 APC MISSION. 3 Meg.
- B932-2 THE KING FISHER. 2 Meg.
- B935-2 LEMMINGS REVENGE. 2 Meg.
- B938 TREE SONG ANIMATION.
- B939 K.K. NORMAN. Part 1. 2 Meg.
- B961-3 SPEED LIMIT. 3 Meg.
- B953 K.K. NORMAN. Part 2. 2 Meg.
- B954 DOLPHIN DREAM.
- C090-8 THE HAUNTED. 2 Meg. A total of 14 Megabytes of animation. A total of 8 disks. A total of 5 minutes of the best animation you're likely to see on any Amiga. Roddy's best yet.
- C094-2 ROAD HOG ANIMATION.
- C117-2 TALES OF A TIME. 3 Meg.
- C129-3 BATMAN ANIMATION. Dark and atmospheric Batman animation.
- C132 CRAZEE GLOO. Three part anim.
- C133-5 DUNCS BACK. 4 Meg.
- C139 STARWARS II. 2 Meg. Enhanced version of Swartz animation.
- C722 MPEG MOVIES. 4MPEG movies with movie player.
- C713 LET ME OUT Part 1 & 2. Comical 2 part Doggy animation.

## PD MISC

- CD2295 XMAS ANIM.  
Very appropriate at this time of the year. A wonderfully animated sequence of Santas Grotty. There are lots of different little things going on to spot.
- CD2284 EIGHT SLEMZ OUT.  
Nice lemmings anim with all the little blighters having a game of baseball and not doing it too well either. Good for a laugh.
- CD2261 MAGNUM 1.4 (UTILITY).  
An update to the popular disk mag creator with new features and bug fixes where relevant.
- CD2245 MIND GAMES (GAMES).  
An excellent collection of games to tease that old grey matter...
- CD2226 PICTURES AND LETTERS.  
One for the kids, select a letter and the computer displays a nice picture accompanied by some cheerful music.
- CD2187 STARCAT 2.  
For cataloguing your PD, CD's or Video's

## PD TOP 10

- PC TASK V2.xx. Run VGA on A1200.
- LOCKPICK 2. Removes protection.
- ACTION REPLAY 4 (AGA).
- TETRA COPY. Powerful disk copier where you can play Tetris while copying.
- BANNER MAKER. Banner creator.
- A1200 DEGRADERS. Run old software.
- MINDWARP AGA. Amazing demo.
- DCOPY 3.1. Latest version of this copier.
- GIDDY GAME. Very cute platformer.
- 600 BUSINESS LETTERS. A collection of 600 pre structured letters, ranging from "you're sacked" to "you owe".

## PD DEMOS

- B406 WET BEAVER MIX. A 1 meg chip music demo. Great stuff.
- B410-2 MR POTATO HEAD.
- B491 "I'VE GOT THE POWER".
- B493 THE BOUNCER. Kicks like a mule music track. Wow...
- B683 LEMMINGS VS ROBOCOD.
- B692 R.A.F. "Software failure".
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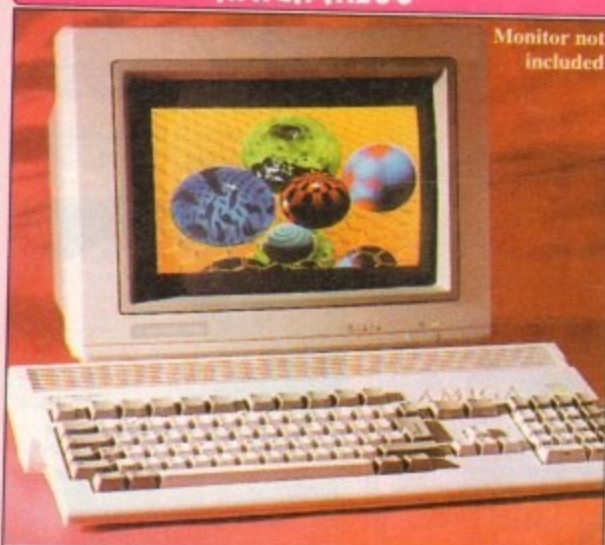
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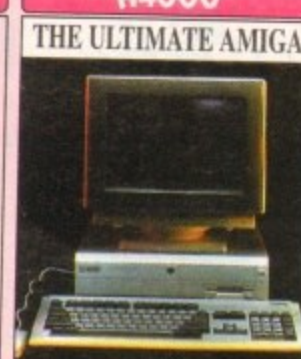
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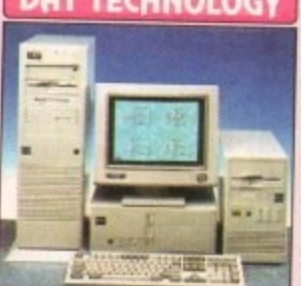
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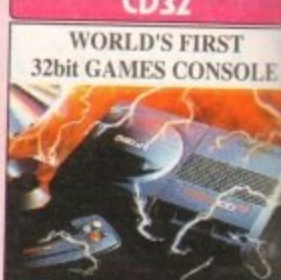
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This month we'll go into how you actually move objects around using Amos 3D. As the program is an extension to the Amos language, there are some special commands added to the standard Amos command set which you can use to move objects around in 3D space.

Once the Amos 3D extension has been fitted to your program, you can load and move 3D objects in your normal Amos programs using a series of new commands.

Now you have to come to terms with the idea of space - 3D space. The world now has a trio of axes, called x, y and z. We are used to using x and y on the computer screen, and translating objects around that screen merely involves adding numbers to their x,y co-ordinates - like the numbers which tell a move sprite command to shift the position of a sprite. But now you have an extra dimension, that of depth, and this is the z dimension.

With Amos 3D there are a new set of commands called "Td" commands, and these preface any 3D commands you put in your programs, like this example:

```
Td Dir "3D"
```

This points to the disk which contains the 3D objects. It's the 3D version of the "Dir\$" command you get in Amos. Next a few commands you will be familiar with:

```
Hide : Double Buffer : Autoback 0
```

If you are moving sprites, even 3D ones, you'll need to be double buffering to cut the amount of unnecessary flicker. Next you have to load the object:

```
Td Load "checkmark"
Td Object 1,"checkmark",0,0,5000,0,5000,-4000
Palette .....$FFF,$F,$777
```

The process is not unlike that of loading and positioning a sprite. First you load

Our Amos expert, Phil South, concludes his two-part look at Amos 3D and looks at some undocumented features

# Adding an extra dimension



the object, in this case "checkmark". This is loaded from the disk you pointed to as being your 3D directory. Then the Td Object command positions the object on the screen. It's object 1, its name is "checkmark", and we want it positioned as described in the command.

The first three figures are the position of the object in space, so we have x=0, y=0 and z=5,000. This is pretty much dead centre on the screen. Next we want an attitude, and this doesn't mean your shape should be talking back and dissing you.

Attitude describes the direction the shape is pointing, in this case A=0, B=5000 and C=-4000. This is unimportant if the shape in question is a cube, but if it's a spaceship you'll want it to be the right way up and pointing in the direc-

tion it is supposed to be flying.

Finally we enter the loop zone where the movement is calculated:

```
Repeat
Td Angle 1,A,0,A
```

This is like a Bob command, where the angle of the object in all of the three dimensions is fixed.

```
A=A+1000
```

Increment the X dimension and our object will tumble.

```
Cls 0
Td Redraw
Screen Swap
Wait Vbl
Until False
```

And wrap it all up with drawing the screen and waiting for the next vertical blank before you alter the position of the object. It's all basically the same kind of deal as moving sprites around the screen.

Obviously you now have to learn to think in 3D, but that goes with the territory. Vectors are hard to do in normal circumstances, but this program should make the whole thing really that much easier to cope with. You can sketch out your 3D ideas on graph paper beforehand, just to give you an idea of what you want.



## Hidden gems

The disk also features details of some undocumented Td Commands like the one to define order in which objects are drawn:

```
Td Priority n,p
```

where n = Object number and p = Object drawing priority

This allows you to specify the order in which objects are drawn by the 3D system. In other words objects that are drawn first appear in front of other objects. The command makes some interesting special effects possible:

```
Priority,p Object drawing order
```

which translates as:

```
0 Draw the object in the normal way (by depth)
>0 Draw the object in front of all other objects with a lower priority
< Draw the object behind all other objects with a higher priority.
```

By default all objects have a priority of 0. Note that if two objects have non-zero priority the one with the highest priority will be drawn first (in front).

The other undocumented feature is TD SET COLOUR which sets a specified object block's colour combination, like so:

```
Td Set Colour n,b,c
```

where n = Object number, b = Block number and c = Colour combination code of the block (same as in OM).

This command is the language equivalent of OM's colour combination tool described in the 3D manual. It sets the colour combination code of the specified block.

Valid colour numbers range from 0 to 16, colour combinations 0 to 12 are the same as in OM, colour combinations 13-15 are new. An out of range colour code will be truncated to the nearest valid code without causing an error.

Want to catch up?



Missed last issue's first part of the tutorial? Catch up by ordering a back issue. Turn to page 172 for details of how to order.

If you want to really master Amos 3D, our exclusive manual offer can get you there at a discount price. Turn to page XX for details



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InnoVision aren't new to the business of TV graphics, and their groundbreaking Broadcast Titler package has long been a standard of excellence in terms of its high quality fonts and smooth anti-aliasing. Now the company have moved from the purely titling arena into TV graphics proper with the release of Montage 24, a program designed to produce not only text titling, but 24-bit backdrops and transition effects.

Montage is a sizeable package supplied on six disks and comprising the main program itself, some tutorial data, and eight anti-aliased fonts. The latter use a proprietary format and are the only typefaces available for use in Montage, though a range of font packs will be offered as back-up and a module should soon be released making it possible for users to treat PostScript fonts as Montage fonts.

A disadvantage of this approach is that the user is dependent on future releases by InnoVision, but the advantages outweigh this. With the carefully optimised typefaces supplied as standard it is possible to carry out a wide range of sophisticated operations on your text.

**SUPERB**

Text can be scaled in any way, coloured using smooth gradients, given a variable amount of soft or sharp shadow, embossed, bevelled, or even re-kerned, all with superb anti-aliasing. There can be no excuses for shoddy presentation text when you're using this package, as over half the available functions are dedicated to controlling the use of high quality verbage.

All operations are carried out using the friendly "big button" interface used on most video and TV software packages these days. Everything hides behind nice easy buttons on clear, uncluttered panels, and the main areas of interest are sensibly separated into screens of their own.

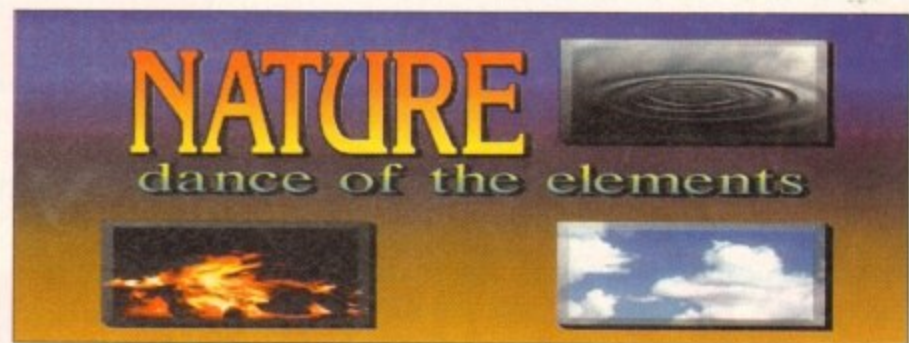
The beginner should therefore have few problems with Montage, and the well written, concise 130-page manual could easily find itself back on the shelf inside

ten minutes. Part of the reason for this is the program's relatively simple purpose in life, which is purely to produce text on a backdrop, but the designers should also take credit for keeping things as straightforward as possible.

Montage will run on either an AGA Amiga or a machine equipped with the OpalVision or IV24 cards, and works best when teamed up with OpalVision. In this configuration, Montage can utilise full 24-bit graphics and a full complement of 20 transitions, 13 of which work with AGA

and only two with IV24. On a standard A4000, Montage is comfortable enough, if fussy about the system setup. All Workbench overscan settings must be reset to default and mode promotion must be turned off or the program won't run properly. This is a pain when used on a machine which has a multi-purpose role and therefore a multitude of overscan and monitor settings, but shouldn't be a problem if Montage is being used in a purely video environment.

When first used, Montage can have a strange initial impression as all pages in a sequence are set up on a HAM preview screen which only roughly represents the finished image, then rendered as either 24-bit or super hi-res Ham8. Finished images once rendering is complete are superb and quickly dispel any doubts brought on by the HAM preview which,



Mix text, backdrops, and brushes with ease

# Smooth talker

Stevie Kennedy wipes and fades with Montage 24, the latest high quality TV graphics package

to be fair, is designed to make production as quick as possible. When working in 24-bit it can be more than a little memory and time consuming to throw chunks of picture data around, so by demanding that everything takes place in HAM before final rendering, Montage avoids long waits during production.

Unfortunately, the same cannot be said about rendering or the final playback of complete sequences. Rendering each page can take a while, particularly if the page includes a lot of text which has been coloured, scaled, and so on.

As each page can be a fairly monstrous 24-bit file, Montage loads each from disk as it plays them back, which means that in addition to the rendering delay there is a relatively slow rate of playback.

For example, an average page might take seven seconds or so to load and be displayed using a page transition effect, a delay which though perfectly acceptable for many purposes would restrict many videographers. Montage partly makes up for this with a couple of tricks in the triggering department.

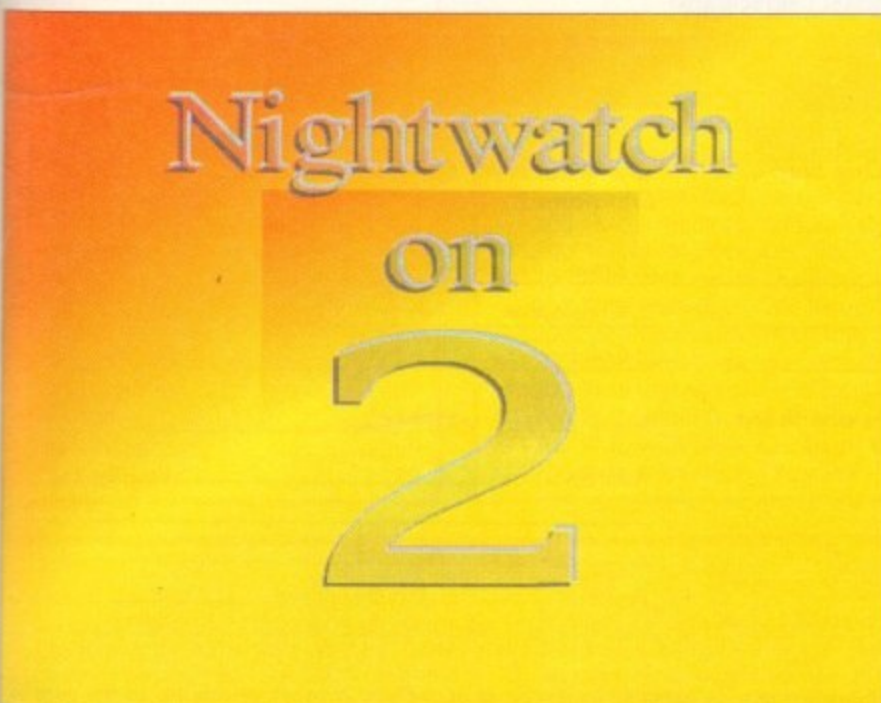
Pages may be set to display immediately upon loading, which is fine for looping information displays, but the user can also set a timed transition or choose to use the General Purpose Interface (GPI) trigger. This is a method by which Montage can be triggered to go to the next page by a GPI switch connected to a VCR, making possible the use of Montage pages genlocked over live video action.

The inclusion of this sort of triggering gives Montage an outlet in the multimedia

point-of-sale world as well as opening up many more dramatic uses during presentation, and with its top notch results, easy operating environment, and decent transition effects it should do well as a dedicated graphics package.

With the reservations that speed of playback could be improved and the fact that Montage grabs hold of the system and refuses to multitask, it is difficult not to recommend this program to the videographer in search of broadcast-quality graphics.

As a dedicated system, it is perhaps not ideal for the home video enthusiast, but if the question "how can I title my video to a higher quality?" is put, Montage 24 might well be the answer.



Montage can produce top quality TV graphics

**SYSTEM ESSENTIALS**  
RED = Essential YELLOW = Recommended

	<b>2 Mb</b>	
Hard drive	RAM	Accelerator

**The bottom line**

Product: Montage 24  
Supplier: Meridian Distribution  
Price: £329  
Tel: 081-543 3500

Ease of use 9  
Implementation 8  
Value for money 7  
Overall 8



# Watch out, they taste curly!

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to escape he has to solve a series of increasingly baffling puzzles taking him through 100 levels and ten Quaver zones. Despite the considerable investment to perfect the animation, graphics and game play that make up One Step Beyond – if you don't manage to win a free copy, you can have the unusual luxury of a reduction in the price of a new release – One Step beyond costs only £19.95.

As well as ten copies of the original Pushover, we've got five copies of One Step Beyond (one of the latest releases from Ocean Software) to give away free to the best five entries in this

month's competition.

One Step Beyond took almost a year to develop. Colin Curly, one stormy night, finds himself sucked into his computer while eating his Quavers. In order

**"If you are looking for a game that is enjoyable to play, but will make you think a bit in the process, you can't go wrong with this."**

Amiga Action, September 1993

## ENTRY FORM

There are ten copies of Pushover and five copies of One Step Beyond just waiting to be won. To enter all you have to do is answer these simple questions and send this form to: Colin Curly, Amiga Computing Competition, Europress Direct, PO Box 2, Ellesmere Port, South Wirral L65 3EA

**1. How much does One Step Beyond retail at?**

- a. £25.95
- b. £19.95
- c. £29.95

**2. How many levels are there in One Step Beyond?**

- a. 75
- b. 50
- c. 100

**3. What is Mr Curly's first name?**

- a. Kevin
- b. Christopher
- c. Colin

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The closing date is January 31. The prize winner will be drawn from all the correct entries received and will be informed in writing within two months of the closing date. Result

information may be obtained by writing to our offices. No cash alternative to the prize is available. The editor's decision is final. No correspondence will be entered into.



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U033	Education 1	Learn German
U052	Business Card Maker (N)	Simple, but useful
U092	Cartoon Brushes	Lots of famous characters
U098	Database Master	Comprehensive AMOS database
U123	IQ Tester (N)	How thick are you?
U128	Viz Clip Art	Roger Momy in D Paint
U130	Label Designer	Various label printers
U134	Ami Cash	Best accounts package around
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U152	PC Task	Emulates IBM PC programs
U153	File-a-fax	As it sounds
U154	QED	Beginners word processor
U160	Deluxe Paint Tutor	Enhance your knowledge of this
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U165	A-graph	Creates bar graphs
U175	Text plus VERSION 4	Excellent word processor
U178	(2 Discs) Analitic ALC	(2 Discs) Best spreadsheet available
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U180	GCSE Maths	Syllabus taught disk
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U190	Shadow demo maker	Create your own demo
U194	Total concepts	Learn about dinosaurs
U195	Home Manager	Create an address book
U203	Term V4 (2 disks)	Communication Disk
U204	Race Rator	For horse racing information
U206	ABC Adventure Creator	Create your own adventure games
U210	Pools Pools Version 2	Work out your winnings
U211	Training Log	Keeping fit
U212	Back Talk	Advise on Commonback Complaints
U214	The Money Programme	Up to 2500 transactions
U217	Mastie Niblick	Golf score recorder
U230	Illinois Labels	Label printer
U231	Audio Animation Studio	Create Cartoons
U232	Cheque Book Accountant	Keep tabs on your expenditure
U233	Engineers Kit	Check you Amiga System
U236	Word Power	Solve crosswords & anagrams
U237	Stock Analyst	Analyses the share market
U238	Font Farm	Variations of fonts available
U239	Dunks DTP	Desktop Publishing for kids
U240	Little Office	Word Processor, Database & Spreadsheet
U242	Budgets 1.34	Accounts Manager
U244	Lockpic V2.0	Uncover copy facilities
U245	Relo Kick V1.4	Latest D Grader for A1200
U241	Winemaker	Database for wine enthusiasts
U243	D-Solve	Crossword - complete with two crosswords

## DEMOS

D015	Agatron Star Wars (1 meg/2 disks) (N)	Captivating graphics
D058	Enterprise leaving dock	Famous animation
D075	Girls of sport	Pretty shots of talented girls
D148	The Run (1 meg) (N)	T. Richter's car-chase animation. Good
D162	Stealthy Manoeuvres (1 meg)	Excellent demo
D166	Star Trek Animations	Anims. of USS Enterprise
D177	Star Trek Animations	Agatron no.17 More like above. Good
D225	Reincarnation of Sgt. Pepper (2 disks, 1 meg)	Beatles classic
D261	Red Dwarf (2 disks) (N)	The White Hole
D271	Odyssey (5 disks) (N)	Excellent space adventure animation
D278	Desert Storm	Information on Gulf War
D280	Jesus on 'E's' (2 disks)	Excellent rave music
D281	Dolphin Dreams	Slide show of these lovely creatures
D282	How to skin a cat	Amusing demo

## MUSIC

M006	Badtance remix (N)	Really good disk. Catchy stuff
M062	Random Access	Art of Noise and more. Startling acid track
M084	The Wall	Pink Floyd classic
M090	Led Zeppelin	Stairway to Heaven etc.
M093	MC Hammer	You Can't Touch This
M102	No Limit (2 disks)	Catchy tunes

## GAMES

G005	All New Star Trek (2 drives)	USS Enterprise classic. Best one
G008	Balloonacy	Drop bombs on city from balloon
G010	Breakout	Classic bat & ball game
G011	Blizzard	Horizontal shoot-'em-up. High quality
G014	Adventure Solutions (2 disks)	Loads of hints of commercial games
G015	Crossfire (1 meg)	Excellent game written in AMOS
G019	Dungeon Delver (2 disks)	Difficult adventure quest
G021	Demolition Mission (1 meg)	Similar to Balloonacy. good fun
G023	Electronic Train Set (1 meg)	Construct own train set
G025	Entropy	Shoot-'em-up
G043	Learn and Play 1 (N)	Good for the kids. Blackboard maths, etc.
G044	Learn & Play 2 (N)	More fun for the kids
G053	Mayhem	Brilliant shoot-'em-up
G065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
G071	Return to Earth (1 meg)	Space adventure
G084	Wet Beaver Tennis (N)	Simple, but good fun bat & ball game
G086	Wraithed One	Good general knowledge quiz
G102	Simulation 1 (1 meg) (N)	Recommended. 5 games including Metro
G109	Wheel of Fortune (N)	TV Quiz, computerized
G124	Napoleonic Warfare	High-quality simulation
G143	Card Shop	Well presented card games
G148	Galactic Food Fight (N)	Blow up those burgers
G149	Raphaels Revenge	Difficult platform adventure
G152	Leaping Larry	Jump onto elevators
G153	Growth (N)	Destroy an expanding brain
G155	Mission X	Quality shoot-'em-up
G157	Quadrax	Difficult puzzle game
G162	Storyland 2 (N)	Create a childrens adventure
G165	Super Skoda Challenge	Car racing game
G170	Amos Criket	Owzat!
G171	Top Secret (N)	Quality platform game
G175	Whizz Wall	NEW Wizard shooting game
G176	White Knight	NEW Excellent shoot-'em up game

G180	Tank Attack (N)	World War 2 Simulation
G204	Super League Manager	Manage your own Soccer team
G207	Flagcatcher	Find the flags. Very addictive
G208	Grand Prix Simulator	Excellent
G209	Games Galore Ten (N)	14 excellent games
G214	Parachute Joust	Try & catch a parachute
G215	Battlements	Hunchback game
G217	Act of War	Excellent strategy game
G218	Roulette	Casino Classic
G219	Space Rescue	Guide Spaceship through Terrain
G220	Sub Attack (N)	Also landmine bomber
G221	Revenge of the mutant camel	Shooting game
G222	Neighbours adventure	(2 discs) Bring Paul Robinson to court
G223	Wizard Wars	Graphics Adventure
G224	Strategic Games (N)	3 excellent games
G225	Addams Family Quiz	Quiz on cult TV programme
G226	Dual	2 player shooting game
G227	Assassins 24 (N)	4 games including 3D Maze
G230	Assassins 27 (N)	Addictive card games
G231	Assassins 28 (N)	These include Dr.Mario, Invaders 2 & Mad Bomber 2
G240	Assassins 37 (N)	Ghost Ship, Claktris etc
G241	Assassins 38 (N)	1 on 1 baldy & transplant
G243	Tetren	Excellent Tetris clone
G244	Legend Of Lothian	Version 1.02. Adventure
G245	Iron Clads (2 disks)	Graphic adventure
G247	Quiz Master	Quiz which includes Editor
G248	Assassins 40 (N)	10 Puzzle Games
G249	Assassins 41 (N)	includes 3 Games
G250	Atlantis	Excellent Adventure Games
G252	Bombjacky	Rescue the dying planet
G254	Airport (N)	Patrol your own airport
G255	Amos Games	5 Games including Glassback
G256	Slamball	Management game of US football. Type Sport
G257	Relayer	Shareware game. Brand New!
G300	Blob	Shoot 'em up
G301	Sector 1	Excellent game
G302	Micro Market	Stock exchange game
G303	Strike Ball	Amos written baseball type game
G304	Skidmarks	Racing driving game
G306	The Funhouse	3 games including Enigma
G307	18th Hole (2 disks)	Excellent golfing game
G308	Gush	Very similar to pipeline
G310	Zalycon (2 disks)	Space shoot 'em up
G324	Physo Santa	Waggle your joystick with this festive disk
G325	Mister Men Olympics (2 disks)	Excellent game for disk as reviewed in Amiga Computing

## A1200 ONLY

D286	No point of sale	Stunning French demo
D288	Revelations	Photo realistic slideshow
D290	Raving Mad Me	High quality music demo
G321	AGA Klondike (3 disks)	Excellent patience card game
G322	Giger Tetris	Tetris clone
G323	U Chess	Brilliant chess game
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G011 - AIR ACE 2 - A great World War 2 shoot em up.  
G013 - THE REVENGE - Play ED-209 from Robocop in this violent shoot em up.  
G015 - MEGABALL - A game that has received excellent reviews.  
G016 - SIMPSONS - Televisions wacky family brought to life in this shoot em up construction kit game.  
G020 - LAME ST-PORTS - A space invaders type game, the object being to defeat Alan.  
G021 - MASTER OF THE TOWN - The aim of this game is to cause as much damage as possible.  
G025 - DRAGONS CAVE - A dungeon master style puzzle game.  
G026 - DOWN HILL CHALLENGE - Good ski simulator.  
G026 - PIPELINE - Classic game but too fast on A1200/A4000 due to superior processor.  
G039 - SAURFHUNT - Plenty of gun power in this shoot em up.  
G040 - PARADOX - Funky puzzle game.  
G043 - WIBBLE WORLD GIDDY - A superb platform game. This is one of the best public domain games ever.  
G047 - SUPER PAKMAN - If you like Pak games, then get this!! The best version to date.  
G048 - NEIGHBOURS - (2 disks) An excellent graphic adventure, probably the best ever in PD.  
G049 - FIGHTING WARRIORS - Budget version of Streetfighter 2 with good graphics.  
G050 - BOMB JACKY - The spectrum classic with vastly improved graphics and sound.  
G055 - TEXAS CHAINSAW MASSACRE - Inspired by a true story.  
G056 - 18 HOLE GOLF - The first ever public domain golf game. Great fun. (2 disks)  
G057 - SPACE INVADERS 2 - A revised version of the classic game.  
G059 - AMOS CRICKET - A good cricket simulator written in Amos.  
G060 - TRON 2 - If you liked the original, then you can't miss this update. Faster and improved presentation.  
G061 - ESCAPE - The aim of this excellent game is to run over files pushing specific ones down to open gates which allow you to reach the exit. Do it within a time limit to progress.  
G062 - DR. MARIO - Similar to a NES game of similar name but better graphics.  
G063 - ASSAULT - This average game involves you shooting all the characters that pop up in the windows.  
G064 - DEATH BINGERS IN SPACE - A Xenon style shoot em up.  
G065 - ZOMBIE APOCALYPSE - Good fun with lots of blood and guts.  
G066 - STARIANS - Bizarre platform game.  
G067 - SUPER SKODA CHALLENGE - A good game for up to four players with track editor etc.  
G068 - PREMIER PICKS - Very unique football management game, very well presented.  
G069 - BILLY BURGLAR - Dodge lights to escape from prison.  
G070 - AMIGABOY - The n game Tetris is widely regarded as its best on the Gameboy. It has now been perfectly converted, with exact visual representation.  
G071 - ACT OF WAR - A game of similar style to risk.  
G072 - ADAMS FAMILY QUIZ - How much do you know?  
G073 - PARACHUTE JOUST - Guide the skydiver to the ground.  
G074 - CARD SHARP - Various card games.  
G075 - JEWEL - A brilliant game.  
G076 - TOP SECRET - Sorry, can't tell you!!  
G077 - JELLY QUEST - This game by David McGuire was described by Amiga Power quote "It's a superior brand of PD puzzle game, and its looks can only be described as - dead lush!" It went on to receive a 4 out of 5 star rating.  
G078 - VENUS INVADERS - Excellent new version of space invaders.  
G079 - THE RIGHT WAY - A great lemmings clone.  
G080 - SUPER PRIX - A birds-eye-view racing game.  
G081 - PATIENCE - The best public domain version of this card game.

**UTILITIES**

U001 - THE ULTIMATE BACKUP DISK - All the very best public domain copiers including DCopy, Tetracopy and XCopy.  
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U187 - THE MENU DISK - If you are interested in creating your own compilations etc. then get this disk. Its perfect for added presentation.  
U188 - CLUB LEAGUE - A utility that allows you to edit and keep track of your teams division and league status.  
U189 - SCREEN BLANKERS - A disk packed with screen blankers.  
U190 - THE LITTLE OFFICE - One of the best small business programs available at the moment. Very popular.  
U191 - VOICE CLI V5.5 - This utility allows you to control CLI with speech.  
U192 - ACCOUNT MASTER - Written in Amos this is a very popular business utility of excellent quality.  
U193 - SOFTWARE LISTER - This program is designed to keep track of your software collection.  
U194 - DISKPRINT V3.5 - An integrated database and disk label printing utility.  
U195 - RACE V1.6 - A disk that will work out the chance of a horse winning a race.  
U196 - DRAW MAP V4.1 - There are two versions, this is the 1MB version. It allows you to create 2D and 3D maps. Quote U296 for 2MB version, which comes on 2 disks.  
U197 - FOOTBALL LEAGUE EDITOR V1.1 - As soon as the results come in, you can monitor your teams latest position.  
U198 - GOLF SCORES V1.8 - It can record the results of every round you play, store them and give an overall electronic score.  
U199 - ANTI FLICKER - An aid to stop the flicker in Hi-Res mode during some programs operations.  
U200 - AMICASH BANKIN - If you have a small business, this program is the best of its nature and highly recommended.  
U201 - PUNT PROGRAM - Another prediction aid for the horses.  
U202 - MONEY MANAGEMENT - Home accounts package capable of handling up to 12 different accounts.  
U203 - EASY CALC V1.0 - This spreadsheet is designed to be both very user friendly and fast. It has an excellent built in help system.  
U204 - KEYBOARD TRAINER V1.1 - Best public domain typing tutor available at present.  
U205 - M-CAD - Computer aided design program.  
U206 - NO ERRORS - Hides the hard errors on disks making all your corrupt disks usable once again.  
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**UTILITIES**

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U211 - RED SECTOR DEMO MAKER - A 2 meg version of the most popular utility ever!! Create stunning demos/megademos/intros. The special thing is that it has been modified to work with the A500+ and even better the A1200. (2 drives rec. A1200)  
U212 - AIBB V5 - A good diagnostic program.  
U213 - SYS INFO V3.11 - A disk that will let you know the technical status of your machine.  
U214 - ENGINEERS KIT - A diagnostic disk, specially suited for engineers etc.  
U215 - DISK REPAIRERS - Will allow you to try and make all your unusable disks work again.  
U216 - AMIGA DIAGNOSTICS - Solve thousands of amiga problems with this diagnostics disk.  
U217 - LAST WILL AND TESTAMENT - Write your own will.  
U218 - MUSIC BASE UTILITY - Store your record/video collection.  
U219 - ERROR INFO - Gives you a list of all amiga error codes and their meanings.  
U220 - PC TASK V2.02 - IBM PC emulator it allows you to run the majority of PC software with no additional hardware. Now supports VGA, EGA, CGA and MDA. (DV)  
U222 - REPAIR-IT 3 - Contains a selection of disk and hard drive repairing utilities. Excellent for saving that vital file.  
U224 - SPECTRUM EMULATOR - This is the best and latest version of the most popular emulator for the amiga. There are 68020/030 versions for new AGA amigas. (2 disks)  
U225 - STOCK ANALYST - This is a technical analysis and securities tracking program which calculates when to buy and sell shares.  
U226 - ASTRONOMY V2.0 - A menu driven astronomy program that calculates information about the Sun, Moon and planets. Help disk.  
U227 - MING SHU CHINESE ASTROLOGY - Will create horoscopes in seconds. The complete aid.  
U228 - COLOURED ICONS - Transfer your disks into colourful, well presented works of art with this database.  
U229 - KIDS PAINT - An art package simplified for the younger amiga owners.  
U230 - STAR VIEW - This program is designed to show graphically the positions of the stars and planets from any part of the earth.  
U231 - AQUARIUM - Turns your screen into an eye catching fish tank.  
U232 - OCTAMED V2 - Latest version of the famous music package.  
U233 - NUMPAD FOR A500 - A program that makes the A500 think its got a numeric keypad.  
U234 - ADDRESS PRINT V3.1 - Very useful if you make regular postal correspondence.  
U235 - IFF BOOT - Displays a picture whilst your hard disk boots up.  
U237 - PAY ADVICE ANALYSER - A very useful program for keeping track of pay, tax and national insurance.  
U238 - CANNON PRINT STUDIO - Got a Cannon printer? This disk is essential for brilliant results.  
U239 - FANCY PRINTING DISK - Contains Banner, Graph Paper V1.2 and Disk Print V3.5  
U240 - BBASEIII - An easy to use versatile, yet fully featured database. Greatly enhanced successor to bBaseII.  
U241 - ADM V1.01 - Flexible address database with loads of great features.  
U242 - LITTLE TRAVELLER V1.1 - This utility shows a world map and allows you to select any country for travel information. It then zooms in giving a close-up map with more information.  
U243 - BANNER MAKER - Create spectacular printed banners.  
U265 - PROTECTION - Keep unwanted users from playing with your amiga.  
U266 - PARBENCH - Link up two Amiga's and communicate with each other.  
U263 - TEXTENGINE V4.1 - Sent direct from author Nicholas Harvey, this excellent program has all known bugs fixed. Has 36,000 word spell checker.

**EDUCATION**

E001 - TOTAL CONCEPTS DINOSAURS - A book on disk appropriate for sensational Jurassic Park movie. Get!!!!  
E002 - SCIENCE - Excellent learning aid to the difficult subject. (4 disks)  
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E004 - WORLD WAR 2 - Good history aid.  
E006 - WORLD GEOGRAPHY - Very useful utility.  
E007 - KIDS DISK 1 - Excellent reading utility.  
E008 - LEARN AND PLAY 1 - For younger amiga users, very popular.  
E009 - LEARN AND PLAY 2 - See above, usually ordered as a 2 disk set.  
E010 - GOSE MATHS - Good, written by a teacher of the subject.  
E011 - LANGUAGE TUTOR - French, Spanish, German and Italian.  
E012 - AMIGAWORLD - This piece of educational software contains details on every country.

**DEMOS**

D004 - ARSEWIPE - Hilarious toilet role commercial.  
D007 - FILLET THE FISH - Cartoon animation.  
D019 - SIMPSONS SLIDESHOW - Pictures of televisions wacky family.  
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U172 - HARLEQUIN FONTS 2 - More of the above.

**VIRUS KILLER**

V001 - SUPERKILLERS - Highly recommended as it could save you ££'s. Essential for hard disk owners. With no virus protection you are putting your entire software collection at risk. Regular updates to keep in touch with all virus activity. Separate versions for AGA machines. All our disks are virus free.

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A030 - FERRARI PICTURES - Pictures of a new model from the worlds most exotic car maker. Good 256 colour pictures.  
A036 - NIGHTBREAD - Many pictures drawn in 256 colours. (2 disks)  
G042 - AGA TETRIS - Controlled with the cursor keys, this excellent conversion of probably the most addictive game ever is now available with 256 colour graphics.  
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U001 - ULTIMATE BACKUP DISK - This compilation includes DCopy V3.0 which is probably the only copier that works successfully on the A1200/A4000.  
U123 - WORKBENCH HACKS - Many useless special effects for workbench V3.0  
U118 - MORE WORKBENCH HACKS - Guess what?  
U255 - WB V3.0 INSTALL - If you need to install your hard disk then you need this.  
U256 - A1200 DEGRADERS - An essential purchase for AGA owners. Includes Fake Fast Mem, The Degraded, Diskstart, Kill AGA V2 and Helpful hints.  
U257 - VIEWTEK V1.03 - An essential purchase allowing you to display AGA graphics.  
U258 - HOMEM - This utility allows your AGA machine to use your hard disk as virtual memory if you've got a 80mb hard disk then you can have 80mb ram. Requires FMU, MMU etc.  
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Impulse's long-awaited Imagine 3.0 hadn't quite shipped when this issue went to press, but the company did ship an interim version - Imagine 2.9 - to their registered users.

Since 3.0 was taking longer to finish than expected, Impulse sent out 2.9 - which has many of the new features - so current Imagine users could get started with some of the new capabilities, and act as testers for the new program aspects. By the time you read this, Imagine 3.0 should be available, and we'll have an update on the full program in an upcoming issue.

If you're not familiar with Imagine, it's a 3D rendering program with a quad-view editor, powerful animation capabilities, and fast rendering speed. Although the previous release, Imagine 2.0, didn't have the massive feature set of newer programs like Real 3D 2.0, it did have fast rendering, fairly bug-free operation, and a massive library of commercial, shareware and PD objects and utilities to support it.

Some major new features are coming in Imagine 3.0. These include bones, kinematics, improved anti-aliasing, new light sources with improved shadows and shadow mapping. Also coming in the release version are new stage and animation tools, and the long-awaited improved manual. Version 2.9 comes with a 25-page addendum that discusses the new features.

Imagine has always been a fantastically powerful program, but the poor documentation has previously been of little help in getting you over the program's learning curve.

There's plenty new in Imagine 2.9. These features are strikingly obvious, as Impulse put almost all of them in a menu called New, figuring that everyone who got release 2.9 would immediately want to jump in and play with them immediately.

But the most useful feature - the one that alone makes this upgrade worth the price - isn't obvious immediately: Imagine has a new real-time interface. Now objects actually move around in real-time in the Perspective window as you drag and resize them. There's no way I can emphasise enough how much easier this makes it to compose scenes.

In each of the editors you'll find three

new gadgets which support this real-time perspective feature. The A gadget controls angles, letting you move the camera's perspective of the object by moving the actual view of the object. Z controls zoom, letting you move the view in and out.

Subtle but powerful is the P, Perspective, gadget; this lets you change the perspective view, so that, for instance, a checkerboard floor will appear to be made from squares instead of diamonds. (It's like adjusting the angle on a telephoto camera lens to remove distortion.)

A new FOV (Field Of View) menu item lets you precisely adjust the camera's view field between 10 and 120 degrees for similar effect.

The Quick Edge feature makes moving objects around much quicker. You can define only certain edges to show up, so you can, for instance, only view the out-

line of your aeroplane's fuselage and wings while working in the editor. This not only speeds up redraws, but makes it much easier to differentiate objects, since the screen is far less cluttered without the tiny triangles that usually make up objects everywhere.

These functions work in all the editors that use the quad-view interface. You'll find plenty of new features in the individual editors as well. In the detail editor, the primary place where objects are created and modified, the new Load/Save DXF menu items let you import and export objects in AutoDesk DXF format.

This is the most popular object format in the IBM-compatible world, and will let you access the huge library of objects available for those machines.

There are a number of new Deformation functions for modifying existing objects. These include Twist, Shear, Taper, Pinch, Bend, and Stretch. You can select the gadgets at the bottom of



This logo was created by loading a PostScript font into Imagine's new Spline Editor and extruding the words into 3D. This uses just a few of the 50 textures included with the new release; note that the A in Amiga has been particled

# Use some

With Imagine 3's release imminent, Denny Atkin takes a peek at Imagine 2.9, which has many of the new versions features and is shipping now

the screen and manually deform objects and primitives using your mouse, or you can choose the equivalent menu item and use requesters to precisely define how you want to deform objects.

Next to Deformations in the New menu is the Particles option. Particles are objects - spheres, cubes, even dodecahedrons - which can replace the faces of your object. See the "A" in the Imagine-rendered Amiga Computing logo for an example.

You can have an object appear to be created from bubbles, use particles to make object look like it's evaporating, or any number of other organic-looking functions.

Imagine doesn't let you control the behaviour of individual particles but instead ties them into the original polygon faces of your object. This is done to keep the amount of controllable objects down to a realistic number.

You can now use the Fracture function in Object mode to create some impressive effects. Fracture breaks up the triangles that make an object. If you type in a Fracture value of 1.5, for instance, your object will be 1.5 times larger than it was before. But the extra space is now between the triangles that make up the object.

Progressively larger fracture values in an animation can be used to make it look like an object is exploding; if you fracture an object to a large degree, tween back to the original object, and run this reversed-fracture, it can make an object look like it's

forming from thin air - a very impressive effect.

Other new functions include Latticeize, which is handy for making frameworks like the inner structures of buildings or space stations (see the new Imagine logo for an example of this); Applique, which lets you wrap an image onto an object to deform the triangles that make it up, creating a 3D effect that corresponds to the grey-scale brightness of each pixel in the image; and Wave, which is a ripple effect.

The new Check Obj menu item is handy for finding and correcting problems like duplicate points or improper edges in objects. Although you're not likely to have these problems with objects you create yourself, they often show up in objects translated by conversion software or third-party object editors.

Finally in the Detail editor you'll find the new States function. This innocuous menu item packs a lot of power. Essentially, it lets you define different states - size, shape, and other characteristics - of objects or groups of objects.

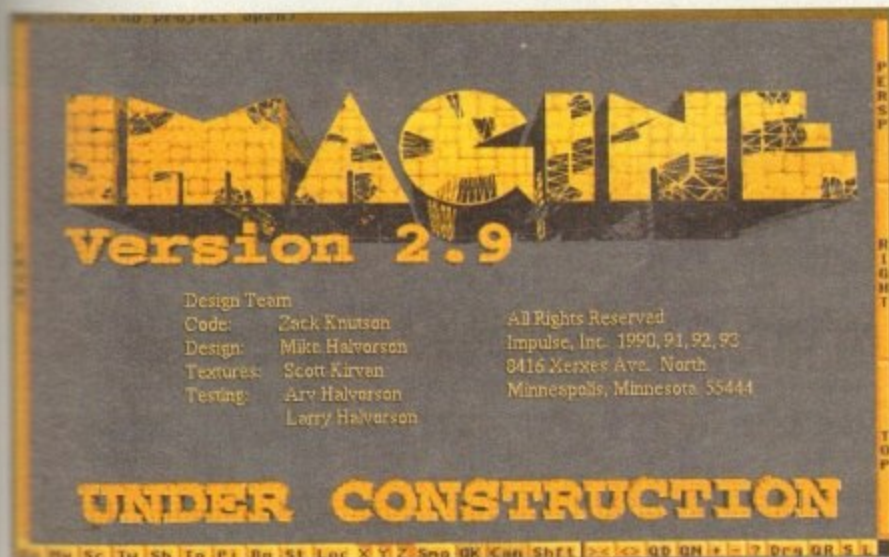
A simple example would be a box that you morph into a teardrop. You create the initial box with a certain shape and colour, then you define that state as BOX. Then morph and otherwise change the object, and save that state as TEAR. Now you can save the single object which has both "states" of the object stored in the file.

You might have an aeroplane that has

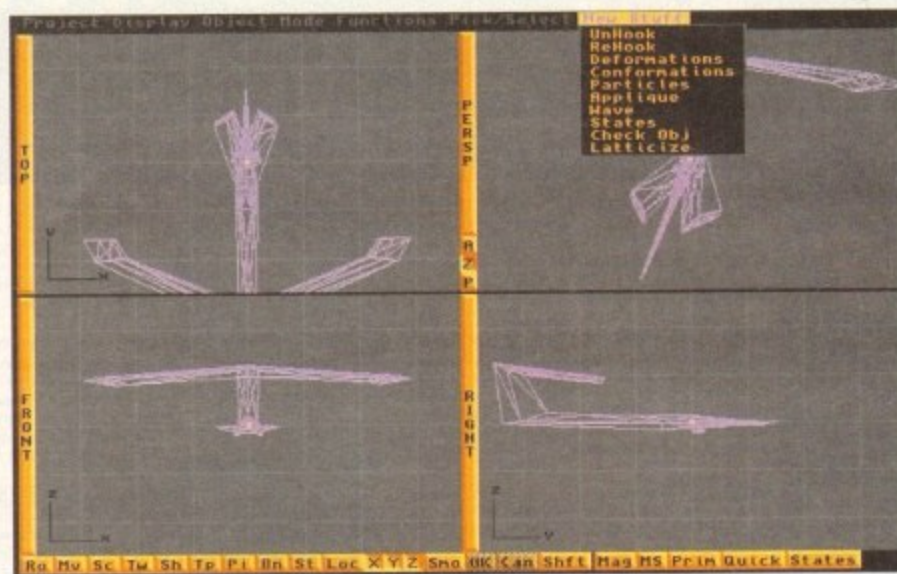


Imagine's new Spline editor allows you to work with PostScript fonts and other 2D objects and extrude them





The new title screen; note the use of the new texture and lattice features in the word Imagine



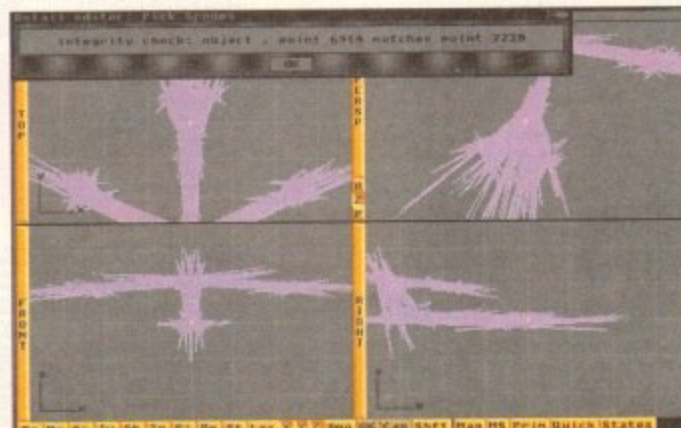
This interim release puts the new features in their own menus; this is the Detail Editor

# e imagination

five different states where the propeller is in a different position for each one, or you could have a human figure with different states depending on the position of the limbs. You can tween between states, making movements or morphs between states a snap.

States can also be used to do texture and image tacking. This solves a problem with earlier versions of Imagine where textures and images would "slip off" of an object when you manipulated its shapes. By tacking the texture down it maintains its position on the polygons that make up the object. Now you can twist a T-Rex's neck around without worrying that the impressive new Dinosaur Skin texture won't follow his head as it turns.

Impulse have hesitated at replacing the current polygon-based object creation system with a spline-based one due to performance considerations – although some functions in Imagine aren't as intuitive in as in some other programs, generally the rendering takes place much faster, and Impulse don't want to lose that advantage. In the meantime, though, they've included a 2D spline editor for creating shapes which you can then



You can now check an object's structural integrity before rendering it, saving you from problems later

extrude. Although this feature is nice for creating some objects, I've found it most handy for text.

The spline editor will load IBM-format PostScript Type 1 fonts, making bringing text into Imagine a simple process – no more loading individual character objects and meticulously positioning them to get the best effect.

To create the "Amiga Computing" picture above, I simply entered the Spline Editor, chose a PostScript font (I configured Imagine to look at the PSFonts directory in my PageStream drawer, and it automatically made all the fonts

available), and typed "Amiga", stamped that down, and typed "Computing". I then grouped the two objects and used the Add Points command to extrude and bevel the text to make it 3D. I saved the resulting object and loaded it into the Detail editor where I added colour and texture.

In the Action editor you can now associate objects with each other. You can, for instance, set a camera to follow a plane through manoeuvres without having to mess with complicated paths or tracks.

You can also create Particle F/X here. You'll find special effects like Rain, Wind,

and Delayed explosions which can affect your objects. You can also control Emission here, so you can have particles "ejected" from an object, creating, for example, a particle-based comet-tail. (If you've ever seen the meteor at the opening of *Star Trek: Deep Space 9*, this is what we're talking about.)

Although many of the new Stage tools didn't make it into this release, one major feature did, which will make composing complicated animations much easier: Layers. Now you can load objects into different layers and "turn off" layers that you don't need at the moment. For instance, in a scene with a car speeding down a highway, you could load the ground, road, signs, and trees into Layer 0, the oncoming traffic into layer 1, and the main car into layer 2.

Once you've placed the scenery in layer 0, you're not going to move it again, so you can then turn that layer off so that your screen redraws will take place much faster.

A huge help in designing your scenes are the new camera and light lines. These are essentially projections from the camera and lights that show exactly what parts of the screen fall into their field of view. This makes it much easier to manually track objects with cameras and lights – now you just point the projecting lines at the objects.

The 3.0 release promises to dramatically ease creating animations, with features like Bones and Kinematics. Release 2.9 has been solid in my experience, and Impulse have managed to cram in a number of new features while actually reducing the amount of time many functions take. If you've used previous versions of Imagine, you'll definitely find this upgrade worth every penny.

## Can you feel it?

Imagine now sports 50 impressive new textures. Among these are Confetti, Crumpled, DinoSkin, Leather, Monster, Mosaic, Stained Glass, Bath Tile, Gas Giant, Lens Flare, Death Star, and the icky WormVein. These are all configurable and each texture can be used to create a multitude of effects.

Unfortunately, due to a change in the texture system, you can't use the Essence texture packages created for Imagine 2.0. Although they're not as necessary with all the new textures featured here, it might make bringing some of your old objects into the new version a bit more of a task as you'll need to redefine those textures. Also note that, with Imagine 2.9 at least, the

textures only work with the floating-point version of Imagine, which requires a math co-processor. Impulse hopes to make them work with the Integer version by the time that 3.0's released.

You can now view all the textures in all of their glory thanks to Imagine 2.9's AGA support. You can render in 256 colours or Ham8. It only supports direct rendering to screen in sizes up to 640 x 512, though – you'll still need to render into custom sizes and use a package like ADPro to create pictures and animations in modes like Super72 or SuperHires.

Ham8 animation was bugged in 2.9, but should be fully functional in the 3.0 release.



# United

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- AS12 Llamazoo, Car, Powerpong, XFL, FxH
- AS13 Taverna, Squabble, Block It Ball etc
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- AS15 Bantam Lottis, & Starburst
- AS16 Wombat, Mission, X, Delusions, Pacman
- AS17 Tomcat, Defenda, Jetman, Baghaster
- AS18 Honey in Paris Skyflyer Omega race
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- AS32 Bink, Sector, etc & Fireball
- AS33 Hypothal & War 2 good games
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- AS35 Ping, Snake, Fly, Yentis, Jump to Hell
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- AS39 Lots of card games on this disk
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- AS62 Pipeline, Mammal, & Tip and Down
- AS63 Nustan, Fantasy, & Break III
- AS64 Ohivon, Invaders, Invaders, King II etc
- AS65 Paradox, Snake, Snake, Snake, Snake
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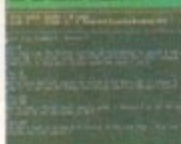
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**CLU032 POWERTEXT 2** This is a superb & powerful wordprocessing program, featuring embedded commands, automatic saving, Mail merging, built in spelling checker, user definable function keys, wordwrapping & much much more! You will probably never need any more than this super product! Needs 1 mg of ram. 1 disk 3.50. +



**CLG022 SPARK STOCKING FILLERS** by LenTucker, 3 super seasonal games for all the family! Christmas is a festive version of thingamajig with 6 picture puzzles to sort out! Christmas pairs is a traditional 'pairs' game & Santas sleigh ride is a sideways scroller where you have to deliver presents down chimneys! 1 disk 3.50. +



**CLG030 CAPTAIN K** This is an excellent platform game. The object of the game is to collect all the items scattered around each level & kill all the monsters. For this purpose you have an unlimited supply of bombs, which when thrown, bounce for a short time before exploding, killing any monsters nearby! 1 disk 3.50. +



**CLG041 F1 RACER** This is a very professional game, 3d graphics in a Formula one type vein as viewed from the driving seat. Speed is subject to the speed of your machine (it really zooms on an Amiga 4000!) Lots of fun for anyone who likes driving games with super graphics & sound! Very impressive game. 1 disk 3.50. +



**CLG042 CRYSTAL SKULL** This was written as a commercial release but was never released! It is a full 3d role playing 'Dungeon Master' type game, speak to passers by, kill them, investigate any one of 4 pyramids with all its ghosts & goblins. This will keep up your interest for ages! 1 disk 3.50. +

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- CLE48 ROCKET MATHS Easy maths for kids! 1 disk 3.50. +
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### MORE CLR UTILITIES

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- CLU04 ALPHAGRAPH for producing Bar & Pie charts etc! 3.50. +
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### MORE CLR GAMES

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- CLG29 BILLY BALL Good 3d isometric game! 1 disk 3.50. +
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- CLG38 QUINGO V4.00 Nice pub bingo game! 1 disk 3.50. +
- CLG39 CYBALLS Steer orb through a vast maze! 1 disk 3.50. +
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### BOULDERDASH GAMES

- We now have over 100 (YES 100!) Boulderdash games in this mammoth collection. All work on any Amiga 500, 600 or 1200!
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- B0012 EMERALD MINES 12
- B0013 EMERALD MINES 13
- B0014 EMERALD MINES 14
- B0015 EMERALD MINES 15
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- B0030 NO ONE MINES 15
- B0031 LADY RUFFLE MINE
- B0032 LADY RUFFLE MINE
- B0033 RUFFLE MINE 01
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### AMIGATECH PRO COMMERCIAL CLIPART

This is a brand new range of clipart designed exclusively for LPTD. These images are of very high quality and are priced at £2.00 per set. All images are in 640x480 resolution and may be imported into most packages. PC users can also use a 3.5" floppy disk. AMIGATECH PRO COMMERCIAL CLIPART 1: 1000 images, only 3.50! AMIGATECH PRO COMMERCIAL CLIPART 2: 1000 images, only 3.50! AMIGATECH PRO COMMERCIAL CLIPART 3: 1000 images, only 3.50! AMIGATECH PRO COMMERCIAL CLIPART 4: 1000 images, only 3.50! AMIGATECH PRO COMMERCIAL CLIPART 5: 1000 images, only 3.50! AMIGATECH PRO COMMERCIAL CLIPART 6: 1000 images, only 3.50! AMIGATECH PRO COMMERCIAL CLIPART 7: 1000 images, only 3.50! AMIGATECH PRO COMMERCIAL CLIPART 8: 1000 images, only 3.50! AMIGATECH PRO COMMERCIAL CLIPART 9: 1000 images, only 3.50! AMIGATECH PRO COMMERCIAL CLIPART 10: 1000 images, only 3.50!

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- PU002 A-GENE Good equation program + Y
- PU004 A64 EMULATOR NEW VERSION 2.0 (2)
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- PU013 ASI BOOT UTILITIES bootdisk utilities + Y
- PU021 C-1 LIGHT FRACER Good program + Y
- PU022 CHEMESTHETICS music display + Y
- PU025 CURSER BASIC COMPLEX Just what you need!
- PU027 D-COPY The best PD disk copier + more + Y
- PU028 DSW The formatter to Skulpt 3D III + Y
- PU029 ELECTRODIAL DEMO circuit designer + Y
- PU032 GRAPHICS UTILITIES Various misc. programs + Y
- PU033 HAMBAL PRO V2.08 convert VGA PC-IFHAM + Y
- PU034 HARDDRIVE UTILS MRBACKUP & FixDisk + more + Y
- PU035 ICHONMAMA Program + more + Y
- PU036 ICONS Crann pack with icons 1 + Y
- PU037 IMPLORER V4.0 Megarunning utility + Y
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- PU042 JAZZBECH Alternative Wb for 1.2.3 users
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# D in Disturbance

the imitators!

## CLASSICAL MUSIC

- CD001 MAPS, Algeria - (Soviet, auto) + Y
- CD002 MAPS, Brazil - (Czechoslovakia, auto) + Y
- CD003 MAPS, Denmark - (Grenada, 3 trapez) + Y
- CD004 MAPS, Gaudi - (Finland, 3 trapez) + Y
- CD005 MAPS, India - (Luxembourg, 1 trapez) + Y
- CD006 MAPS, Macau - (Macao, auto) + Y
- CD007 MAPS, Morocco - (New York, 1 trapez) + Y
- CD008 MAPS, Neutral Zone - (Iraq, 5 Dekal) + Y
- CD009 MAPS, Soviet - (Tunisia, auto) + Y
- CD010 MAPS, Taiwan - (Madagascar, auto) + Y
- CD011 REPTILES, good pictures, auto + Y
- CD012 ACTORS, famous faces, auto + Y(2)
- CD013 AIRCRAFT, 1-26, assorted, auto + Y
- CD014 AIRCRAFT, 27-33 & Cars, auto + Y
- CD015 BIRDS, 1-12 Super pictures, auto + Y
- CD016 BIRDS, 13-29 More avian pictures + Y
- CD017 BIRDS, 30-41 Lots more birds, auto + Y
- CD018 BIRDS, 42-52 Super birds, auto + Y
- CD019 BIRDS, 53-62 More birds, auto + Y
- CD020 BIRDS, 63-74 More birds, auto + Y
- CD021 BIRDS, 75-86 More birds, auto + Y
- CD022 BIRDS, 87-98 More birds, auto + Y
- CD023 BIRDS, 99-110 More birds, auto + Y
- CD024 BIRDS, 111-122 More birds, auto + Y
- CD025 BIRDS, 123-134 More birds, auto + Y
- CD026 CATS, 1-16 Super cat pics, auto + Y
- CD027 CATS, 17-32 Super cat pics, auto + Y
- CD028 CATS, 33-48 Super cat pics, auto + Y
- CD029 CATS, 49-64 Super cat pics, auto + Y
- CD030 CATS, 65-80 Super cat pics, auto + Y
- CD031 CATS, 81-96 Super cat pics, auto + Y
- CD032 CATS, 97-112 Super cat pics, auto + Y
- CD033 CATS, 113-128 Super cat pics, auto + Y
- CD034 CATS, 129-144 Super cat pics, auto + Y
- CD035 CATS, 145-160 Super cat pics, auto + Y
- CD036 CATS, 161-176 Super cat pics, auto + Y
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- CD064 CATS, 609-624 Super cat pics, auto + Y
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- CD067 CATS, 657-672 Super cat pics, auto + Y
- CD068 CATS, 673-688 Super cat pics, auto + Y
- CD069 CATS, 689-704 Super cat pics, auto + Y
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- CD077 CATS, 817-832 Super cat pics, auto + Y
- CD078 CATS, 833-848 Super cat pics, auto + Y
- CD079 CATS, 849-864 Super cat pics, auto + Y
- CD080 CATS, 865-880 Super cat pics, auto + Y
- CD081 CATS, 881-896 Super cat pics, auto + Y
- CD082 CATS, 897-912 Super cat pics, auto + Y
- CD083 CATS, 913-928 Super cat pics, auto + Y
- CD084 CATS, 929-944 Super cat pics, auto + Y
- CD085 CATS, 945-960 Super cat pics, auto + Y
- CD086 CATS, 961-976 Super cat pics, auto + Y
- CD087 CATS, 977-992 Super cat pics, auto + Y
- CD088 CATS, 993-1008 Super cat pics, auto + Y
- CD089 CATS, 1009-1024 Super cat pics, auto + Y
- CD090 CATS, 1025-1040 Super cat pics, auto + Y
- CD091 CATS, 1041-1056 Super cat pics, auto + Y
- CD092 CATS, 1057-1072 Super cat pics, auto + Y
- CD093 CATS, 1073-1088 Super cat pics, auto + Y
- CD094 CATS, 1089-1104 Super cat pics, auto + Y
- CD095 CATS, 1105-1120 Super cat pics, auto + Y
- CD096 CATS, 1121-1136 Super cat pics, auto + Y
- CD097 CATS, 1137-1152 Super cat pics, auto + Y
- CD098 CATS, 1153-1168 Super cat pics, auto + Y
- CD099 CATS, 1169-1184 Super cat pics, auto + Y
- CD100 CATS, 1185-1200 Super cat pics, auto + Y

## COLOURED CLIPART

- This is a superb collection of coloured clipart, mostly in Ham mode (4096 colours), though some is in 16 colours. Can be loaded into Deluxe Paint 4 or any other package accepting Ham pictures! (OK on 500, 500+, 600, 1200 & 4000!)
- CD001 MAPS, Algeria - (Soviet, auto) + Y
  - CD002 MAPS, Brazil - (Czechoslovakia, auto) + Y
  - CD003 MAPS, Denmark - (Grenada, 3 trapez) + Y
  - CD004 MAPS, Gaudi - (Finland, 3 trapez) + Y
  - CD005 MAPS, India - (Luxembourg, 1 trapez) + Y
  - CD006 MAPS, Macau - (Macao, auto) + Y
  - CD007 MAPS, Morocco - (New York, 1 trapez) + Y
  - CD008 MAPS, Neutral Zone - (Iraq, 5 Dekal) + Y
  - CD009 MAPS, Soviet - (Tunisia, auto) + Y
  - CD010 MAPS, Taiwan - (Madagascar, auto) + Y
  - CD011 REPTILES, good pictures, auto + Y
  - CD012 ACTORS, famous faces, auto + Y(2)
  - CD013 AIRCRAFT, 1-26, assorted, auto + Y
  - CD014 AIRCRAFT, 27-33 & Cars, auto + Y
  - CD015 BIRDS, 1-12 Super pictures, auto + Y
  - CD016 BIRDS, 13-29 More avian pictures + Y
  - CD017 BIRDS, 30-41 Lots more birds, auto + Y
  - CD018 BIRDS, 42-52 Super birds, auto + Y
  - CD019 BIRDS, 53-62 More birds, auto + Y
  - CD020 BIRDS, 63-74 More birds, auto + Y
  - CD021 BIRDS, 75-86 More birds, auto + Y
  - CD022 BIRDS, 87-98 More birds, auto + Y
  - CD023 BIRDS, 99-110 More birds, auto + Y
  - CD024 BIRDS, 111-122 More birds, auto + Y
  - CD025 BIRDS, 123-134 More birds, auto + Y
  - CD026 CATS, 1-16 Super cat pics, auto + Y
  - CD027 CATS, 17-32 Super cat pics, auto + Y
  - CD028 CATS, 33-48 Super cat pics, auto + Y
  - CD029 CATS, 49-64 Super cat pics, auto + Y
  - CD030 CATS, 65-80 Super cat pics, auto + Y
  - CD031 CATS, 81-96 Super cat pics, auto + Y
  - CD032 CATS, 97-112 Super cat pics, auto + Y
  - CD033 CATS, 113-128 Super cat pics, auto + Y
  - CD034 CATS, 129-144 Super cat pics, auto + Y
  - CD035 CATS, 145-160 Super cat pics, auto + Y
  - CD036 CATS, 161-176 Super cat pics, auto + Y
  - CD037 CATS, 177-192 Super cat pics, auto + Y
  - CD038 CATS, 193-208 Super cat pics, auto + Y
  - CD039 CATS, 209-224 Super cat pics, auto + Y
  - CD040 CATS, 225-240 Super cat pics, auto + Y
  - CD041 CATS, 241-256 Super cat pics, auto + Y
  - CD042 CATS, 257-272 Super cat pics, auto + Y
  - CD043 CATS, 273-288 Super cat pics, auto + Y
  - CD044 CATS, 289-304 Super cat pics, auto + Y
  - CD045 CATS, 305-320 Super cat pics, auto + Y
  - CD046 CATS, 321-336 Super cat pics, auto + Y
  - CD047 CATS, 337-352 Super cat pics, auto + Y
  - CD048 CATS, 353-368 Super cat pics, auto + Y
  - CD049 CATS, 369-384 Super cat pics, auto + Y
  - CD050 CATS, 385-400 Super cat pics, auto + Y
  - CD051 CATS, 401-416 Super cat pics, auto + Y
  - CD052 CATS, 417-432 Super cat pics, auto + Y
  - CD053 CATS, 433-448 Super cat pics, auto + Y
  - CD054 CATS, 449-464 Super cat pics, auto + Y
  - CD055 CATS, 465-480 Super cat pics, auto + Y
  - CD056 CATS, 481-496 Super cat pics, auto + Y
  - CD057 CATS, 497-512 Super cat pics, auto + Y
  - CD058 CATS, 513-528 Super cat pics, auto + Y
  - CD059 CATS, 529-544 Super cat pics, auto + Y
  - CD060 CATS, 545-560 Super cat pics, auto + Y
  - CD061 CATS, 561-576 Super cat pics, auto + Y
  - CD062 CATS, 577-592 Super cat pics, auto + Y
  - CD063 CATS, 593-608 Super cat pics, auto + Y
  - CD064 CATS, 609-624 Super cat pics, auto + Y
  - CD065 CATS, 625-640 Super cat pics, auto + Y
  - CD066 CATS, 641-656 Super cat pics, auto + Y
  - CD067 CATS, 657-672 Super cat pics, auto + Y
  - CD068 CATS, 673-688 Super cat pics, auto + Y
  - CD069 CATS, 689-704 Super cat pics, auto + Y
  - CD070 CATS, 705-720 Super cat pics, auto + Y
  - CD071 CATS, 721-736 Super cat pics, auto + Y
  - CD072 CATS, 737-752 Super cat pics, auto + Y
  - CD073 CATS, 753-768 Super cat pics, auto + Y
  - CD074 CATS, 769-784 Super cat pics, auto + Y
  - CD075 CATS, 785-800 Super cat pics, auto + Y
  - CD076 CATS, 801-816 Super cat pics, auto + Y
  - CD077 CATS, 817-832 Super cat pics, auto + Y
  - CD078 CATS, 833-848 Super cat pics, auto + Y
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  - CD082 CATS, 897-912 Super cat pics, auto + Y
  - CD083 CATS, 913-928 Super cat pics, auto + Y
  - CD084 CATS, 929-944 Super cat pics, auto + Y
  - CD085 CATS, 945-960 Super cat pics, auto + Y
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  - CD088 CATS, 993-1008 Super cat pics, auto + Y
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  - CD096 CATS, 1121-1136 Super cat pics, auto + Y
  - CD097 CATS, 1137-1152 Super cat pics, auto + Y
  - CD098 CATS, 1153-1168 Super cat pics, auto + Y
  - CD099 CATS, 1169-1184 Super cat pics, auto + Y
  - CD100 CATS, 1185-1200 Super cat pics, auto + Y

## GAMES

- PG000 ANTEP & SLOT CARLS role playing game + Y
- PG001 ATIC ATAC Really playable game + Y
- PG002 ATIC ATAC Really playable game + Y
- PG003 ATIC ATAC Really playable game + Y
- PG004 BLACKJACK A good card game + Y
- PG005 CASTLE OF DOOM Excellent! Get it + Y
- PG006 COLLOSSUS & WORLD Fab adventures! + Y
- PG007 DARKSTAR A very unusual text adventure + Y
- PG008 DRACONS CAVALRY game Mega + Y
- PG009 ETERNAL ROME Strategy & DOMINESE + Y
- PG010 HACK Great text adventure-infom style + Y
- PG011 HOLLYWOOD TRIVIA Nice Trivia Game + Y
- PG012 HOLLYWOOD TRIVIA Nice Trivia Game + Y
- PG013 LARNA A superb text adventure game + Y
- PG014 LORE OF CONQUEST space trading D&G game + Y
- PG015 MENTAL IMAGE 1 Gndrunner invasion & retourn + Y
- PG016 MENTAL IMAGE 2 Three Excellent new games + Y
- PG017 NAPOLEONIC WAR SIMULATOR A strategy game + Y
- PG018 NO MANS LAND H4 tech war game-shoot em up + Y
- PG019 PETER'S QUEST Rescue the maiden platform! + Y
- PG020 POLK POLK GUNNER Like beach-head Wars 64 + Y
- PG021 PROPERTY MARKET Become a millionaire!!! + Y
- PG022 RAPHAELE REVENGE Turtle game in SEULCI + Y
- PG023 RETURN TO EARTH Elite space trading game + Y
- PG024 SEVEN SEAS A submarine strategy game + Y
- PG025 SEALANCE A submarine strategy game + Y
- PG026 THE INSIDERS CLUB Stocks & shares game + Y
- PG027 4500+ GAMES PACK 21 games to run on a plus + Y

## GAMES

- PG124 TOTAL WAR This is a good risk type game! + Y
- PG125 AIRMANNIA Super platform game from Adware + Y
- PG126 CHEAT WORKS Stacks of new cheats + Y
- PG127 PUGLES Brilliant O'Sert game + Y
- PG128 TITLES OF BRITAIN & WAR strategy War games! + Y
- PG129 DUNGEONS OF MADROU Excellent D&G game + Y
- PG130 MIND GAMES Stacks of fun with this! + Y
- PG131 A NIGHT AT THE TOWN Very text adventure! + Y
- PG132 SOLID SCALD Nice little driving game + Y
- PG133 NUMPTY & ALIEN INVASION Manic mixer type game + Y
- PG134 MR CRICK Great multi type collect coins game + Y
- PG135 GAMES TAKER 2.3 joystick tester & 250 cheats + Y
- PG136 WHAT'S IN A NAME? Great new puzzle game just in + Y
- PG137 AMOS CRICKET Great new cricket game 1st or 2nd + Y
- PG138 SPACETRAX 2 player shoot each other up game + Y
- PG139 MENTAL IMAGE 3 Three Excellent new games + Y
- PG140 SECTOR 1 A nice game similar to Alien Breed + Y
- PG141 MENTAL IMAGE 4 Three Excellent new games + Y
- PG142 CATAKOMBS great D&G style game. VG GPF + Y
- PG143 FATAL MISSION Very good shoot'em up game + Y
- PG144 TROUBLE SHOOTER A great quality platform game + Y
- PG145 ACT OF WAR New space strategy game + Y
- PG146 INTRUDER ALERT Very good strategy game + Y
- PG147 CASHFLUT Great multi type collecting game + Y
- PG148 ALL ROUNDER CRICKET New cricket game + Y
- PG149 INTRUDER ALERT Very good strategy game + Y
- PG150 CASHFLUT Great multi type collecting game + Y
- PG151 ALL ROUNDER CRICKET New cricket game + Y
- PG152 INTRUDER ALERT Very good strategy game + Y
- PG153 CASHFLUT Great multi type collecting game + Y
- PG154 ALL ROUNDER CRICKET New cricket game + Y
- PG155 INTRUDER ALERT Very good strategy game + Y
- PG156 CASHFLUT Great multi type collecting game + Y
- PG157 ALL ROUNDER CRICKET New cricket game + Y
- PG158 INTRUDER ALERT Very good strategy game + Y
- PG159 CASHFLUT Great multi type collecting game + Y
- PG160 ALL ROUNDER CRICKET New cricket game + Y
- PG161 INTRUDER ALERT Very good strategy game + Y
- PG162 CASHFLUT Great multi type collecting game + Y
- PG163 ALL ROUNDER CRICKET New cricket game + Y
- PG164 INTRUDER ALERT Very good strategy game + Y
- PG165 CASHFLUT Great multi type collecting game + Y
- PG166 ALL ROUNDER CRICKET New cricket game + Y
- PG167 INTRUDER ALERT Very good strategy game + Y
- PG168 CASHFLUT Great multi type collecting game + Y
- PG169 ALL ROUNDER CRICKET New cricket game + Y
- PG170 INTRUDER ALERT Very good strategy game + Y
- PG171 CASHFLUT Great multi type collecting game + Y
- PG172 ALL ROUNDER CRICKET New cricket game + Y
- PG173 INTRUDER ALERT Very good strategy game + Y
- PG174 CASHFLUT Great multi type collecting game + Y
- PG175 ALL ROUNDER CRICKET New cricket game + Y
- PG176 INTRUDER ALERT Very good strategy game + Y
- PG177 CASHFLUT Great multi type collecting game + Y
- PG178 ALL ROUNDER CRICKET New cricket game + Y
- PG179 INTRUDER ALERT Very good strategy game + Y
- PG180 CASHFLUT Great multi type collecting game + Y
- PG181 ALL ROUNDER CRICKET New cricket game + Y
- PG182 INTRUDER ALERT Very good strategy game + Y
- PG183 CASHFLUT Great multi type collecting game + Y
- PG184 ALL ROUNDER CRICKET New cricket game + Y
- PG185 INTRUDER ALERT Very good strategy game + Y
- PG186 CASHFLUT Great multi type collecting game + Y
- PG187 ALL ROUNDER CRICKET New cricket game + Y
- PG188 INTRUDER ALERT Very good strategy game + Y
- PG189 CASHFLUT Great multi type collecting game + Y
- PG190 ALL ROUNDER CRICKET New cricket game + Y
- PG191 INTRUDER ALERT Very good strategy game + Y
- PG192 CASHFLUT Great multi type collecting game + Y
- PG193 ALL ROUNDER CRICKET New cricket game + Y
- PG194 INTRUDER ALERT Very good strategy game + Y
- PG195 CASHFLUT Great multi type collecting game + Y
- PG196 ALL ROUNDER CRICKET New cricket game + Y
- PG197 INTRUDER ALERT Very good strategy game + Y
- PG198 CASHFLUT Great multi type collecting game + Y
- PG199 ALL ROUNDER CRICKET New cricket game + Y
- PG200 INTRUDER ALERT Very good strategy game + Y

## EDUCATION

- ED001 EDUCATION SET science programs for ages 11+ + Y
- ED002 KIDSPATH Fab little talking colouring book + Y
- ED003 LARNA A very unusual text adventure + Y
- ED004 STORYLAND 2 Save the world from the witch! + Y
- ED005 TOTAL CONCEPTS ANATOMY Book on disk + Y
- ED006 TOTAL CONCEPTS DINOLOGY Book on disk + Y
- ED007 TOTAL CONCEPTS SPACE MATHS Book on disk + Y
- ED008 SPANISH, FRENCH, GERMAN TUTOR Not 600 + Y
- ED009 THE ALPHABET The Alphabet book letters & colour! + Y
- ED010 TYPPING TUTOR Superfast! Learn to type! + Y
- ED011 DUNKS DTK A super fast typing tutor for kids + Y
- ED012 MATHS DRILL Good maths drill for the young! + Y
- ED013 SCIENCE Very good disk set! (4) + Y
- ED014 FRACTIONS & SILHOUETTES Good maths tutor + Y
- ED015 WW II FACTS Good historical program + Y
- ED016 ANGLIA REGIONAL A good use of your machine + Y
- ED017 MATHS ADVENTURE Solve questions to progress + Y
- ED018 DESKTOP GUIDE TO ELECTRONIC MUSIC! + Y
- ED019 MATCH WITH HUMPTY Match the objects + Y
- ED020 WORDS WIZARD A good word game for kids + Y
- ED021 KIDS DISK! Super to learn reading! + Y
- ED022 FIREWORKS ALPHABET Good for kids! + Y
- ED023 HOCHART FOR HENRIETTA Super preview + Y
- ED024 HENRIETTA SUPER PREVIEW Good for kids + Y
- ED025 HOUR IT Excellent little colouring party! + Y
- ED026 HOW THE EARTH BEGAN The full story! + Y
- ED027 SPANGOLONG NURSERY RHYMES Good fun! + Y
- ED028 MAMMALS 1-119 Many more animals! + Y
- ED029 PICTURES & LETTERS For young using 1mp + Y
- ED030 AMERICAN FOOTBALL Learn the game! 2 1/2 + Y
- ED031 TOTAL CONCEPTS DINOLOGY Super preview + Y
- ED032 ASIA GARDEN A good use of your machine + Y
- ED033 ASIA GARDEN A good use of your machine + Y
- ED034 ASIA GARDEN A good use of your machine + Y
- ED035 ASIA GARDEN A good use of your machine + Y
- ED036 ASIA GARDEN A good use of your machine + Y
- ED037 ASIA GARDEN A good use of your machine + Y
- ED038 ASIA GARDEN A good use of your machine + Y
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- ED058 ASIA GARDEN A good use of your machine + Y
- ED059 ASIA GARDEN A good use of your machine + Y
- ED060 ASIA GARDEN A good use of your machine + Y

## BUSINESS

- BU001 AMICASH bank management program + Y
- BU002 ANALYTICAL SUPERSPREADSHEET (2) + Y
- BU003 BANK CONTROL Super spreadsheet + Y
- BU004 BANK CONTROL Super spreadsheet + Y
- BU005 BANK CONTROL Super spreadsheet + Y
- BU006 BUSINESS CARD MAKER Nice program + Y
- BU007 CLERK Complete accounts package + Y
- BU008 DEAR ADVANCE PUBLISHING Super demo + Y
- BU009 FLEXBASE DATABASE Address keeper + Y
- BU010 MEXBUS Super Business Geometry, Grocery list, Calc + Y
- BU011 DEAR ADVANCE PUBLISHING Super demo + Y
- BU012 DEAR ADVANCE PUBLISHING Super demo + Y
- BU013 DEAR ADVANCE PUBLISHING Super demo + Y
- BU014 DEAR ADVANCE PUBLISHING Super demo + Y
- BU015 DEAR ADVANCE PUBLISHING Super demo + Y
- BU016 DEAR ADVANCE PUBLISHING Super demo + Y
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- BU046 DEAR ADVANCE PUBLISHING Super demo + Y
- BU047 DEAR ADVANCE PUBLISHING Super demo + Y
- BU048 DEAR ADVANCE PUBLISHING Super demo + Y
- BU049 DEAR ADVANCE PUBLISHING Super demo + Y
- BU050 DEAR ADVANCE PUBLISHING Super demo + Y

## SCIENCE

- SC001 SCIENCE 25 colour hires pictures! 1200 only/ order + Y
- SC002 SCIENCE 25 colour hires pictures! 1200 only/ order + Y
- SC003 SCIENCE 25 colour hires pictures! 1200 only/ order + Y
- SC004 SCIENCE 25 colour hires pictures! 1200 only/ order + Y
- SC005 SCIENCE 25 colour hires pictures! 1200 only/ order + Y
- SC006 SCIENCE 25 colour hires pictures! 1200 only/ order + Y
- SC007 SCIENCE 25 colour hires pictures! 1200 only/ order + Y
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- SC038 SCIENCE 25 colour hires pictures! 1200 only/ order + Y
- SC039 SCIENCE 25 colour hires pictures! 1200 only/ order + Y
- SC040 SCIENCE 25 colour hires pictures! 1200 only/ order + Y

## COLOUR BRUSH CLIPART

- CB001 Lots of brushes on an art & schoolwork theme + Y
- CB002 Lots of brushes of various food/garden home & more + Y
- CB003 Lots of brushes on a sporting theme (142 brushes) + Y
- CB004 Lots of brushes on a food & confectionary theme + Y
- CB005 Lots of brushes, 105 pics on a cartoon theme + Y
- CB006 Lots of brushes of cute cartoon characters + Y

## ANIMATIONS



# LOWEST PRICED TOP QUALITY RIBBONS, INKJETS, TONERS & DISKS

## Printer Ribbons

BLACK				BLACK			
1 off	2+	5+	10+	1 off	2+	5+	10+
Amstrad DMP 2000/3000	2.50	2.65	2.85	Panasonic KXP112N/1124/1140	3.46	3.51	3.71
Amstrad DMP 4000	3.66	3.51	3.31	Panasonic KXP1080/1180/90/1592	2.89	2.74	2.54
Amstrad PCWR256/8512/LQ3500	2.85	2.70	2.50	Panasonic KXP212N/2180	5.75	5.60	5.40
Brother M1009/1024/1109/1209	3.90	3.75	3.55	Seikoshia SL30/9295	5.70	5.55	5.35
Citizen 1200/LSP10/Swift 249	2.85	2.70	2.50	Star LC10/20/100	3.29	3.14	2.94
Commodore MPS 1220/1230	4.50	4.35	4.15	Star LC24-10/200	3.00	2.85	2.65
Epson LQ100	4.10	3.95	3.75	Star LC24-10/200	3.06	2.91	2.71
Epson LQ400/500/800/850	3.45	3.30	3.10	Taxan Kaga KP810/815/910/915	3.14	2.99	2.79
Epson FX/MX/RN80/FX/LX800	2.90	2.75	2.55	CITIZEN Swift 24	12.81	12.66	12.46
Epson FX/MX/RN100/FX/MX1000	3.36	3.21	3.01	Panasonic KXP212N/2180	10.63	10.48	10.28
Epson LX80/86/90	2.12	1.97	1.77	Star LC200	6.00	5.85	5.65
Mannesmann Tally 80/81	3.90	3.75	3.55	Star LC240	9.78	9.63	9.43
NEC Pinwriter P2200	3.03	2.88	2.68	Star LC24-10/200	9.63	9.48	9.28
OKI ML182/183/192/193/195	3.17	3.02	2.82				

Ring for Ribbons Not Listed.

## Ring us and WE WILL BEAT all other Ribbon prices

### 3 1/2" Disks & Disk Boxes

	DS/DD	DS/HD	100 Cap. Lockable Disk Box
10 Disks	£5	£8	£5.99
25 Disks	£12	£18	with orders of £10+
50 Disks	£21	£31	
100 Disks	£36	£56	
250 Disks	£83	£128	
500 Disks	£162	£238	

Preformatted (MS-DOS) disks available at 2p extra/disk.  
All Disks Certified 100% Error Free and INCLUDE FREE Labels.

### Miscellaneous Items

Roll 1000 3 1/2" Disk Labels	8.99
3 1/2" Disk Cleaning Kit	2.99
Parallel Printer Cable (1.8m)	3.99
Mouse Mat	2.99

### Inkjets, Ink Refills & Toners

Canon BJ-10/20 Cartridge	17.54 each
Commodore MPS1270 Cartridge	12.13 each
HP Deskjet Cartridge (Double Cap.)	24.24 each
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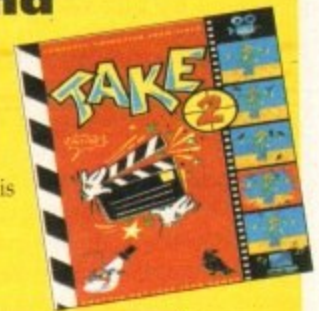
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As usual, a high standard is very apparent in this month's round-up of software. From business to games, it seems that the unsung programming heroes of the software industry out there just keep getting better and better...

## World of Manga

Produced by: Comax

Available from: Graphic F/X Disk No. AA 018

First up is World of Manga from Graphic F/X who sent some interesting stuff in for review this month. This is a guided tour of what must be nearly every Manga character ever drawn.

There are 40 AGA only slides in all on four disks presented in hi-res interlaced graphics. One of the most impressive features is the superb fade thru to the next



## Instinct Slideshow

Produced by: Instinct

Available from: Express PD Disk No. GO159

Another demo, supplied by Express PD, is Instinct, a collection of different artists' work making up a portfolio of over ten pictures.

Running on any machine, this is quite an impressive gallery with varying different screen resolutions showing different styles of computer art from Frank Frazetta copies to Walt Disney images.

The music accompanying the show is laid-back and sexy jazz-like stuff which suits the display well. It was interesting to see the reactions from the male population as it drifted across the room - stampeding feet followed by sighs of disappointment at the lack of naked women. Never mind.

It's Christmas and Santa's dropped an extra large Jiffy bag down the Europress chimney. Adam Phillips opens his seasonal stocking to find out what the PD libraries have given us for Yuletide...

image that the programmers have managed to pull off. The transition is silky smooth and really gives the whole package a very professional look.

The only negative point is that the images are not on Amiga DOS so there for cannot be lifted out and used elsewhere.

That aside, if you're into Manga and its ultra violence, ultra titillation and pounding action, then this is the perfect companion to the video cassettes stashed on your living room shelf.

## Road to Hell

Programmed by: Philip G Harle

Available from: Graphic F/X Disk No: GA 069

Fortunately, this rather good overhead racing game is in no way related to that miserable, whinging song by Chris Rea.

Programmed by PG Harle, Road to Hell is a fast, edge of the seat, one or two-player chase round narrow bends and fast lanes to win the race and earn as much cash as possible.

Choose from the three different championships, Bronze, Silver or Gold and you're placed at the bottom of the league to take part in several races against either the computer or a friend with the intention of ending up the winner.

As race starts, the first thing noticed is the smooth scrolling and the hectic speed of the action; 180 degree corners to shoot round, kerbs to be avoided. If hit too many times, the car is destroyed and all is lost.

The action can be viewed either as full screen or split screen to see what the opposition is up to. As you progress through the game, more and more money is amassed which can then be spent in the shop on power steering, better tyres, armour plating,



No, not the M1 but a series of high speed, uncluttered without road works race courses

# PUBLIC SECTOR



Manga, Manga, Manga... recommended but could have been superb with more action shots and less portraits

## Beetle

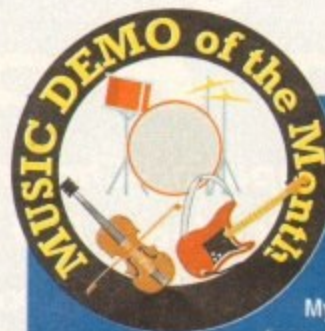
Produced by: Unique Styles Production

Available from: Express PD Disk No: P431

Strange game this one - guide a lump with dangly bits for ears around a series of platforms collecting what look like baby grubs which, once fetched, whizz off to the top of the screen and are deducted from the amount that need grabbing. The

turbo chargers, smoke screens and what every racing sim needs, missiles to cripple the opponent. Road to Hell is packed with exciting features and professional touches that really show off the standard of shareware on the Amiga.

It would have been nice to have more cars on the track than just yourself and the rival driver but as it stands, this is a professional piece of software with attention-holding gameplay.



## Audio Rhythm 2

Produced by: Tronix

Available from: Graphic F/X Disk No: MU 162

My suspicions have been proved correct about that cartoon character, Shaggy out of Scooby Doo - that classic program where each week a ghost/monster/ ghoulish/satanic worshipper/ mummy would terrorise a hotel owner/guests/ old women/Shaggy only to be investigated by Scooby and company and revealed as an imposter wearing a suit/using mirrors/ playing horror tape effects and so on.

Throughout each episode, Shaggy was always the one cowering in the corner, saying that he would never do this again but nearly always helping in some inadvertent way to solve the mystery in the last reel.

What happened to him since his exit from the show? Well, he's moved into Amiga PD to take on his true personae - a 60s, easy riding, dope smoking, loose and chilling presenter of pumping hardcore music demos.

Shaggy is now the anchorman of Tronix's Audio Rhythm 2, offering the user five sampled tracks to listen to - Love So Strong by Secret Life, If, a remix of Janet Jackson by Brothers in Rhythm and three other tracks, Promixing, Going Insane and Hardcore2.

The samples are crisp and clear and with Shaggy there to mellow you out, this is a great buy.







through the Amiga's audio and voice capabilities when you want reminding of something.

This is an impressive array of titles which cannot be given justice in such a small space - order them and check it out for yourself.

## Assassins Games

Programmed by: Various

Available from: Assassins Disk No: 138

Assassins Games seem to push out untold amounts of games each year, some ranging from the simply abysmal to the very good (a bit like Psygnosis really).

This latest collection is a perfect cross section with the three games offering examples of poor, average and good titles.

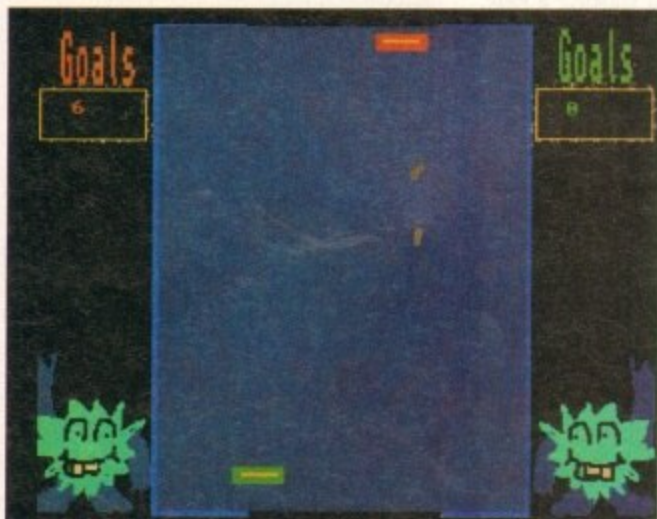
Starting at the bottom of the quality bucket, we have a computer version of air hockey. In the original, you hit a puck that floats millimetres above the table on a bed of air which is knocked back and forth between the two players until it lands in a goal; the same applies to this version.

Being a two-player game only, air hockey works relatively well but is unlikely to raise blood pressure and adrenaline levels above those found in a corpse. The graphics are very basic and little effort has been put into the front end of the game making this the least recommended of the bunch.

Galactoid, the second title on the compilation, is a competent vertical shoot-'em-up in Galaxians mould where enemy ships sweep onto the screen, gather in a formation and swoop down on you dropping missiles.

There are plenty of varying stages with different types of aliens and also special levels where a complete wave of marauding enemies must be wiped out to receive the maximum bonus.

Finally, your single turreted ship may be upgraded into a two-gun mega blaster with the aid of a falling power up - this increases the size of your craft considerably, making it an easy target but helps to



Hit the puck back and forth, back and forth, back an...

## Jurassic Park Slideshow AGA

Produced by: Gentry

Available from: Express PD Disk No: GO144

Seeing that Jurassic Park has managed to permeate into every corner of society from toothpaste to toilet paper, it was just a matter of time before it raised its prehistoric head in the public domain.

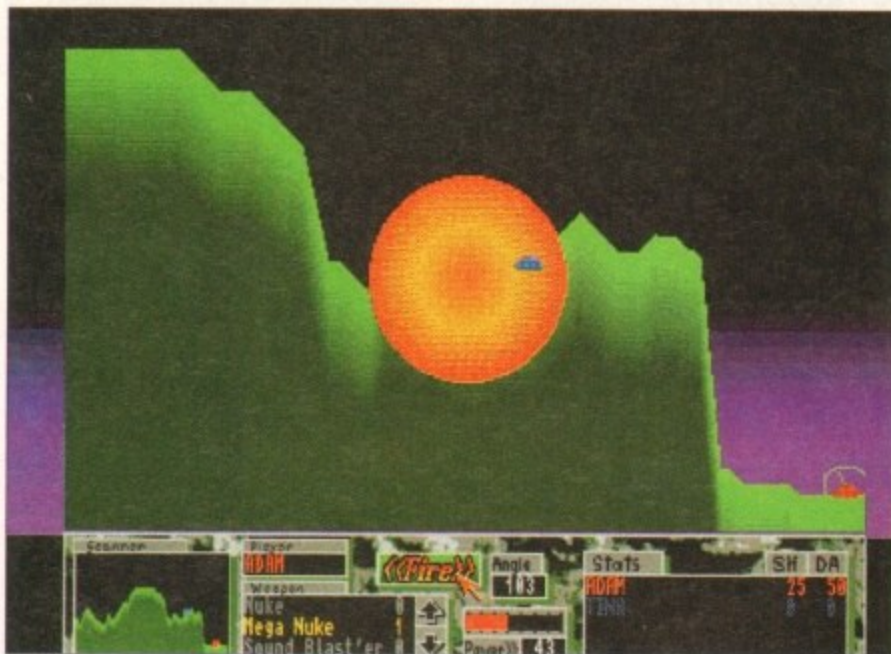
Maybe it's just me but I wasn't that impressed by JP (to its friends); the dinosaur sequences were superbly handled and suspenseful but as for the rest of the film, it had a slack story and some pretty manky acting, especially from Laura Dern.

The actual demo comes with a staggering four, yes, four stills from the film presented in hi-res, interlaced Ham8 near-photo quality graphics which can only be run on AGA machines. This may sound like very little but seeing that each image takes up 150 to 180k then it's understandable.

With an accompanying soundtrack, the show is short-lived but if you're a fanatic of the movie like the rest of the planet, then this will satisfy your appetite admirably.



It's that film again... Here Laura Dern tries desperately to act caringly towards a large lump of rubber



Position the turret just right and score a bullseye with a mega nuke

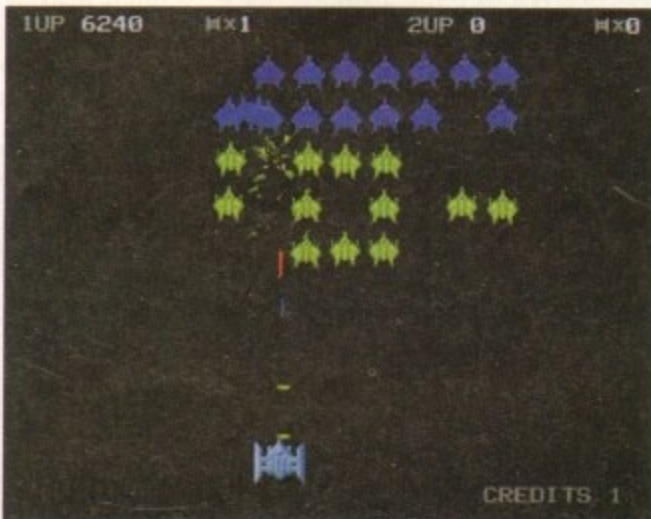
destroy the aliens with relative ease.

If you don't mind the repetitive nature of this genre and fancy a cheap blast then Galactoid will fill the gap until something better comes along.

The third and final instalment is Scorching Tanks, a great two to four

player "hammer the hell out of each other" piece of software.

The premise is simple - up to four tanks are placed on a scrolling landscape and must destroy each other. This is achieved by aiming the turret at a certain angle, selecting the weapon you want to use from



Blast everything...

the vast arsenal at your disposal, choosing the power of the shot, pressing fire and crossing your fingers.

The more hits made on the opposition the more money you make which can then be spent at the armoury on projectiles such as single shots, dirt balls to create cover for yourself, mega nukes and mountain missiles which carve out huge chunks of landscape - there are 26 offensive and defensive weapons in all.

The presentation and graphics are of a high standard - when the ground is hit, it crumbles smoothly away leaving a gaping drop.

An addictive and strategic title, the Assassins 138 compilation is worth buying for this game alone.

## Contact addresses

### Assassins

Ripley Avenue, North Shields  
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47 Aberdale Road, West Knighton  
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 U305 **SUPERVIEWER v2.4** - Slideshow creator with examples.  
 U306 **ELECTRONICS CAD** - Two programmes: ElectroCAD and Protosuper. Computer Aided Design programmes for Electronic projects. V.Good.  
 U307 **AMOS PRINTER ROUTINE** - Custom GFX printer routines for your Amos programming projects.  
 U308 **CG FONTS COLLECTION VOLUME 4** - Thirteen more Compugraphic fonts for DTP and Word Processors which use them.  
 T33 **RAGE ISSUE #2** - Disk magazine with News, reviews, Amos Help, Amiga DOS commands help, plus much more.....  
 M141 **EAT THE BRICK** - Parody of Rave music!!!!!!  
 A159 **AIR ASSAULT** - Similar to Eric Schwartz's "ATF Agility" animation.  
 U309 **EASVCALC V1.0a** - The Best Shareware Spreadsheet money can buy. Look no further if you require one!!!  
 U310 **PAY ADVICE ANALYSER V3.00** - Latest version of this personal wages/salary database. Now faster and added features.  
 D162 **FRONTIER: ELITE II DEMO** - Rolling demo of this incredible game. Wow.  
 G272 **ASSASSINS GAMES VOL # 136** - Hot Blox, Super Pong, Snitburk.  
 G273/274 (2 DISKS) **STARBASE 13** - Graphic adventure in the style of Monkey Island/Future Wars. Superb.  
 E58 **DESERT STORM HYPERBOOK** - Detailed account of the 100 hour ground offensive with maps and all.  
 A160 **GET FROGGED** - Amusing singing and dancing Frog routine. Warner Bros style.  
 U311 **EASVCALC PLUS** - Enhanced version of the EasyCalc spread sheet with pie charts, bar graphs etc. \*NOT A500\*  
 E59 **STARVIEW** - Displays all the visible planets, stars and constellations from any location on earth, at any time. Zoom facilities, and Star search feature. Excellent piece of software.  
 G275 **POPEYE** - Conversion of the classic C64 arcade game. \*A500 ONLY\*  
 A161 **3 WAYS TO STOP SMOKING** - Give me nicotine patches any day. Sick humour. \*REQUIRES 1.5 MEGABYTES\*  
 E60 **CODE MUNGUS** - Highway code tester. Sign posts and verbal questions. Very good indeed.  
 E61 **WORLD GEOGRAPHY** - Interesting computerised Atlas.  
 A162 **SAVING CERTIFICATE ADVERT** - The Butterfly and frog cartoon from the TV ad.  
 G276 **THE GREAT ESCAPE OF BILLY BURGLAR** - Super new and original platform game.  
 G277 **3D GAMES SERIES MK1** - Three 3D Construction Kit games: DIY, OXO, CAR.  
 G222 **CHESS GAMES** - Two Chess games: GNU Chess, Chess 2.0 and top Chess tips file by an international Chess Grandmaster. Equal to or better than any other commercial Chess game currently around.  
 G278 **FRIDAY THE 13th PART X** - Run around the rooms and slaughter the inhabitants, but avoid the gun-wielding cops.  
 G279 **MUGGIES REVENGE** - Gangster management game. Based within the prohibition days. Buy booze, set up bars and night clubs and get some henchmen to protect your interests and lots more.  
 G280 **BLACK DAWN** - Dungeon Master style game with an Alien Breed scenario. Superb graphics and loads of features.  
 G281 **SUPER PRIX** - Overhead racing game with many tracks and car upgrades - for a price!  
 U312 **BUDBASE 1.2** - Ex CLR title, now Public Domain. Database which isn't restricted to memory size as data is read or written directly to disk each time (also hard drives), like commercial ones.  
 E62/63 (2 DISKS) **READ AND LEARN VOL.1** - Disk based story book for infants, with pictures, easy read text and digitised speech. The story of "The Three Little Pigs".  
 E64 **THE WORD FACTORY** - Neat spelling games for youngsters.  
 U313 **AGA UTILITIES** - Loads of A1200 only programmes eg: Kill AGA, Plasma, AGA Test, Check AGA, etc... 25 progs in all.

### EDUCATION

E3 **SUN CALCULATOR** - Calculates the sunrise and sunset times within a 2 minute accuracy.  
 E12 **UNITS** - Conversion programme. Includes: Speed, Volume, Mass, Time, Force, Density, Angles, Light, etc....  
 E16 **CHESS TUTOR** - 4 Chess programmes from learning the game to taking part in classic games of history past.  
 E23 **TOTAL CONCEPTS - ASTRONOMY** - Loads of interesting facts and beautiful digitised stills.  
 E24 **TOTAL CONCEPTS - DINOSAURS** - Want to learn about prehistoric Earth. Get this.  
 E32 **MOLEC 3D** - Generates 3D representations of molecules. Up to 500 atoms at a time.  
 E36 **STEAM ENGINE ANIMATION** - Detailed, labeled animation of a Steam Engine.  
 E37 **FOUR STROKE PETROL ENGINE ANIMATION** - More of the same.  
 E42 **GAS TURBINE ANIMATION** - Plane engine animation.  
 E52 **COLOUR THE ALPHABET 2** - Familiarise kids with the alphabet, with digitised speech instructions. Excellent.  
 E43 **WW2 HISTORY BOOK** - Multi-media account of World War 2 account. Text and pictures.  
 E46 **LITTLE TRAVELLER** - Useful information on the worlds popular travel spots right down to electrical voltage.  
 E41 **FRACTIONS** - Maths teaching and testing programme.  
 E44 **THE MATHS ADVENTURE** - Maths problems intergrated into an adventure game.  
 E49/50/51 (3 DISKS) **DESKTOP GUIDE TO ELECTRONIC MUSIC** - Massive guide on all you wanted to know about music synthesis. Visual, audible - sound examples and speech.

### BUSINESS SOFTWARE

U135 **600 BUSINESS LETTERS** - Hundreds of laid out letters for every business and personal occasions. Inc. Job applications, complaints, etc. Files load into any Word processor.  
 U166 **A-GRAPH V1.0** - Input data for instant graphs, bar charts, pie charts etc... Data is saved as an IFF file.  
 U209 **FORMS UNLIMITED V1.04** - Form designer and printing tool. For invoices or similar items.  
 U242 **LAST WILL AND TESTAMENT** - Write your own will, includes word processor.  
 U265 **JOURNAL V2.00** - Organise your personal finances like a detailed bank statement. Easy to use.  
 U273 **ACCOUNT MASTER V2.1** - More complex than Journal and has features that match commercial programmes which offer these facilities. The foremost Amiga PD personal accounts program.  
 U288 **PAY ADVICE ANALYSER V2.0** - Richard Smedley's latest release of this pay slip database.  
 U304 **TEXT ENGINE v4.1** - The best PD word processor with integrated spell checker. Note the up-to-date release version.

### GRAPHICS UTILITIES

U1 **ULTIMATE ICON DISK** - Edit or draw your own icons. Even import/export graphics from any IFF package. Eg Dpaint or Freepaint. Massive directories of example icons included.  
 U3 **M-CAD** - Public Domain Computer Aided Design package.  
 U9 **C-LIGHT** - Ex-commercial Raytracer, now shareware.  
 U54/55 (2 DISKS) **VIDEO UTILITIES** - 2 packed disks full of video titling programmes covering most aspects of the subject.  
 U62 **SCENE GENERATOR** - Fractal landscape generator like Vista, but without the heavy price tag.  
 U102 **AMIGA FOX** - Basic entry level desktop publisher.  
 U113 **SPECTRA PAINT v3.0** - Good Amos written IFF paint programme.  
 U115 **LAND BUILD 3.2** - Another superb fractal landscape generator. Realistic random effects: Mountains, water, clouds, etc....  
 U142 **FREEPAIN** - The highly regarded PD paint package. The next best alternative if you can't afford Deluxe Paint.  
 U154 **AUDIO ANIMATION** - Animation and sound programme.  
 U187 **MOBED2** - Sprite creator/ animator. Essential programmers art tool.  
 U190 **GATORS GRAPHIC GALLERY** - Tutorial with many examples of how to design and draw super logos, like in the demos.  
 U208 **CYCLOPS** - Plasma picture generator. Weird!  
 U271 **POLYED V1.0** - Polygon orientated animation programme.  
 U285 **MOVIE** - Video titling.  
 U296 **KIDS PAINT** - Simple, easy and functional art package for youngsters.  
 U289 **MINI MORPH V1.0** - Super fast morphing programme. The best you can get!  
 U296 **GRINDER** - Picture file conversion. Can transform most formatting, including: GIF, TIFF, HAM-E, TIFF, ATARI IFF.....

### MUSIC TOOLS

U78 **COMPOSER** - Traditional style music composing with staves and notes. Very good. Includes examples.  
 U186 **MED 3.2** - Music sequencer. V.good.  
 U183 **PRO TRACKER** - Another professional music sequencer.  
 U200 **SHADOW SAMPLE MAKER** - Create samples without a sound sampler hardware add on.  
 U260 **ST-88** - Sound samples for use with either U186 or U183.  
 U261 **ST-89** - More of the same. 85 samples.  
 U262 **ST-91** - As above. 52 samples.  
 U263 **ST-92** - As above. 75 more samples.  
 U264 **ST-93** - As above. only 29 samples this time.

LISTED IN THIS ADVERT IS JUST A SMALL PROPORTION OF THE SOFTWARE WE HAVE AVAILABLE. GET HOLD OF OUR DETAILED CATALOGUE DISKS FOR INFORMATION ON THESE AND MANY MORE SUBJECTS.

### GAMES

G77 **TRACK RECORD** - Super fast overhead racing game. Loads of tracks, loads of action.  
 G75 **BULLRUN** - Wargame based on an historical civil war confrontation.  
 G68 **INSIDERS CLUB** - Stockmarket game where you can manage a multi-million pound corporation.  
 G66 **NO MANS LAND** - Good 2 player, one-on-one to the death duel with a variety of weaponry.  
 G64 **MECHFIGHT** - Role Playing Games where your character is a robot on a huge space craft.  
 G63 **GROUND ZERO GAMES #5** - Big value game compilation, with games like: Othello, Tiny Baseball, Tron 90, Frog.. 22 in all.  
 G61 **ZEUS** - Good puzzle game. Based on a commercial Ocean game, Puzenic.  
 G55 **MASTER OF TOWN** - Anti-social game of property destruction. Smash windows, damage vehicles, break street lamps. But fun. \*A500 ONLY\*  
 G52 **BLOCKIT** - Another puzzle game which has been cloned from a commercial game.  
 G49 **POM POM GUNNER** - Shoot-em-up with digitised graphics. The scenario is Pearl Harbour.  
 G37 **SEALANCE** - strategy wargame where you command a nuclear submarine. Included animated sequences.  
 G35 **JAR** - Clone of an old arcade classic - Crystal Castles. A bit like Pacman with 3D platform mazes.  
 G26 **WELLTRIS** - Tetris game with a twist. Involves a 4 sided well.  
 G18 **THE GOLDEN FLEECE** - Incredible text adventure with masses of depth. Similar style to the awarding winning Infocom text adventures.  
 G88 **21 GAMES** - Another mega game compilation with 21 games on a single diskette. Different games to the ones on G63.  
 G106 **ANTEP RPG** - Role playing game with a very similar style and scenario to earlier Ultima games.  
 G121 **BIPLANES** - Take to the skies in this one or two player dog fighting game. \*A1200 USERS, DISABLE CPU CACHES\*  
 G122 **DUEL** - Plain and simple 3-Dimensional split screen game for two players. Both in tanks, both with big guns. Guess the rest!!  
 G128 **TOTAL WAR** - Computerised version of the RISK strategy board game.  
 G129 **SUPERLEAGUE MANAGER** - Footy management game.  
 G138 **WORLD** - Science fiction text adventure on a strange planet.  
 G139 **CROAK** - Enhanced clone of Frogger, even a two player competition mode where you compete to get as many froggy's across at the same time.  
 G141 **AMERICAN FOOTBALL COACH** - Manage a NFL team and call all the plays.  
 G142 **BETLEMENTS** - Based on Hunchback from C64.  
 G150 **LEGEND OF LOTHIAN** - Good role playing game.  
 G156 **MISSION X** - Shoot-em-up with awesome graphics.  
 G158 **BRAIN BALL** - Good looking but difficult skill/puzzle game. Worth a shot if you want a tough challenge.  
 G161 **ASHIDO** - Oriental puzzle game.  
 G162 **SYSTEM 4** - Game in the same genre as Q-Bert, but with new variations on the pyramid theme. Very professional.  
 G168 **OTHELLO** - Good board game. Also known as Reversi.  
 G169 **DONKEY KONG** - Platform game that first introduced Mario many years ago. Still brilliant.  
 G172 **BATTLE CARS 2** - Super fast 3D vector car battle game around a host of arena's.  
 G177 **CRAZY SUE II** - Popular platform game.  
 G180 **WAR** - Could be considered Space Chess.  
 G182 **TREASURE ISLAND** - Game for kids.  
 G183 **BOUNCE 'N' BLAST** - Highly praised platform game, almost of a commercial quality.  
 G193 **HELLZONE** - Space shoot-em-up, similar to R-Type. \*A1200 USERS, DISABLE CPU CACHES\*  
 G196 **CAG** - Stands for CREATE ADVENTURE GAMES, make your own text adventures with this easy to use engine.  
 G200 **FIGHTING WARRIORS** - 1 or 2 player martial arts beat em up with large well animated sprites and special moves. V.Good.  
 G202 **A NIGHT AT THE TOP** - Atmospheric text adventure which dumps you in at the deep end - 40 stories up.  
 G205 **TOP OF THE LEAGUE** - Another soccer management game which gives you the opportunity to run your own team and take them and you, to the top of the league.  
 G206/207 (2 DISKS) **OLEMPIAD** - Sports events with lemmings as the stars.  
 G210/211 (2 DISKS) **TALISMAN** - Big graphic adventure game. Excellent. \*REQUIRES 2 MEGABYTES\*  
 G212 **FRUSTRATION** - Incredible text based adventure, unsurpassed in depth and detail.  
 G217 **UCHESS** - Chess game that uses the AGA chipset. \*REQUIRES 4 MEGABYTES, A1200 ONLY\*  
 G221 **BOW & ARROW** - Archery game.  
 G224 **OBLIVION** - Super fast defender clone.  
 G226 **MORIA v5.4** - Big RPG with many dungeons to explore, with lots to do. Even has a town you can explore and visit the shops.  
 G229 **GIGER TETRIS** - AGA Tetris. \*1200 ONLY\*  
 G232 **MONACO** - Clone of an old arcade game. Fast and furious.  
 G234 **WOT'S IT'S NAME** - Brilliant trivia board game.  
 G237 **GAMMON** - Good computer version of Backgammon.  
 G238 **TRETRN** - Tetris with lots of added extras. Worth a look.  
 G241 **IMPERIAL WALKER** - Take control of an X-wing fighter and stop the imperial walkers from reaching the allied HQ.  
 G245 **ALL ROUNDNER** - Cricket simulation like none other.  
 G246 **WIBBLE WORLD GIDDY** - Possibly the best platform, puzzle game ever produced for the PD market. A mast.  
 G247 **FLEUCH** - C63 Thrust clone. Skillful game.  
 G249 **PSYCHO SANTA** - A game for Christmas.  
 G255 **AMOS CRICKET** - Shareware Cricket game. Lots of features.  
 G256 **SHANGHAI '93** - Oriental tiles game.  
 G257 **DELUXE PACMAN V1.4** - The best Pacman clone around. Even includes power ups.  
 G262 **BLUE DIAMONDS 4** - Boulderdash clone. Good stuff.

### USEFUL UTILITIES

U158 **NOERRORS** - Hides physically damaged tracks on both Floppies and hard disks. In effect making useless disks, usable.  
 U157 **ARQ 0.99** - Changes the boring old Workbench requester windows into animated ones. Quite neat.  
 U146 **AMIGA SYSTEMS DISK** - Host of Amiga system diagnostic checkers, and performance testers.  
 U111 **GOLF SCORE** - Golf tally recorder.  
 U112 **WORD SQUARE SOLVER** - Finds those hidden words in those word square puzzles.  
 U167 **BIORHYTHMS** - Plots your personal graph for any month of the year: Physical, Emotional, Intellectual.  
 U180 **BROWSER II** - Good file transferring programme, and much more.  
 U191 **TYPING TESTER** - Evaluates your typing speed.  
 U206 **RACE RATER** - Horse racing, outcome predictor. Works on statistical data you enter.  
 U215 **FREECOPY** - Removes various protection schemes from a massive list of commercial games.  
 U216 **BON APPETIT** - Recipe database.  
 U267 **SPECTRUM EMULATOR V1.4** - Run old speccy games on your AMIGA.  
 U280 **LEMMINGS II HARD DRIVE INSTALLER** - Put Lemmings 2 on your Hard drive. \*REQUIRES 1.5 MEG, NOT A500\*  
 U281 **D-COPY 3.1** - Powerful and professional disk duplication software with a similar performance as X-Copy Pro.  
 U282 **TERMINUS 2.0** - Rewritten form Jrcomm. The best communications package for users with fast modems.  
 U283 **LOCKPICK V2** - Removes copy protection from roughly 450 commercial titles.  
 U290 **CHARACTER GENERATOR** - For Advanced Dungeons & Dragons players.  
 U291 **RELOKICK v1.4** - New version of this A500+, A600 and A1200 downgrader to Kickstart 1.3. Helps make many A500 only titles work on your machine.  
 U293 **PARBENCH** - Link up two Amigas, or Amiga to CDTV for communicating between them or file transfers.  
 U294 **POOLS TOOLS** - Comprehensive Pools predictor.  
 U297 **LISTER 2.1** - Disk magazine creator.

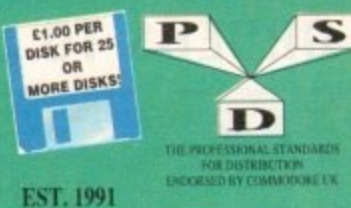
### DEMOS

D148 **STATE OF THE ART** - By Space Balls. \*A1200 USERS, DISABLE CPU CACHES\*  
 D161 **FAIRLIGHT 242** - 29 meg of graphics crammed on a single disk. Stunning routines.  
 D159 **LETHAL EXIT** - \*A1200 ONLY\*  
 D157 **DESTINATION UNKNOWN** - The best AGA vector demo yet! \*A1200 ONLY\*  
 M127/128 (2 DISKS) **JESUS ON E'S** - 27 minutes of Rave. \*REQUIRES 2 DISK DRIVES\*  
 D160 **TECHNO TRACKS II** - Rave demo from the United States. \*1200 ONLY\*  
 S93 **REVELATIONS** - Stunning slideshow.  
 S94 **NIGEL MANSELL AGA SLIDESHOW** - Nigel in his Formula One days. \*A1200 ONLY\*  
 S91 **MANGA** - Japanese cartoon slideshow.  
 M139 **CLASSIX 2** - Classical music from Bach, Handel and Pachelbel.  
 A151 **THE LEMMING SHOW** - Starring Suicide man. Not for the squeamish. \*REQUIRES 1.5 MEG\*  
 D156 **JETSET** - Funky.  
 D153 **RETINA** - Flashy demo. \*1200 ONLY\*  
 D145 **PIECE OF MIND** - Star Trek spoof.  
 M134 **RHAPSODY IN BLUE** - Jazz.  
 M135/136 (2 DISKS) **NUTCRACKER SUITE** - Makes a welcome change.  
 M130-134 (4 DISKS) **A TO Z OF C64 TUNES** - Hundreds of classic C64 tunes packed onto 4 disks. Great value.  
 M125 **MUMBO JUMBO** - Very lively.

### FINAL FRONTIER ISSUE # 5

We also stock the Final Frontier disk magazine at only £6.00 inc P&P. Four action packed disks full of news, reviews. Everything on Star Trek and The Next Generation. Interviews with the stars and convention news. Loads of features. Plus exclusive artwork from Tobias Richter. THIS IS NOT PUBLIC DOMAIN, THIS DISK MAGAZINE COMES WITH IT'S OWN PERSONALISED LABELS. AND AUTHORS GET PAID ROYALTIES FOR THEIR WORK.





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PROGS  
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## UTILITIES

- U01 GHOSTWRITER Demomaker, easy to use
- U1A GHOSTWRITER DATA For use with U1
- U5 LOADSAUCONS Guess what!
- U11 ICONMANIA Icon utilities
- U42 DISK SALVAGE DIR-UTIL Repair disks
- U54 QUICKRECH PLUS Alternative W.B.
- U58 ANTI FLICKER Stop Screen flicker
- U59 WINDOWS BENCH (2 disks) Excellent for W.B. 1.3
- U60 MESSY SID 8 Dir-tool Amiga to PC
- U73 DIRWORK
- U82 DYNAMIC DUO UTILITIES 1
- U90 GJ HELP - OTHERS insight into the GJ
- U91 MCAD DEMO Computer aided design
- U95 ELECTROCAD DEMO Latest circuit design
- U125 CROSSDOS Amiga to PC
- U169 DESIGNER DISK SET (3 Disks) Understand Amiga better
- U183 HACK PACK (2 Disks) 72 Utils for code busters
- U190 SID V2 8 Dir-Tool excellent!
- U206 ENERGY UTILITIES Alternative WB
- U225 GAMES CHEAT LIST 2
- U230 INSTALL Install your disks without the GJ
- U237 THE GURU V2 8 A500/A600 For your kick
- U241 WHAT IS V1.2A File utility
- U242 MSH V1.3 Handles MSDOS files
- U260 SUPERLOCK V1.01 Security prog. lock on Amiga
- U262 DARKSTAR UTILS 2 Full of ideas
- U263 DARKSTAR UTILS 3 Lots
- U264 DARKSTAR UTILS 4 more
- U267 ARP V1.3 Alternative commands
- U271 NBS SPEEDBENCH Fast loading W/Bench
- U282 SUPER DIR TOOLS Fast use of C
- U286 EYE OF THE BEHOLDER CLUES Hints
- U297 COMPUTER EYES ICONS
- U305 AMOS COMPILER UPDATE 1.34
- U318 MULTIDOS PC to Amiga
- U320 CL-UTILS Very useful
- U321 AMOS 1.34 UPDATE
- U323 WINDOWS BENCH V2 8 (2)
- U330 FLASHDISK RELEASE 3 Optimiser
- U332 ASSASSINS HANDY TOOLS V3 0
- U343 WORKBENCH HACKS (A500-A600)
- U346 PROF DEMO CREATOR V1.1
- U349 SUPER POWER PACKERS
- U350 MYSTIX MOD 3
- U351 WORKBENCH HACKS
- U352 C-COMMANDS
- U356 PHANTASMOGORIA Hardware Collection
- U361 ROM Directory util
- U363 LEGAL UTILS 32
- U364 LEGAL UTILS 43
- U365 LEGAL UTILS 44
- U366 LEGAL UTILS 45
- U367 LEGAL UTILS 46
- U368 LEGAL UTILS 47
- U369 LEGAL UTILS 54
- U370 LEGAL UTILS 55
- U381 HACKSTAR 1.6 Adv Creator
- U382 STD CODE FINDER U.K.
- U383 RAD BENCH 1.4 Make use of your RAM
- U386 FILE FINDERS & MOUSE
- U389 TOGGLE CLICK A600/A1200 only-Stop drive disk
- U404 ENGINEERS KIT Diagnostic tools
- U406 TOOLS FANTASTICA
- U412 LYAPUNOVIA Picture generator
- U413 ARESTARE Mends deleted files
- U414 FAST INTRO MAKER
- U415 P-COMPRESS Packer
- U416 S-TEXT Text packer
- U417 LSD LEGAL UTILS 33
- U418 LSD LEGAL UTILS 34
- U419 LSD LEGAL UTILS 48
- U421 KINGFISHER Fish index to 640
- U423 LYAPUNOVIA Fractal generator
- U424 ICON AUTHOR (I) Images for icons
- U425 AUTOSAVE Save at intervals automatically
- U426 EASY BENCH (2 disks) WB2 and above
- U427 MENU MASTER 3
- U428 PARTNER (2 disks) Link two Amigas
- U429 AMOS PRO UPDATE Latest
- U430 XPK COMPRESSION UTILS
- U431 WB UTILS
- U433 AMOS PRINTER ROUTINE For Amos prog
- U434 V MDRPH + 26 Create great effects
- U435 BANNER Make your own
- U436 HEAD CLEANER For drives
- U437 DISK SALV V2 Latest & greatest! WB2 & above
- U438 CSH SHELL + 5.31 Easy to use
- U441 DISK MASTER 8I
- U442 FRED FISH CATALOGUE 1-800
- U443 PP SHOW 3.4a
- U444 HYPER use with AmigaGuide
- U445 AMIGA GUIDE (2 disks) Hypertext utility
- U446 AB v1.35 for archives
- U447 ADDC v2.01 help utility
- U448 DISKTEST v2.03 checks integrity
- U449 SOFTPROJECT write protection
- U450 SUPERBANK v1.2 screen blanker
- U451 APRIF v1.4 print utility
- U452 QUARC v1.1 for CLJ based archivers

## UTILITIES

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- U450 SUPERBANK v1.2 screen blanker
- U451 APRIF v1.4 print utility
- U452 QUARC v1.1 for CLJ based archivers

## BUSINESS

- B085 JOURNAL Accounts, simple to use
- B095 AMBASE V3.76 Database
- B104 BANK V3 Cheque account
- B105 AMCASH BANKIN Accounts
- B106 Q BASE & SPREADSHEET Addresses
- B108 VISUAL C SPREADSHEET Like Lotus 123
- B113 TEXTA Text editor
- B121 SPELLCHECK V1.2
- B124 BUSINESS CARD MAKER
- B125 FLEXBASE V2.8 Database
- B128 SCALC & WORDWRIT Spreadsheet prog.
- B129 WORDWRIT & SPELL W/proc and check
- B131 3D-EDIT W/PROCESSOR
- B132 TEXTPLUS W/PROCESSOR
- B133 800 BUSINESS LETTERS Just load em in
- B134 QED TEXT EDITOR
- B135 AMIGAFIX DTP V1.1 Puts pics with text
- B136 AMIGASPELL Spellchecker
- B137 WORD FRENZY CHECKER & SPELL
- B138 AMIGAFIX V1.0 W/Processor
- B139 DISK SALV V2 Latest & greatest! WB2 & above
- B142 AMBASE PROF V1.2 Database
- B158 MICRODUMACS Text editor
- B162 A-2 SPELL Spellchecker
- B171 ILLUSIONS LABEL PRINTING
- B031 MAILBASE Addresses & labels
- B034 PC FORM LETTERS
- B035 PAY ADVISE ANALYSER PAYE, NI etc
- B036 MONEY PROG Good accounts prog
- B039 D LAB Disk labeler
- B040 LOGINFO Phone bills for modern
- B041 EASYCALC New spreadsheet
- B042 LS LABEL Label printer
- B043 DATABASE WIZARD
- B044 ADDRESS PRINT V3.0
- B045 TEXTPLUS v4.2 Hard Drive only
- B046 ENVPINT Address envelopes
- B047 P.E. PRINT UTILS Labeling prog
- B048 TRUE ED Excellent editor
- B049 FTX ACCOUNTS
- B050 ENVPRINT Address envelopes
- B051 P.E. PRINT UTILS Labeling prog
- B052 EDWARD W/Processor
- B056 ADDRESS BOOK
- B057 BOLLER PLATE W/Processor & Bnk letters
- B058 LITTLE OFFICE WP, S/S, D/B + Graphics
- B059 MORTGAGES ANALYSER
- B060 ADM v1.01 Flexible address dbase
- B061 A-BASE Great database
- B062 GOLD ED Fully functional - fantastic!

## BUSINESS

- B085 JOURNAL Accounts, simple to use
- B095 AMBASE V3.76 Database
- B104 BANK V3 Cheque account
- B105 AMCASH BANKIN Accounts
- B106 Q BASE & SPREADSHEET Addresses
- B108 VISUAL C SPREADSHEET Like Lotus 123
- B113 TEXTA Text editor
- B121 SPELLCHECK V1.2
- B124 BUSINESS CARD MAKER
- B125 FLEXBASE V2.8 Database
- B128 SCALC & WORDWRIT Spreadsheet prog.
- B129 WORDWRIT & SPELL W/proc and check
- B131 3D-EDIT W/PROCESSOR
- B132 TEXTPLUS W/PROCESSOR
- B133 800 BUSINESS LETTERS Just load em in
- B134 QED TEXT EDITOR
- B135 AMIGAFIX DTP V1.1 Puts pics with text
- B136 AMIGASPELL Spellchecker
- B137 WORD FRENZY CHECKER & SPELL
- B138 AMIGAFIX V1.0 W/Processor
- B139 DISK SALV V2 Latest & greatest! WB2 & above
- B142 AMBASE PROF V1.2 Database
- B158 MICRODUMACS Text editor
- B162 A-2 SPELL Spellchecker
- B171 ILLUSIONS LABEL PRINTING
- B031 MAILBASE Addresses & labels
- B034 PC FORM LETTERS
- B035 PAY ADVISE ANALYSER PAYE, NI etc
- B036 MONEY PROG Good accounts prog
- B039 D LAB Disk labeler
- B040 LOGINFO Phone bills for modern
- B041 EASYCALC New spreadsheet
- B042 LS LABEL Label printer
- B043 DATABASE WIZARD
- B044 ADDRESS PRINT V3.0
- B045 TEXTPLUS v4.2 Hard Drive only
- B046 ENVPINT Address envelopes
- B047 P.E. PRINT UTILS Labeling prog
- B048 TRUE ED Excellent editor
- B049 FTX ACCOUNTS
- B050 ENVPRINT Address envelopes
- B051 P.E. PRINT UTILS Labeling prog
- B052 EDWARD W/Processor
- B056 ADDRESS BOOK
- B057 BOLLER PLATE W/Processor & Bnk letters
- B058 LITTLE OFFICE WP, S/S, D/B + Graphics
- B059 MORTGAGES ANALYSER
- B060 ADM v1.01 Flexible address dbase
- B061 A-BASE Great database
- B062 GOLD ED Fully functional - fantastic!

## COMMUNICATIONS

- C 25 COMMSOFT Needs C26
- C 26 COMMSOFT Needs C25
- C 62 AZ-COMM Modem programme
- C222 JR COMM v1.02 For modems
- C249 TERM II v1.1 Comms prog WB2/3
- C303 OPTI COMMS inc.N Comm 2
- C347 SATELLITE TRACKER
- C357 to C382 AMATEUR RADIO 1-26 except AR7 (25 disks)
- C383 N COMM v3.0 Latest
- C384 88888 (3 disks) Bulletin board system
- C385 TERM V3.4 (2 disks) WB2/B
- C386 SPOD Fidsnet util
- C387 TERMINUS JR Comm 2

## EMULATORS

- EM 87 SPECTRUM + 40 GAMES
- EM139 A64 v1.0 C64 emulator
- EM141 IBM PC emulator
- EM143 ST EMULATOR
- EM149 C64 GAMES DISK 1 use with EM150
- EM150 C64 GAMES DISK 2 emulator
- EM215 A64 EMULATOR v2.0 (2 disks) Latest C64 emulator
- EM306 MS-DOS PROGS FOR PC TASK (6 disks)
- EM324 KICKSTART 2 1.3 users get this!
- EM397 NUMPAD (A600 ONLY) Numeric keypad
- EM400 KICK 1.3 (kickstart 2 & 3 only) Degrades to Kickstart 1.3
- EM410 DEGRADER Degrades to 1.3
- EM412 FAKEMEM Degrades to 1.3/512k
- EM413 KILL AGA v2 Turn off AGA chipset
- EM414 KICKSTART 3 EMULATOR Upgrades WB2
- EM415 PC TASK v2.03
- EM416 SPECTY EMULATOR v1.7 All Amiga
- EM417 S KICK Switch WB 3.0 to 1.3
- EM418 Z KICK A600 emulator

## HOBBIES

- H 88 CROSSWORD DESIGNER
- H148 A-GENE Family history
- H175 GOLF RECORDER v 1.84
- H202 ROAD ROUTE USA
- H214 FOOTBALL LEAGUE EDITOR
- H247 CALORIE BASE For recipes
- H250 DARTS LEAGUE DATABASE
- H258 CULT TV VOL 1 TV series info
- H299 WHOM 2 Data on TV progs.
- H302 LAST WILL & TESTAMENT
- H305 ASTRO 22 v 3.5 Latest astrology
- H307 FAMILY HISTORY DATABASE
- H310 TEN PIN BOWLING DATABASE
- H333 AMIGA PUNK Horse racing
- H336 PERM CHECK v1.0 Posts predictor
- H342 STITCHERY Cross stitch work
- H359 RACE RATER Horse predictor
- H360 QUESTION ATORT Quizmaker
- H361 NEW BIRTHYNNERS Excellent prog.
- H362 WINE MAKERS DATABASE
- H363 CYCLING M Useful!
- H364 DARTS MACHINE Score recorder
- H365 ANYGEN Family history
- H366 POOLS WIZARD Demo
- H367 MING SHU Chinese Astrology
- H368 ASTRONOMY 2 Data & graphics
- H369 AMERICAN FOOTBALL (2 Disks) Rules
- H370 LANDSCAPE GARDENING
- H371 GENELOGIST W/2 and above
- H372 TOP OF THE LEAGUE Football Manager
- H373 COURSE FORM Horse racing
- H374 FORECASTER Horse race predictor
- H375 STARVIEW Astronomers
- H376 CODE MUNGUS v5.7 Highway Code
- H377 FOOTBALL FORECAST DEMO
- H378 BON APPETITE Recipe database
- H379 POOLS TOOLS 2 Pools progs.
- H380 SEE THE AURA (2 disks) human aura

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- H378 BON APPETITE Recipe database
- H379 POOLS TOOLS 2 Pools progs.
- H380 SEE THE AURA (2 disks) human aura

## VIRUS HELP

- VH 44 MASTER VIRUS KILLERS v2.0
- VH 93 WARRIORS VIRUS KILLERS
- VH218 NEW SUPERKILLERS v2.5
- VH235 BODITY v3.0ED
- VH312 LINK VIRUS DETECTOR
- VH344 VIRUS CHECKER v6.15
- VH409 EXTERMIN 6
- VH411 VIRUS 2 - Latest
- VH412 NEW WBS SUPER KILLERS
- VH413 ANTICLICKVIR v2 Link virus detector
- VH414 VIRUS CHECKER v6.22

## PRINTER DRIVERS

- PD177 PRINTER DRIVERS (2 Disks) Loads of em!
- PD200 PRINTER DRIVER GENERATOR Make your own
- PD275 JOY OF PRINTING Drivers + fonts
- PD281 PRINT STUDIO 41 drivers - good
- PD327 CANON PRINTER DRIVERS
- PD328 PRINTER DRIVERS UPDATE 3
- PD335 PRINTER DRIVERS Canon B/J10e
- PD358 CANON PRINTER DRIVER B/J130 etc
- PD407 PRINTER DRIVERS Star/Epson/Pan/HP
- PD408 HP550C Printer Driver
- PD409 HP PRINTER DRIVERS
- PD410 PROF PRINTER DRIVERS
- PD411 STAR PRINTER DRIVERS

## COPIERS

- CP147 PD COPY PROF v3.0
- CP234 FLASH COPY Multi-tasking
- CP257 FREE COPY v1.3 Removes protection
- CP313 NIB v2.0 Removes protection
- CP340 ASI CRUNCH 'N' COPY 2 Collection
- CP341 COOL COPIER v2.0 Fast & safe
- CP345 ASI DISK COPIERS Collection
- CP349 LOCK PIC 2 Removes protection
- CP350 D COPY v2.1
- CP351 MAVERICK COPIER Rem. protection
- CP352 SAFE N Powerful copier
- CP353 MEGA MONITOR Action replay type
- CP354 THE DISK UTIL WB2
- CP355 SUPER FORMATTER v1.06
- CP356 SUPERDUPER v2.02

## PROGRAMMING

- PR 47 C LANGUAGE MANUAL (3 Disks)
- PR 49 C LANGUAGE COMPILER
- PR 72 PASCAL LANG PROG
- PR 84 FORM LOGO v1.1 Lip & Logo
- PR110 PDC (3 Disks) Programmers aid
- PR118 BC-FORTRAN
- PR196 AMIGA CODERS CLUB (6 Disks)
- PR225 CURSOR COMPILER Basic language
- PR234 DME V1.45 Programmers Text Editor
- PR243 DICE v2.06 (2 Disks) C Environment
- PR244 PDC v1.2a (3 Disks) Pascal compiler
- PR325 SOZOBAN C DISK A2 Text compiler
- PR325 ASM ONE Assembly package
- PR327 EZASM Assemblers
- PR350 C MANUAL (12 Disks) The best yet!
- PR359 NORTH 'C' v1.3 (2 Disks)
- PR360 LATTICE 'C' (3 disks)
- PR361 ATTIC & BJT Useful for 'C' progs.
- PR362 AMIGA E v1.1 Better than C
- PR363 AZAPP v2.84 Binary editor
- PR364 INSTALLER for software developers
- PR365 NPE v1.0 M2K/mega comparison
- PR366 MODULA-2 language

## EDUCATION

- E6 LEARN & PLAY (2 disks) Early learning
- E9 MATHS DRILL
- E10 TYPING TUTOR
- E13 SIMON'S COLOURS & SPACE MATHS
- E14 TC ASTRONOMY Book on a disk
- E15 TC DINOSAURS Learn about them
- E17 SPELLCHECK Learn foreign words
- E18 TRANSLATOR Spanish, French, Italian
- E19 COLOUR IT v1.3 For younger kids
- E23 COLOUR THE ALPHABET Very good
- E24 OTP - FOR KIDS Excellent!
- E25 ALGEBRA
- E26 MATHS WIZARD Let the Wizard help
- E27 AMOSGRAM Playing with words
- E28 BLACKBOARD MATHS
- E29 KING JAMES BIBLE (4 disks)
- E30 MR MEN STORIES All your favourites - 1.3 only
- E31 READY ROBOT Full of games
- E32 SCIENCE 3 - Physics
- E33 MULTIPLOT vXLNE (2 Disks) Data plotting prog
- E35A MATPLOTT Linking graphics
- E35B PLOTTER v3.00 2 dim math plots
- E31A AMIGA TUTORIAL Beginners will like this
- E32A ADAPTR Pts charts & others
- E33A SACC TO SCHOOL Kid puzzles, very good
- E33B FIREWORK ALPHABET Learning aid demo
- E33C GRAMMAR Connect your ans
- E33D WORLD GEOGRAPHY Very useful!
- E33E CHEMICAL BALANCE Chemical equations
- E33F MATCH WITH HUMPTY
- E340 AMIGA WORLD Info on every country on Earth
- E341 SINGALONG NURSERY RHYMES
- E342 PICTURES & LETTERS
- E343 MOODY'S PLAYTIME (Amiga)
- E344 GREAT WOMEN OF OUR TIME
- E345 GAS TURBINE ENGINE Anim
- E346 A STROKE ENGINE Anim
- E347 STEAM ENGINE Anim
- E348 WW II HISTORY BOOK
- E349 A VISIT TO THE RED PLANET Mars
- E350 EVO Evolution of man
- E351 FRACTIONS
- E352 GCSE MATHS
- E353 10 OUT OF 10 DEMO Maths
- E354 COMMUNICATE Sign language
- E355 LITTLE TRAVELLER Tourist
- E356 ASSASSINS BACK SMOUL (3 disks)
- E357 TWO STROKE PETROL ENGINE ANIM
- E358 JAPANESE Learn the language
- E359 KEYBOARD TRAINER v1.1 Typing tutor
- E360 IRREGULAR VERBS - Quiz
- E361 HOW THE EARTH BEGAN
- E362 CHESS TUTOR
- E363 ELEMENTS
- E364 ANIMAL LAND 1 Ages 4-
- E029 CYNOSTIC SLIDES (1200/4000 only)
- E030 SILENTS EXPOSE (2 disks)
- E031 POSEIDON CEREBRAL LOBOTOMY (net 1.3)
- E032 BATTLE OF BRITAIN Anim
- E033 STONEHEARTS ATMOSPHERE Great!
- E034 KEFRENS DANE (Short & Sweet!)
- E035 KEITH RHODES PICS Fantasy (1200 only)
- E036 SPACERBALLS MOBILE
- E037 RETINA BURN AGA
- E038 PANTIA RHEI AGA
- E039 DIMENSION X Rare demo
- E040 SUPERVIEWER v2.4 Quality slides
- E041 QUALITY TIME (4 disks) Schwartz anim 5 mag required
- E042 ART 18 Silhouettes
- E043 ART 17 (2 Disks) Schools
- E044 ART 18 Satires
- E045 ART 19 (2 Disks) Sport
- E046 ART 20 Olympic
- E047 ART 21 (2 Disks) Medical
- E048 ART 22 Sea Life
- E049 ART 23 Decorative Months
- E050 ART 24 Whisky (Humor)
- E051 ART 25 Holidays
- E052 ART 26 (2 Disks) Old banners pics
- E053 ART 27 Art Nouveau flowers
- E054 ART 28 Butterflies
- E055 ART 29 (2 Disks) Food & Kitchen
- E056 ART 30 Cooking book (2 Parts)
- E057 ART 31 Banners (DTP) (2 Disks)
- E058 ART 32 (2 Disks) MAC Clipart
- E059 ART 33 Handbook (Amiga)
- E060 ART 34 (2 Disks) Tech. Facts
- E061 ART 35 (2 Disks) Vanity Fair (photos)
- E062 ART 36 Halloween (word)
- E063 ART 37 Showtime (clipping info)
- E064 ART 38 Vegetarian
- E065 ART 39 Floral (detailed)
- E066 ART 40 Myths & Zodiac
- E067 ART 41 Botanical art
- E068 ART 42 Family scenes (2 Disks)
- E069 ART 43 Self Portrait (2 Disks)
- E070 ART 44 Mac Restaurant (2 disks)
- E071 ART 45 Mac holidays
- E072 ART 46 Amos & B&B
- E073 ART 47 Mac Messieurs animals
- E074 ART 48 B&W fields wds
- E075 ART 49 Best & Myths (3 Disks)
- E076 ART 50 Transport (3 Disks)
- E077 ART 51 Trucks & trains
- E078 ART 52 Astrology (2 Disks)
- E079 ART 53 Astrology (2 Disks)
- E080 ART 54 Birds - megadisks etc.
- E081 ART 55 Dogs
- E082 ART 56 Houses, castles & buildings
- E083 ART 57 Sports - Mac
- E084 ART 58 Horticulture (5 Disks)
- E085 ART 59 Military (10 Disks)

## HARD DRIVE UTILS

- HD102 HARD DISK UTILS Excellent collection
- HD202 BELTAX HD UTILS 1 Flannery, HDClick
- HD302 RE-ORG V2.3 Optimiser
- HD307 HD CLICK v2.53
- HD308 MR BACKUP v1.14B
- HD309 BACKUP
- HD400 C DISK Optimiser

## GRAPHICS

- GJ163 3D FONTS (3 Disks)
- GJ168 CARTOON BRUSHES
- GJ179 TV GRAPHICS (2 Disks)
- GJ226 GRAPHIC UTILS
- GJ228 REAL 3D FONTS
- GJ240 RICK PARKS ART
- GJ245 BOOTPIC V1.2
- GJ246 CLIP-ART PORTFOLIO (115 disks)
- GJ261 LARGE FONTS DISK
- GJ265 SCANNERS CLIP-ART (3 Disks)
- GJ269 PG CLIP-ART
- GJ268 EXILE FONTS
- GJ269 DYNAMITE FONTS
- GJ270 FONTS & SURFACES
- GJ272 CLIP-ART COLL (8 Disks)
- GJ273 CLIP-ART VOL 1 (7 Disks)
- GJ274 FONTLIB
- GJ276 SOMETHING FOR NOTHING 1
- GJ277 SOMETHING FOR NOTHING 2
- GJ279 DYNAMITE FONTS 2
- GJ280 HACK FONTS 1 (2 Disks)
- GJ283 COSMOPOLITAN FONTS 1
- GJ284 COSMOPOLITAN FONTS 2
- GJ285 COSMOPOLITAN FONTS 3
- GJ286 COSMOPOLITAN FONTS 4
- GJ289 SONIC DEV CONVERTERS PACK
- GJ290 BEATRIX POTTER CLIP-ART
- GJ300 GELIGNITE FONTS
- GJ309 RAY DANCE (2 Disks)
- GJ310 T.S.P. PICTURE FONTS
- GJ311 DISK MANAGER + FONTS (Plus only)
- GJ312 SHADOW MAKER
- GJ313 MOVIE MAKER
- GJ314 ANIMATIONS BRIDGE V1.0
- GJ315 PLOTTING & GRAPHICS
- GJ316 DOCK ICONS
- GJ317 ASSASSINS MULTI-VISION V1.0
- GJ318 THE SHOWMAN CLIP-ART
- GJ319 PAGESREAM 2 FONTS (5 disks)
- GJ320 WALT DISNEY CLIP-ART
- GJ321 MAGNETIC PAGES V1.3
- GJ322 COMPUTER EYES FONTS PACK 1
- GJ323 COMPUTER EYES FONTS PACK 2
- GJ324 COLOURED ICONS
- GJ325 GRAPHICS RIPPER
- GJ362 DIRECT ACTION Anim creator
- GJ363 M.A.K. Makedirect adv kit
- GJ402 FREE PAINT Copy of DPaint
- GJ403 VIEWTEC v1.02 AGA graphics display
- GJ404 FONTS DISK 1 Large & small
- GJ405 DINGI FONTS Good variety
- GJ406 COLOUR FONTS 1 Modern, Old, Pica
- GJ407 COLOUR FONTS 2 Marble, Rocks, Grids
- GJ408 COLOUR FONTS 3 Diamond, Eye, Sun
- GJ409 COLOUR FONTS 4 Digifont brushes
- GJ410 COLOUR FONTS 5 Ornate B, 16 etc
- GJ411 COLOUR CLIP-ART Hi/Res/Low for DTP
- GJ412 COLOUR CLIP-ART Animals
- GJ413 CLIP-ART Animals B&W IFF
- GJ414 CONTACT CLIPART 1 Cartoon, Zodiac
- GJ415 CONTACT CLIPART 2 Buildings, Xmas
- GJ416 CONTACT CLIPART 3 Signs, Todays, Work
- GJ417 GRAPHICS TOOLS 2
- GJ418 RAYSHADE (3 Disks)
- GJ419 PRO PAGE TEMPLATES
- GJ420 PRO PAGE HELP
- GJ421 DPAINT TUTOR Learn to use it
- GJ422 SPECTRA PAINT
- GJ423 THE DESIGNER Arcade backgrounds
- GJ424 RJ UTILS Perfect Paint, Image W/Shop
- GJ425 FONT FARM 3
- GJ426 FONT FARM 1
- GJ427 FONT FARM 2
- GJ428 VIEW 3.2 Anim Player
- GJ429 HAN LAB PRO V2.00 Picture Converter
- GJ430 ICONS GALORE
- GJ431 STILL STOR
- GJ460 QUICK GRAB AGA
- GJ462 POST wordprocessor interpreter
- GJ463 POST SCRIPT FONTS 1
- GJ464 POST SCRIPT FONTS 2
- GJ465 POST SCRIPT FONTS 3
- GJ466 GELIGNITE FONTS 4

## MUSIC UTILITIES

- MU2 MODULES ONE
- MU3 MODULES TWO
- MU4 MODULES THREE
- MU5 MODULES FOUR
- MU6 MODULES FIVE
- MU7 MODULES SIX
- MU10 - MU17 ST SAMPLES & INSTRUMENTS PROGS (38 Disks)
- M



# GAMES

- 64 MEGABALL Breakout - very addictive
- 65 STAR TREK II (2 disks) Space
- 66 CASTLE OF DOOM Adventure
- 67 HOLY GRAIL Text only adventure
- 68 GOLDEN FLEECE Text only adventure
- 69 CARD GAMES Harp, Plat, Queens etc
- 70 SUPER TWINTRIS Shape dropping excellent
- 71 GAMES DISK 7 Backgammon etc
- 72 WIZZY'S QUEST \* Arcade puzzle, good graphics
- 73 RETURN TO EARTH Clio type, space adventure
- 74 LLAMATRON 512K & 1Mb Shoot 'em up
- 75 BUG BASH Shoot 'em up
- 76 ESCAPE FROM JOVI Space Arcade
- 77 DOWNHILL CHALLENGE Tactics, ski to win
- 78 BATTLEFORCE Fantasy roll playing game
- 79 DRAGON CAVE Dungeon Master type
- 80 MECHFIGHT RPG Roll playing game
- 81 GREYSLAYER Arcade adventure
- 82 SCUM EATERS Shoot 'em up
- 83 STAR TREK 2 \* (3) Arcade adventures
- 84 POM POM GUNNER \* Arcade shoot 'em up
- 85 FRUIT MACHINE \* Excellent
- 86 MECHFORCE (2 Disks) RPG
- 87 SEA LANCE \* Submarine Simulation
- 88 KLONDIKE Cards
- 89 AIR AGE II World War 2 S.E.U.
- 90 MERV THE MERCLESS Platform, good graphics
- 91 TREASURE HUNT (6-8 yrs) Help Long John Silver
- 92 CHEAT LIST GAMES V1.0
- 93 WACKO JNR IN WONDERLAND Kids will love this
- 94 PARACHUTE JOUST Good graphics
- 95 CRYSTAL CAVERNS Arcade adv, spells & combat
- 96 TREK-73 Space text adv
- 97 ZEUS - THE GAME Puz tiles
- 98 DUNGEON DELVER (2 Disks) Mazes
- 99 PICK UP A PUZZLE \* (2 Disks) Jigsaw
- 100 CHAINSAW DEATH \* Futuristic maze type
- 101 CAN YOU PICTURE IT \* (2 Disks) Jigsaw
- 102 CROSSFIRE \* Excellent for kids
- 103 BALLOONACY \* Bomb for the skystrappers
- 104 DEMOLITION MISSION \* Bomber
- 105 BLACKJACK Card game
- 106 PETER'S QUEST Arcade - Rescue the Maiden
- 107 G85 KIDS PAINT Colouring book
- 108 AMIGAMAN GAMES 10 games
- 109 SHAPES Very playable for kids
- 110 GO LOOLY S.E.U. Good graphics
- 111 STAR TREK THE NEXT GENERATION
- 112 BLOCKIT Good graphics - Ace
- 113 HACK Text adv
- 114 DRAGON DRILLS Great tiles game
- 115 BOARD GAMES
- 116 ATIK ATAK C64 game
- 117 BART SIMPSON Scrolling S.E.U.
- 118 PIPE RIDER Space Invader S.E.U.
- 119 RAMIFY Paving
- 120 RUSH HOUR Frogger - Get across the road
- 121 TOMTEPELET Speed ball type
- 122 WET BEAVER GAMES Pong
- 123 WIZARD WORLD S.E.U. Platform
- 124 WORLD OF FOOLS S.E.U. collection - Excellent
- 125 CARD SHARP 5 card games
- 126 TOTAL WAR Risk type
- 127 AIRMANIA Platform
- 128 SKYFLYER WW1 S.E.U.
- 129 PUGGLER C hot ball
- 130 SQUATS REVENGE Wolf done
- 131 PAIR IT Shapes
- 132 GAMES COMPILATION I 6 games
- 133 ATLANTIS I Strategy
- 134 NAPOLEONIC WAR SIMULATION Strategy
- 135 MISSION RAID PART II S.E.U.
- 136 SNAKES & LADDERS Good
- 137 GAMES GALORE VOL 7 For the young
- 138 AIR WARRIOR Flight simulation
- 139 E-TYPE Arcade S.E.U.
- 140 DUNGEONS OF MADROJ Hacktype
- 141 QUICK & SILVER Platform, Excellent
- 142 MASTER OF THE TOWN Shoot the sign posts
- 143 ETHOS Text adv - pics
- 144 BATTLE CARS 3D cars S.E.U.
- 145 CHALLENGER Quiz - 5 player
- 146 CATAOMB Graphic adv - very well done
- 147 KINGDOM AT WAR War games
- 148 SMASH TV RIPOFF S.E.U. Futuristic
- 149 DODDY Mario type platform
- 150 PICK OUT PART 6 V. game
- 151 NO-SHOOT EM UP Space
- 152 SOLID QUAD \* Racing - Fab!
- 153 STRIKE BALL Baseball, Brill!
- 154 PARAGON Marble Slide
- 155 CRAZY SUE Platform, 1st rate
- 156 HENRY IN PANIC/Manic Miner - very addictive
- 157 CONCENTRATION V3.3 Pair it - amazing graphics
- 158 DESTINATION MOONBASE Thrust
- 159 ESCAPE FROM JOVI II Caves
- 160 NO MANS LAND War S.E.U.
- 161 DOMINOS V. Good
- 162 RAPHAELS REVENGE Turtle S.E.U.
- 163 MIDNIGHT THIEF GAME Adv
- 164 LAMER GAME Wolf type shoot the beetles
- 165 LETTIX Shapes with time limit
- 166 GRUB GRABBER II Help Elvin! Avoid gremlin
- 167 SWORD OF WORLDC 3 disk Adv.
- 168 A NIGHT AT THE TOP Terrorist adv
- 169 NIGHT AT THE TOWN Text adv
- 170 QUADRIX Puz, Excellent
- 171 YUM YUM \* Pacman
- 172 REVENGE MUTANT CAMELS S.E.U.
- 173 BATTLEMENTS Hunchback platform
- 174 LEMMINGOIDS Blast them!
- 175 WEIRD IN EDGWAYS Puzzle
- 176 KARATE WORM Platform-cute
- 177 SNAKE IN THE GRASS Platform - neat
- 178 WAR OF THE FOUR Graphic adv
- 179 WIZARDS DOMAIN Graphic adv
- 180 PIXIE KINGDOM (2)
- 181 ARCADIA Breakout - very popular
- 182 PORK A PORK Pop the balloons - stop the taxes
- 183 MR BRICK - Mario type
- 184 RAID III S.E.U. - wicked
- 185 SERENE III
- 186 WOTSITNAME Quiz
- 187 TETREN - tetris
- 188 NUMPTY & THE ALIEN INVADERS Mario Miner
- 189 LOTHIAN Graphic adv
- 190 OMEGA RACE S.E.U. Great
- 191 MENTAL IMAGES DISK 2 3 games
- 192 MR & MRS IMAGES platform - very good
- 193 TANK Great 90%
- 194 DEFENDA Arcade 90% Brilliant conversion
- 195 GRAND PRIX SIMULATOR Mega
- 196 NUMBER FUMBLER Number puzzle
- 197 LEMMINGOIDS Blast away
- 198 GROWTH
- 199 SKATE
- 200 PROJECT 1
- 201 LAZER ZONE
- 202 LEMMING'S PACK
- 203 THE MAZE GAME
- 204 SUBCULTURE
- 205 APIOYA
- 206 SHOOT OUT
- 207 SUPER SKODA CHALLENGE
- 208 COMPUTER CONFLICT 2
- 209 ANTEP & SLOT CARS GAME RPG
- 210 TRICKY & THE TURN GAME
- 211 CARDS GAMES 2
- 212 MIND GAMES 21
- 213 HYPER TEXT CHEATS
- 214 APIOYA
- 215 SHOOT OUT
- 216 SUPER SKODA CHALLENGE
- 217 COMPUTER CONFLICT 2
- 218 ANTEP & SLOT CARS GAME RPG
- 219 TRICKY & THE TURN GAME
- 220 CARDS GAMES 2
- 221 MIND GAMES 21
- 222 HYPER TEXT CHEATS
- 223 APIOYA
- 224 SHOOT OUT
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As promised in last month's AC, Lightwave returns for the long-awaited definitive review. However, before the inside story can begin, a brief recap on the essentials is probably wise.

Before you can enjoy Lightwave you'll need the LightRave dongle and its accompanying control software. Once installed the dongle emulates the presence of a Video Toaster - thereby duping Lightwave into operation.

**DOUBLE**

Alas as part of this deception you're required to part with a nerve-jangling £399 for a piece of plastic that does nothing more than sit in the serial port. Worse still, the aforesaid sum doesn't include the cost of Lightwave - which regulars will remember comes as part of the Video Toaster's 46 disk software compendium.

Assuming you've installed the essential emulator/dongle, the next challenge is to add the Lightwave software to your system - the word challenge couldn't be more appropriate.

As detailed last month, installing the Toaster's software isn't exactly simple. And unfortunately even after lengthy tinkering there still appears to be no way around certain limitations inherent in the Toaster's archaic installer.

Although it is possible to terminate installation prior to completion, it's not recommended unless you're particularly well versed in AmigaDOS. Worse still is the installer's unavoidable demand on storage space.

In short, if less than 66Mb of free space isn't found on an 80Mb+ hard disk, the installer simply refuses to install any Toaster software whatsoever.

Unfortunately due to its ridiculous design there's no way to avoid the aforementioned restrictions. In addition even when installation was followed to the letter, three out of the five machines tested with the LightRave/Lightwave combination still locked up when attempting to run the software.

To be honest there's a chance this could be caused by faulty hardware on our part or perhaps the very early version of the LightRave on test, as opposed to a terminal problem between different machines. Having said that it would still be wise to secure a cast-iron money-back guarantee - just in case similar compatibility problems arise on your system...

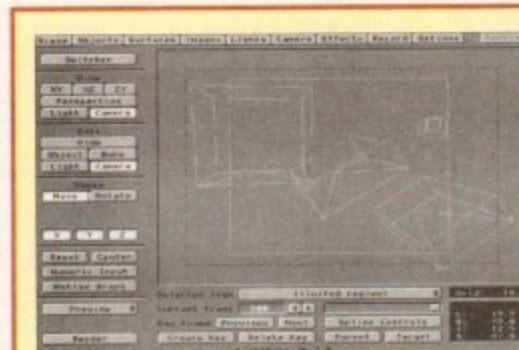
In addition, when running on an AGA machine its wise to use the Double NTSC monitor driver, thereby ensuring smooth operation in the various Lightwave modes - something which isn't mentioned by the LightRave manual.

After running LightRave and entering Lightwave, you're taken directly to the program's layout screen. At first the temptation is to stay there forever as it's here where all the exciting elements such as mapping, lighting, lens flares, bones, animation and morphing await.

When all of the above are combined with approximately 170 supplied objects,

# The new

Paul Austin puts Lightwave, the very latest Toaster-linked ray tracing and animation system, under the spotlight and asks: Can this monster topple the big boys?



One of the few operating restrictions within Lightwave is the program's NTSC bias when it comes to available screen sizes. As a result for PAL productions it's necessary to use Lightwave's higher resolutions in combination with the program's limited region rendering.

In this example the full screen resolution is 1,280 x 800, as shown by the dotted grey bounding box, within which sits the 736 x 580 - PAL compatible - limited region.

Unfortunately Lightwave's screen

dimensions work in percentages rather than pixels, so a little elementary maths is required to determine the exact scale of the necessary region - but once set either stills or entire anims will enjoy your designer dimensions.

layout to form hierarchical jointed object combinations.

If the temptation of setting permanent residence in the Layout screen was simply too much, the first question you'll ask is: "Why aren't all scene-designing interfaces just like this one?"

**PERSPECTIVES**

Layout literally is that good. You can edit from the Cartesian view, or in fact any one of the three perspectives. In addition when in the Cartesian mode you can view the scene from either the camera

the urge to set up camp permanently in the layout is almost too much to bear. However if and when you do manage to drag yourself away and into the Modeler, you'll find a myriad of features which put Lightwave on a par with anything when it comes to object design.

**POSTSCRIPT**

In fact this latest version of Lightwave has seen over 250 improvements - approximately 50 per cent of which appear in the Modeler. Notables include excellent PostScript text support, Boolean operations, lathes and extrudes, patches, twist, taper, shear, macros, ARexx, spline curves, drills and freehand sketching.

Due to available space this is only a taste of the high points which when added together with less glamorous features combine into arguably the most flexible and friendly design systems on the Amiga - possible exceptions being Imagine and Caligari. Even so, it must be said that Modeler does take some getting used too. This is primarily caused by the program's unique approach to object design. For example when building an object separate elements are created under user defined surface names - which are then imported as part of the overall object into layout where they can be selected individually for surface attributes and mapping.

Although objects can have unlimited surfaces these surfaces are not individuals within a heirarchy. In fact single objects, no matter how complex, only have a single user defined axis - no internal groups allowed... As a result Modeler's 16 foreground and background layers provide an invaluable tool when designing objects which in time will combine in

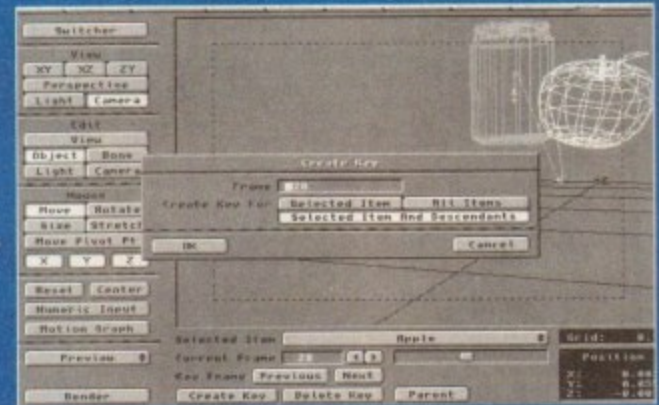
This example demonstrates Lightwave's hierarchical association between objects. In the scene the apple appears to waltz around the popcorn as both items dance in a duet across the screen.

In reality the popcorn is in fact simply the parent in the hierarchy. This parent-child relationship is a vital part of Lightwave's animation system. Like many ray tracers, children follow their parents while also having their own children and individual animation.

As a result Lightwave is capable of pseudo-kinematic animation. For example if you wanted to animate an arm you would first build each element in Modeler, import them into layout, adjust the pivot points to act as joints and assign the parent child relationships to the various parts.

In the case of true inverse kinematics you would now be able to grab the hand, move it, and thereby straighten the arm. In the case of Lightwave however moving the hand would simply pull it completely free of the forearm.

Fortunately there is an alternative. If you work down the hierarchy, rotating rather than moving the elements everything will twist and turn from its joint just as you'd expect. If you combine various poses with assorted key frames and the spline-based motion and velocity control you can create perfect kinematic effects. flapping wings, thrusting pistons or whatever you want.





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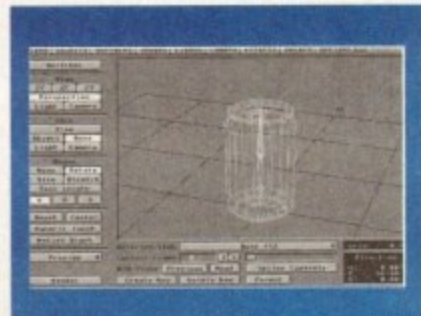
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Spectacular font import, animated ripples, a built-in procedural cloud texture, lens flare and the best animation system in the business. What more could animators ask for?



Here we have one of the highlights of Lightwave's animating repertoire, namely bones. Although the phrase bones is perhaps as good a choice as any, it is a little misleading.

In some ways bones might have been better described as muscles. For example if we return to our arm example the object axis/joints would provide the illusion of bones whereas the bones themselves could emulate the muscles that surround them.

For example, assuming the arm bent at the elbow a bone in the centre of the upper arm could be scaled up to give the effect of an expanding muscle.

In short, bones are basically an advanced form of freeform deformation, but in the case of Lightwave the ability deform can be very precisely controlled within animations.

To actually add bones to an object you simply load it into the layout screen, add the required number of bones, define their rest position and scale and finally make them active.

Once active the bone emits a forcefield which when altered by rotating or sizing directly affects the object area around it. As a result character animation is quite literally transformed.

For those interested in more than endless space shoot-outs bones are manna from heaven. On a commercial level the potential for productions in the Jif Micro liquid vein are endless, while animals and other organic forms can finally cast off that robotic look and movement that often kills the illusion of life.

Like all the major ray tracers, Lightwave has its fair share of mapping alternatives which include procedural textures such as bump maps, ripples and fractal colours with approximately seven basic variations which can in turn be customised by the user.

In addition to the procedural offerings you can also use brushmaps either as single frames or as part of a sequence - colour cycling is optional. To apply the brush you're given a choice between five mapping formats: planar, cubic, cylindrical, spherical and projection.

Unfortunately basic mapping of images is Lightwave's only real disappointment. It's not that the various effects don't work, but it must be said control over images isn't as comprehensive as it is within programs like Imagine and Real3D.

It's true there are some nice effects - such as density fades and wallpapering - but due to the fact only one map is allowed per surface achieving photo-realism can be tricky.

On the other side of the coin, Lightwave's variety of applications for procedural or image maps leaves nothing to be desired. Literally every element of the surface attributes can use a map as a filter, luminosity, diffusion, specular, reflectivity and transparency can be affected and of course that doesn't include bump mapping and the excellent displacement maps.

Displacement maps are unique to Lightwave and allow an image to be projected onto the surface of an object, at which point the image will deform to object to reflect the luminosity of the image - ideal for waving flags, facial imprints, landscape generation or whatever else this immensely powerful function inspires.





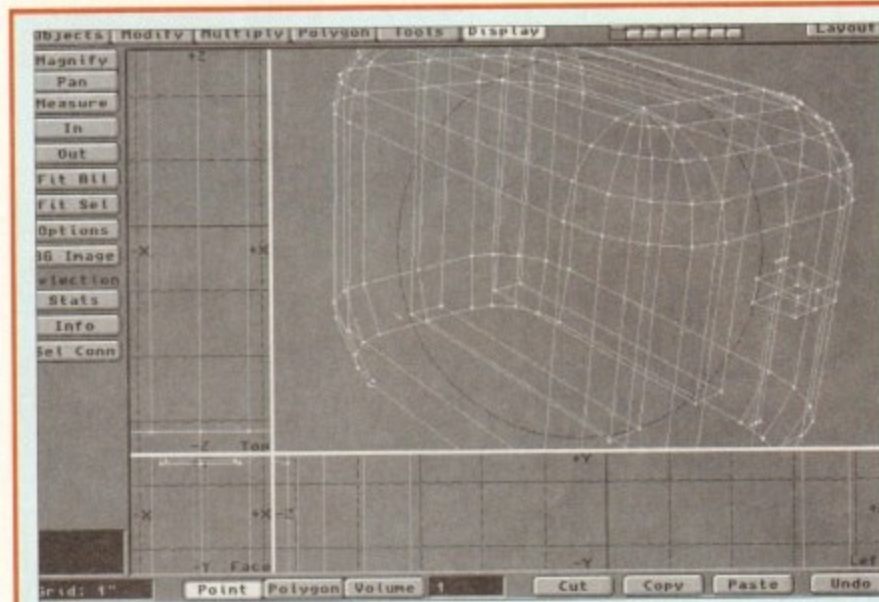
perspective or any one of the lights in the scene. Once in your chosen mode you can not only edit the objects but also the viewpoint.

Better still, animation can also share from the aforementioned flexible. For example, in addition to the camera position you can also render a box or wireframe anim from either a light or perspective - great for spotting accidental collisions.

Lights can be added with ease and their attributes defined in seconds, whether that be lens flare, colour, intensity, type and even the parameters for superfast shadow mapped light sources.

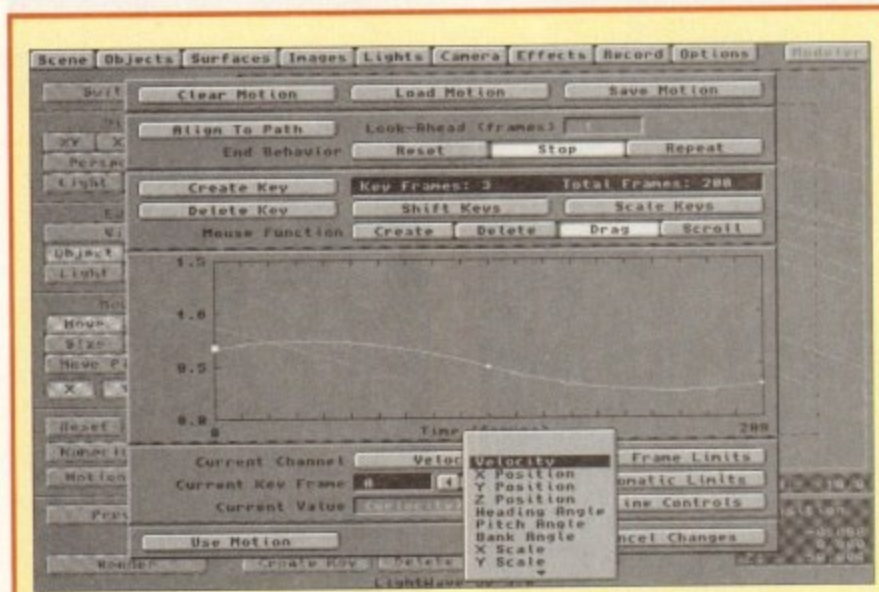
When it comes to rendering, there are a whole host of modes ranging from tiny lo-res previews right up to print resolution creations employing reflections, refractions and shadows all combined with incredibly impressive anti-aliasing and shot with the camera of your choice.

Unfortunately direct comment on the quality of Lightwave's tutorial is to say



Like most modelling environments Modeller opts for a basic orthographic or tri-view with an optional forth preview window, but as you can see from the example any one of the views can be expanded to full-screen when necessary.

In the top right of the screen you'll notice the invaluable layers which make complex modelling much easier. My only real complaint concerning Lightwave, and more accurately layout, is the inability to show objects as solids as opposed to the transparent wireframes.



Although frighteningly techie at first glance, motion control ranks alongside lens flare, depth of field, motion blur and Displacement maps as one of the high points of the system.

As you can see from the grab every aspect of motion can be controlled via silky smooth splines. Better still, everything within the scene has a motion curve - and that includes the focal length of the camera, enabling weird trombone effects and other focal tricks which can lend a real movie feel to animations.

the least a little tricky - as the pre-production manual on hand displayed a notable lack of tutorial passages.

This temporary lack of tutorial shouldn't in any way reflect on the manual - which easily ranks alongside the best in the business. The style is friendly and informative with pointers to related info where necessary. To be honest the quality of the manual is basically a reflection of the software itself. As mentioned last month, Lightwave is easily the most intuitive modelling and anim system on the market. As a consequence ploughing through the manual is kept to a minimum - with the occasional excursion required for help with the more complex modelling and animation procedures.

The big question has to be: Is it worth the money? As ever this is a horses for course decision. For the enthusiast, realistically the answer has to be no. Although Lightwave is a spectacular product it's simply too expensive for non-professionals - especially if they've already invested hard cash and more

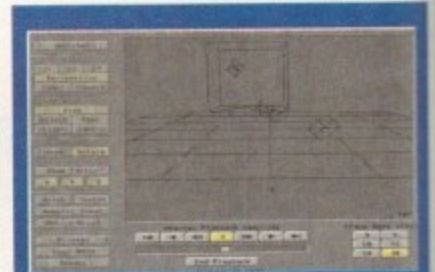
importantly huge amounts of time mastering another package.

In addition, Lightwave is only really at its best as an animation tool, so unless that's your primary interest other programs offer much better value for money. While on the subject of the opposition it's worth mentioning the recent slash in the price of Caligari to just £99. Like Lightwave the program boasts a similar heirarchical spline-based animation system and is ideal for flying logo corporate applications.

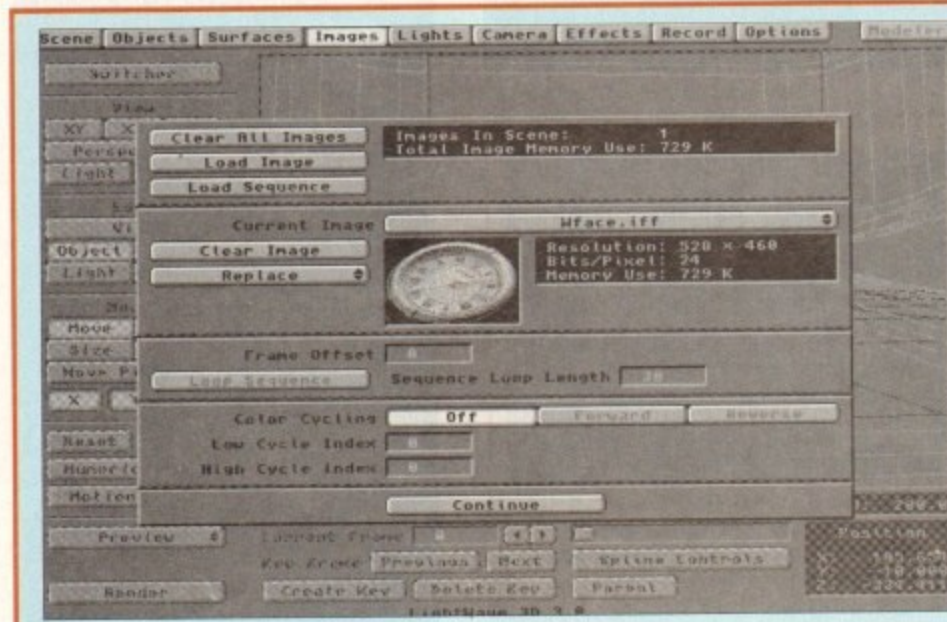
Another alternative is of course Imagine3 - which you'll find elsewhere in this very issue. If you're already a proud owner of Imagine2 the present upgrade offer is simply impossible to ignore. In fact if the new version lives up to the rumours it could completely dominate the market. I'll reserve comment until I've seen it.

But even with excellent offers from the opposition Lightwave is still incredibly tempting. The design of the interface is faultless and the available features put almost ever other package in the shade.

The only program that can offer superior features such as gravitational effects and collision detection is Real3D v2 - but as you're probably aware this is a very tricky package to master. In short if you're a pro or semi-pro animator who can envisage making back your investment, Lightwave and LightRave are simply too good to ignore.



Anim previews can be created at any time and from anywhere, and played back via the usual array of VCR controls. As you can see various frame rates are on hand and you also have a choice between boxes or full wireframes.



Here again Lightwave enhances its friendly approach with on-screen miniatures, simple colour cycling control and sequential image set-up. As surfaces are considered separate entities when mapping images themselves are also held in a list which in turn can be selected for mapping when designing surfaces. Although mapping individual surfaces individually is a perfectly acceptable approach, I must admit an option to map an entire object - including all its surfaces - would save some design time on occasion

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RED = Essential YELLOW = Recommended

2 Mb RAM	Hard drive
Accelerator	Hi-res monitor 4 Mb RAM

**The bottom line**  
 Product: Lightwave & LightRave  
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Ease of use: 10  
 Implementation: 9  
 Value for money: 5  
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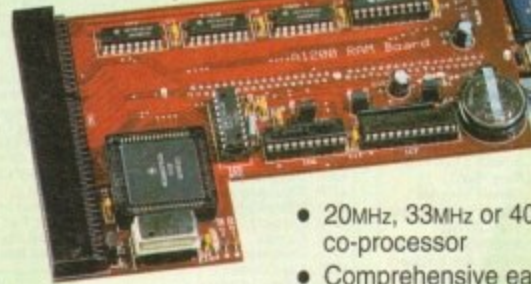
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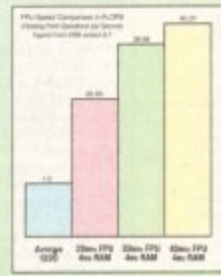
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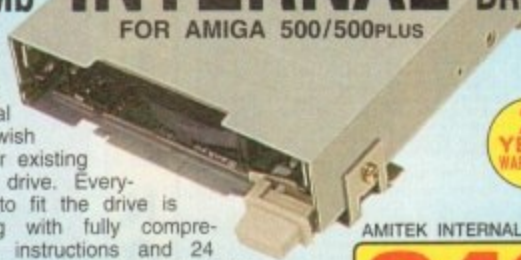
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### GAMES

- G1...Return To Earth
- G2...Games comp 5
- G3...Dizzy Lizzy
- G4...Scum Haters
- G5...Parachute Joust
- G6...Francis Freddie
- G8...Twintiris
- G9...Pseudo Cop
- G10...Drip
- G11...Bop Bash
- G12...Asteroids
- G13...L.L.Amatron
- G14...Escape From Jovi
- G15...Morcia Adventure
- G16...Ground Attack
- G17...Megaball
- G18...Insigners Club
- G19...Various Adventures
- G20...Battleforce
- G22...Dragon Cave
- G24...Rings Of Zion
- G25...Mayhem
- G26...Mechflight
- G27...The Tennis Game
- G28...Flaschbier
- G29...Buck Rogers
- G30...Greyslayer
- G31...7-Tiles
- G32...Mega Comp 1
- G33-34...Star Trek 1 (2)
- G35-37...Star Trek 2 (3)
- G38-39...Mendeforce (2)
- G40...Klondike
- G42...Car
- G43...Games Comp 5
- G44...S.E.U.C.K. Games
- G45...Sacc Games Comp
- G46...Games Comp 3
- G48...Rays Game Disk
- G49...Games Comp 4
- G50...Games Comp 6
- G51-52...Trucking (2)
- G53...Jetpac
- G55...Quick And Silva
- G56...Mimiblast
- G57...Lamer Game
- G58...Games comp 7
- G59...Games comp 8
- G60...Pom Pom Gunner
- G61...Caverunner
- G62...Crystal Caverns
- G63...Intact
- G64...Eternal Rome
- G65...Lemmings
- G66...Downhill Challenge
- G67...Lame ST Ports
- G68...Paranoid
- G69...Puggles
- G70...Chainsaw Death
- G71...Pirate Pete's Treasure
- G72...Serene 2
- G73...Castles
- G74...Dynamite Dick
- G75...Card Games 1
- G76...Wizy's Quest
- G77...Growth
- G78...Skate
- G79...Atic Atac
- G80...Napoleonic Sim
- G81...Project 1
- G82...Lazer Zone
- G83...Lemmings Pack
- G84...Star Trek S.E.U.P
- G85...Lextrix
- G87...Matched Pairs
- G89...Snake Pit
- G90...Zeus
- G92...Blizzard
- G93...The Maze Game
- G94...Subculture
- G95...Hollywood Trivia
- G97...Shootout
- G99...Holy Grid Adventure
- G100...Amos Coindrop
- G101...Classic Comp 1
- G102...Card Games 2
- G103...Super Skoda Chall
- G104...Grand Prix Sim
- G106...Computer Conflict 2
- G107...Mission X Raid 2
- G108...NU Game
- G110...Tricky + The Turn
- G111...Marble Slide
- G112...Games Comp 10
- G113...Black Jack Lab
- G114...Dungeon Of Madroj
- G115...Amiga Columns
- G116...Robocop In Iraq
- G117...Mutant Camels
- G120-122...Warlock (3)
- G124...Bart Simpson
- G126...Air Ace 2
- G127...Breakout Con Kit
- G128...Pipeline
- G129...Dung Of Doridian
- G132...Peters Quest
- G133...Star Trek 3
- G134...Piperider
- G139...Door To Door
- G143...Solid Quad
- G144...Omega Race
- G145...Mission X Raid 3
- G146...Trek 73
- G147...Wack In Wonderland
- G148...Squats Revenge
- G149...Sky Fight
- G150...Web Weaver
- G151...Airmania
- G152...Wizard World
- G153...Totally Frantic Quiz
- G155...Chess V2.0
- G156...Smash Telly
- G159...Billy The Dragon
- G160...J-Crime
- G161...E-Type
- G162...TomCat
- G163...Sea Lance
- G164...Dizzy Diamonds

### SLIDES

- S1...Ham Pics Show 1
- S4...Madonna slides
- S5...Moviestar slides
- S6...Party Dissaser
- S8...Immaculate Collection
- S9...Simpsons Slides
- S10-11...Channel 42 (2)
- S12...Bruce Lee Slides
- S14...Adams Family
- S15...Viz Mag Slides
- S17...Dockslands Jarre
- S18...Dr Who Demo
- S20...Nasa Slides
- S22-24...WWF Slides (3)
- S27...Demons Slides
- S28...Total Recall
- S29...Joe's Slides
- S30...Ham Pics Show 2
- S32...Neighbours Slides
- S33...Roger Dean slides
- S34...Iron Maiden Slides
- S35-36...Tobias Richter (2)
- S38...Basket case 2
- S39...Eees Slides
- S40...Fraxion Devine 2
- S41...Fraxion Devine 1
- S42...Golems Gate Slides
- S43...Chainsaw Slippers
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- S45...Forgotten Realms (2)
- S47...Kick Off 3 Slides
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- S49-52...Terminator (4)
- S53...Robocop 2 Slides
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- S55...Forgotten Realms 2
- S56...Garfield Slides
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- S59...Night Breed Slides
- S60...Raytracing
- S61...Horror Slides
- S70...Muscle Mania
- S71...Creature Comforts
- S72...The Wonder Years
- S73...Watership Down
- S75...Ferrari 348 Pies
- S76...Belinda Carlisle
- S77...Cher Slides

### ANIMS

- A1...Probe Sequence
- A2...Ghost Pool
- A3...Jogger + Magician 1
- A4...Gymnast Demo
- A5...Final Flight
- A6...Basketball Demo
- A8...Walker Demo
- A9...Magician 2
- A10...Pugs In Space
- A11...Luxor Teenager
- A13...Juggler Demo
- A16...Cool Cougar
- A17...Mono Cycle Anim
- A18...Robocop Anim
- A20...Mayhem On Wheels
- A21...Jugette 2
- A22...Shuttlecock Anim
- A23...T-Pot Anim
- A27...Fleet Manoeuvre
- A28...Billiard Anim
- A29...E/Prise Leaves Dock
- A30...Starwars 2 Anim
- A31...Star Trek Anim
- A32...Fraxion revenge
- A34...Madonna Anim
- A35...Stalby Anims 2
- A36...Raiders Of The L/Ark
- A37...Bugs Bunny Show
- A38...Iraqi V's UK Anim
- A39...Mike Tyson anim
- A42...Walker 2
- A43...Walker 3
- A45-46...Light Cycle (2)
- A47...Exploding Head
- A48...Police Car Chase
- A49...Top Gun Demo
- A50...Animators Demo
- A51...5 Ways To Kill a Mole
- A52...Another 5 Ways
- A53...Batman The movie
- A54...3D SpaceShip
- A55...Mr Potato Head
- A59...Low Level Flight
- A65...Amy V's Walker
- A64...Real Pinball Anim
- A66...Pokey Pig Anim
- A67...Adventures Of Chuck
- A70-71...Max Overdrive (2)
- A73...Spaceshuttle Anim
- A74...Ghstbusters + Horse
- A76...Alarm Anim
- A77...Flight Anim
- A78...Piano Anim
- A79...Dart Anim
- A80...Bad Bird Anim
- A81...Holiday Anim
- A82...Filler The Fish
- A85...Miners Anim
- A86...Puckett Watch Anim
- A90-93...The Movies 2 (4)
- A95...My TinToy
- A96...T-Pot 2 Anim
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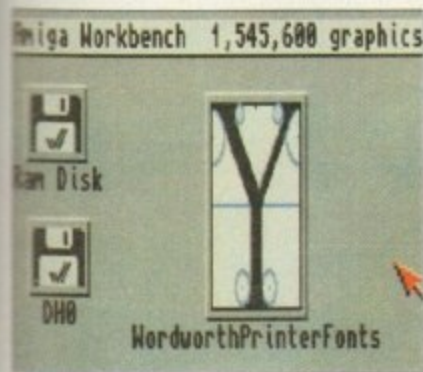
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Double click on the PrinterFonts icon to open the window

Things are beginning to click now – the haze of confusion that had gathered so swiftly on first booting up the Amiga has now begun to dissipate ever so slightly.

Admittedly, you find yourself talking about window manipulation at dinner parties and receive strange looks and questioning glances before you can stop yourself from being, well, boring.

The manual is still like a wall though – jargon flies from page to page, leaving you miles behind wondering what the hell the hard drive is and why you don't have to put any disks into it.

Your newly subscribed *Amiga Computing* lies unopened on the coffee table, a bundle of notes to the side of it. Next to them, a large box sits with the words Wordworth emblazoned upon it.

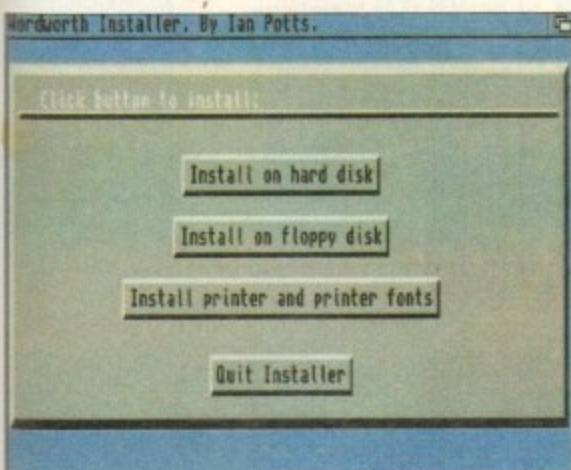
You need to load the word processor to type up that huge pile of written essays so picking up and flicking open that magazine, you read on...

Window manipulation should cause you no problem now – if so, just dip into the manual at the relevant pages and the other remaining functions will become much clearer.

At the moment, we've been through the very basics of Workbench use but



Double click on Wordworth Install icon



Choose Install on hard drive from the menu

Adam Phillips puts the hard drive under the microscope for this month's dissection of your favourite personal computer

# It's a hard life



what about actually creating something useful that has a practical purpose and end result? Open up the Wordworth package and take a look inside.

If you didn't buy the Desktop Dynamite package and therefore don't have Wordworth then you'll still find that many programs – especially utilities – use a similar installation routine to the one described below.

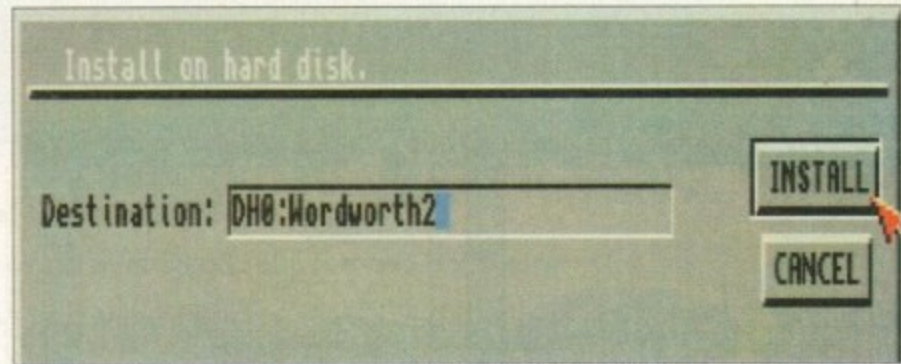
The hard drive, as mentioned last month, is far more reliable and much faster than a floppy disk. Depending on the size you buy, a reasonable amount of software can be stored onto it.

Installing simply means taking information off the floppy disks and putting a copy of it into the hard drive. It always advisable to do this whenever you can so that the original disks don't have as much chance of becoming damaged through mishandling or dust finding its way into the disk and so on.

## POWER PERILS

Flick on the computer from the switch on the power pack. This must be done each time because if the lead is simply slapped into the back of the machine, there is a small chance of a power surge which could basically render the Amiga useless unless given extensive repairs.

The same rule applies to turning off the machine – if the power is yanked out of the back and the hard drive ticking over, there's a good chance that the information could become corrupted, lost and irretrievable. This may all sound a little ominous but it is always best to be safe so that you don't find after spending four hours typing in a journal, it becomes useless because of a split second of carelessness. Take out the



Check the destination box to make sure that Wordworth is going to DH0

Wordworth disks and find the one that's labelled Wordworth Printer Fonts. Insert it into the disk drive after WorkBench has booted in. A large icon will appear in the top right-hand corner.

Double click on this with the left-hand mouse button and a window will open. Inside, there are a series of other icons. Don't worry about the other, simply move the pointer over to the one labelled Wordworth Install and double click.

You will be presented with four options. The first is to install onto hard disk. The second to install on floppy disk for extra back up protection, the third to select which printer you want to print out on and finally, to quit out of the program to the previous window.

Click on hard drive install and the computer will tell you where it is going to place Wordworth. Its preset destination should be DH0 – if not, simply click at the beginning of the name in the destination bar, delete the old entry and type in DH0.

Once done, click on install and the program will ask you for the main Wordworth disk. Take out the PrinterFonts disk

and slip the requested one in. You'll find that the computer will ask for each disk in the pack, so simply follow the on-screen instructions. Installation does take time so be patient.

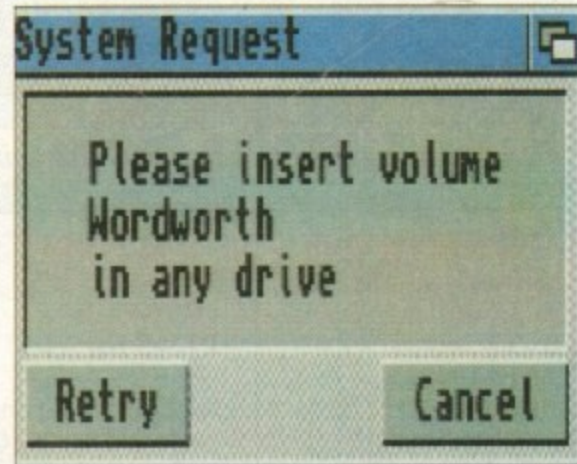
If you're worried that it may not be working, simply look to see if the hard and floppy drive lights are flashing on and off in the top right-hand corner of the keyboard – this means they are activated.

## READY TO GO

Once the installation is complete, a message will appear telling you it's finished. Click on OK and the original list will appear again. Press on the Quit Installer option, take out the Thesaurus disk left in the floppy drive and reset the Amiga.

This is achieved by briefly pressing the two Amiga buttons on either side of the spacebar and the Control key, all at the same time.

Once reset, click on the DH0 icon on the Workbench and a window will open. Press on the W2 drawer and the next Wordworth drawer and – finally – you will be presented with a large picture icon with a W in it. Double click on this and the program will be booted up.



Insert the disk labelled Wordworth







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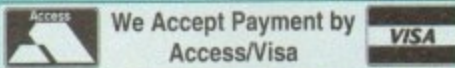
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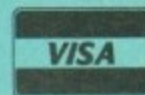
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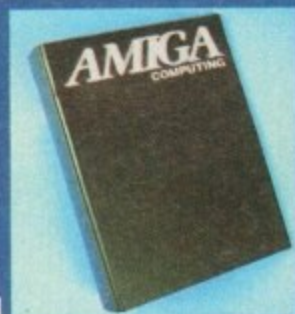
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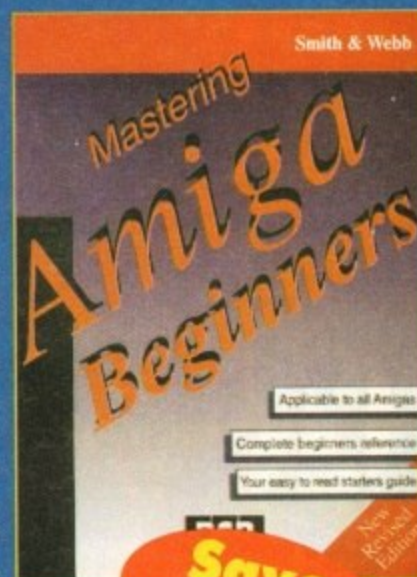


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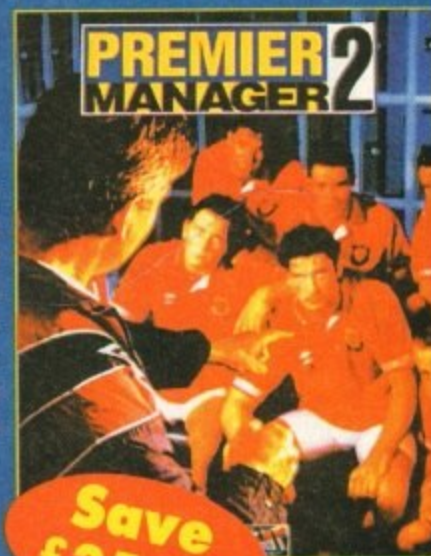
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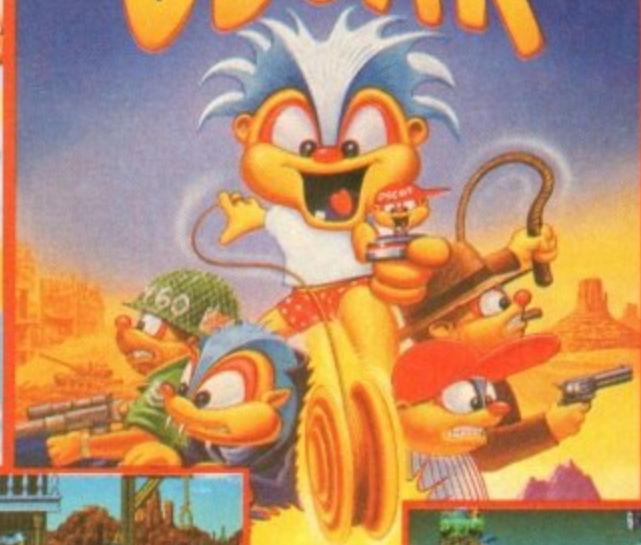
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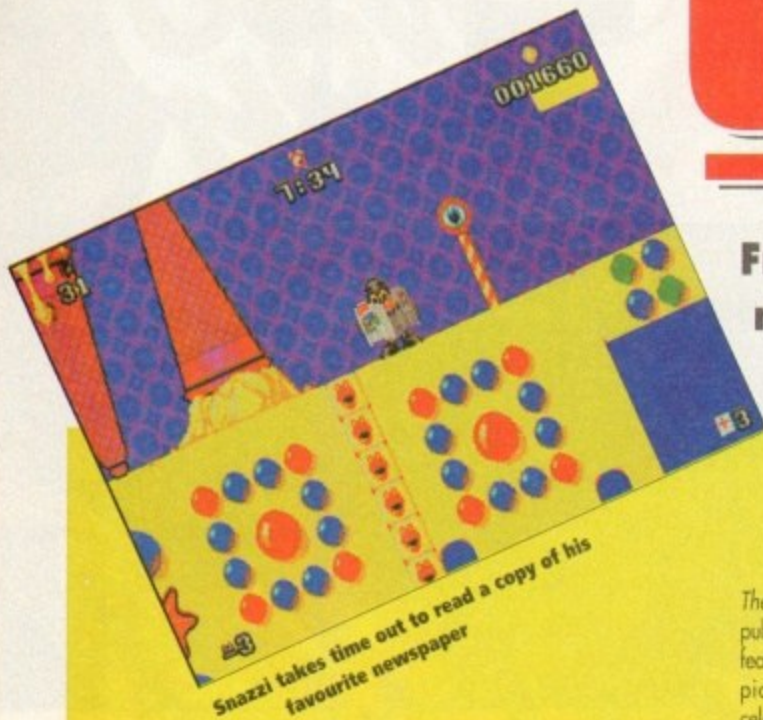
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# Gamer GLOBE

From Dennis the Menace to the seedy world of the newspaper photographer, it's all happening in the Amiga games world



Snazzi takes time out to read a copy of his favourite newspaper



One of the Bikini-clad beauties who star in Snapperazzi

## Video Game ate my Hamster

The Sun, undoubtedly a top quality newspaper, is about to publish its own computer game on the Amiga. Snapperazzi features a hero known as, ahem, Snazzi, and he must collect pictures and earn cash by snapping minor and major celebrities.

The major celebs are different for each level, starting with bikini-clad Page 3 girls on level one. The girls blow kisses to protect themselves and Snazzi must dodge these to stay in good health.

Apart from Planet of the Page 3 girls, there are another six levels to conquer which include worlds like Planet Royale and Planet Rock.

Snapperazzi has been sponsored by Domino's Pizza and Leaf, who are the makers of Fizzy Chewits. Both products feature in the game. There will be plenty of bonus and sub-games and the whole platform romp will be accompanied by specially written rave soundtracks.

Just as The Sun cut its paper price from 25p to 20p, Snapperazzi will undercut other full price games by a fiver. Although published by The Sun, Snapperazzi will be distributed by Alternative Software. It will be available in the shops for just £19.95 and should be ready in time for Christmas.

## Menacing the masses

Did you know that over 318,000 copies of the Beano and Dandy are bought every week? Both comics have been around for over 55 years. Did you also know that Dennis the Menace has his own show on the Children's Channel and that a Beano video has just been released by Polygram?

Ninety-four per cent of 11 to 14-year-old Beano readers regularly buy computer games, so you'd think that someone would be smart enough to release a game featuring the talents of Dennis and his chums.

Well, as it happens Dennis the Menace and his trusty dog Gnasher are about to start in their very first home computer game courtesy of Alternative Software, the company responsible for Dalek Attack and Thomas the Tank Engine. The antics of Dennis and Gnasher are being brought to the computer screen in a series of 3D isometric adventures where the gameplay takes place in Beanotown, just as in the comic.

Fans of Dennis and Gnasher, and there are over one million members in his fan club, will relish the thought of being able to become involved in menacing the inhabitants of Beanotown with stink bombs, water pistols and pea shooters.

Dennis and Gnasher has over 3Mb of bright and colourful graphics along with 1Mb of music and sound effects. The packaging has been designed and created by the same artists who produce the weekly comic.

Alternative has scheduled Dennis and Gnasher for a Christmas release and will cost you £24.99.

## Core's Corkers

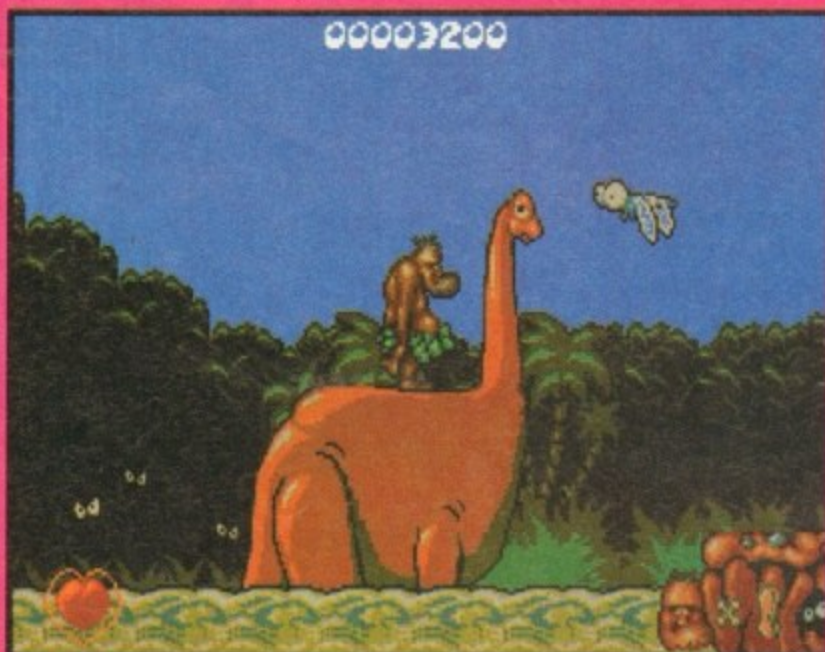
After three years of full price publishing, Core Design are launching their own budget label, Corkers. Corkers will commence with a collection of four cult game releases - Chuck Rock, Corporation, War Zone and Torvak the Warrior.

For those who can't remember, Chuck Rock is a prehistoric platformer featuring a pot-bellied cavemen who's intent on rescuing his beautiful wife. Corporation is a futuristic 3D adventure

which takes you on a journey into the world of Cybernetics. War Zone is eight levels of scrolling shoot-'em-up action while Torvak the Warrior is a gargantuan hack 'n' slash adventure.

These titles should be in the shops now and retail at a price of £9.99. Subsequent titles from the Corkers budget label will be released at a rate of between two and three titles per quarter. There is no fixed pricing for the label and retail prices will vary dependent upon the title, game genre and format.

War Zone and Chuck Rock are reviewed in this month's Cheap Seats.



Chuck Rock



War Zone



Torvak The Warrior



## Hit for six... again!

Graham Gooch's Second Innings is an expansion disk for use with the critically acclaimed Graham Gooch World Class Cricket. A number of changes have been made to improve what is possibly the world's best cricket game. Tougher opposition is now provided by the computer batsmen. You can view the scorecard for any innings and during computer vs computer matches, plus ten games can be saved to one disk.



2nd Innings

You can now load in specially created saved games, either provided on the 2nd Innings disk, magazine coverdisks or on future expansion disks. This enables you to recreate historic matches from the past.

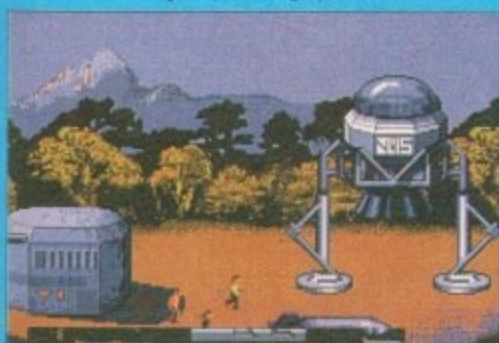
As well as the five historic matches included on the disk, there are also complete 1993 squads for all 18 English counties, with batting and bowling averages up to the end of the season. A new England squad is also included which comprises all of the players selected for the West Indies tour.

Many of these new features were suggested by users. Audiogenic couldn't include every idea, but they plead with users to keep writing in because they hope that one day they will create a version for the A1200 and CD32.

Graham Gooch's Second Innings is in the shops now and will cost you £17.99. Howzat!

## Rocket and roll

Over the past few years every concept in video gaming such as flight sims, god games, platformers, shoot-'em-ups, beat-'em-ups, drive-'em-ups, strategy and sport sims have all been mastered and cloned several times over, except for the gaming concept of Hot Shot Entertainment's Rocket Rescue. It is an original product (gasp!) and involves skill and judgement where the player has to take control of a rocket ship, negotiate forcefields and weather conditions and destroy all enemy predators.



In order to fulfil the tasks of each level, the rocket ship has to land on each planet's surface and save the otherwise doomed hostages.

Rocket Rescue simply exploits all of the hardware capabilities of the present day Amiga and features detailed graphics and an incredible amount of depth to the all-important computer gaming factor. The game includes 100 levels, parallax scrolling, use of power-ups and weapon add-ons, game save feature plus a humorous digitised speech and sound effects.

Rocket Rescue should be available in your local computer store now. The price is still yet to be confirmed.

Rocket Rescue

# INNARDS

It's a Happy New Year, and if you'll excuse me I've still got a really bad headache. I'll get the Asprins while you look at...

## REVIEWS ● REVIEWS ● REVIEWS

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Yes David Braben's sequel to one of the greatest games ever is finally here, but was it worth the wait?

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While the magician's away, the boys will play. Grab your sack and swipe up some beasties in Empire's latest platform romp

### Kingmaker ..... 134

Will US Gold's strategy board game really scrape the sky? Or is it just another yellow-bellied hole digger?

### F-117A Stealth Fighter 2 ..... 136

Hey there's a surprise, MicroProse have got a new flight simulator out! Simon dons flying helmet and zooms up into the sky to check it out

### Alien Breed 2 ..... 138

The sequel that every shoot-'em-up freak is lusting for. It's tougher, darker, badder and beefier, but is it any good?

### Cyberpunks ..... 140

Take a peek at Core Design's Manga-inspired shoot-'em-up featuring a trio of wide-eyed punks from the 501st Cyber Assault Squad. Cor!

### Jet Strike ..... 140

They go up tiddly up in Rasputin Software's brilliant little arcade action plane game. Chocks away, chaps!

### Body Blows Galactic ..... 142

Team 17 return with another bout of frenzied fighting and this time the whole universe has joined in the fun. Gusp!

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New staff member Tina rounds up the latest and downright dirt cheap games that your money can buy

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A set of hints and tips on how to get by in Doze's trading simulation courtesy of Simon's nimble fingers

### Cheat Mode: Ishar 2 ..... 152

The concluding part to our complete guide to Silmaril's classic adventure. You lucky, lucky cheaters!

# GET IT BEFORE IT GETS YOU!!

ALIEN BREED 2 - NOW AVAILABLE



TEL: 0924 201846





Remember this one kids - red sky in the morning, shepherd's warning

There is probably no-one who has owned a home computer who hasn't at some time or other come into contact with David Braben's trading-cum-action space campaign, Elite.

First released on the BBC Micro, its wire-frame 3D sent all and sundry foaming at the mouth. As a goggle-eyed 15-year-old I spent month upon month locked away in a dimly lit room, with only my Human League albums for company.

As keen as the next schoolboy to reach the dizzy heights of Elite, this reviewer soon got lost in space. Sacking the default character Commander Jameson, I assumed my action hero-type pseudonym, Wolf Flipside.

Yes indeed, Wolf Flipside: Righter of wrongs, purveyor of purity, guru of goodness, federation freedom fighter and legion of liberation.

Well, it wasn't quite like that; there was the odd run-in with the law for smuggling the odd ton or 20 of Arcturan Megaweed, and a couple of errors in judgement due to mistakes in identifying nice, ripe, juicy traders carrying priceless cargo for nasty roughneck good for nothing pirates.

As the incomparable Wolf, I had many exciting and dangerous adventures (well, kind of for a teenager playing on a home computer). In fact there's one particular incident that I remember with some clarity.

We'd been travelling for over 20 days, the hyperspace jump from Quaxxan to Zaonce was some jaunt, and talk about dull. All around the half-shadowed interior of my beat-up Cobra, beer cans lay redundant reflecting the lights of the ship's auto-pilot.

In a half drunken stupor I glanced across at the long range scanners, nothing but asteroids for entertainment, and to be quite frank the novelty of zapping lumps of rock had long since dried up.

Another turn of the head and I'm gazing at the Gronk, my ever-faithful companion. He, lies snoring his little furry snout off, occasionally catching an itch up his hairy torso with a dozy claw.

I begin to snooze myself, and am just beginning to fantasise about a night on Rigel 5 with the four-breasted love sirens when I hear the shrill sound of the scanner alarm. With a start I

# ELITE THE FRONTIER

After an eternity lost in space it's finally here, the game that's set to launch a thousand shuttles and keep gamers up at night without any cryogenically-induced suspended animation

jump to my feet spilling beer, peanuts and ash everywhere. Cursing my luck, the Gronk sends a proboscis from his snout looping out towards the scanner, seconds later my stomach drops as an ominous image materialises on the main screen.

"By the piles of the Plaeides, it's a Thargoid invasion ship!" I gasped.

The Gronk gronked (on his planet, gronking wind in a different colour expresses an emotion) purple wind everywhere, as if in some way summing up the horror of the impending situation.

As the rank air cleared around me, an even bigger stinker was dropped; a Thargoid missile was raking its way through the blackness of wyltchspace towards the ship.

In an instant the projectile had found its lock on my fragile hull. In response I hammered on my ECM (Electronic Counter Measure) and initiated my rear thrusters.

The missile exploded and rocked my craft, just

as the rear thrusters initiated themselves. As we shot back the ship centred and put four bolts of military laser into the Thargoid's belly.

The inky void illuminated suddenly as the warship's shields failed and 100mw of laser burned into its weak underbelly, exploding it into a million fragments of space debris.

The action over, I cracked open another "tinny" on Gronk's beak and lay back in my seat, content in the knowledge that Wolf Flipside would rule the space lanes for another evening.

The true actuality of the events however, was somewhat different. The reality of the situation was a stuffed teddy anteater (please don't ask why anyone should envisage this particular species of mammal should make a nice cuddly toy) and myself, in my bedroom with the curtains shut gazing at a BBC computer, surrounded by empty tins of pop - but such is the imagination of a 13-year-old. It wasn't long after that, having



Web-heh, look at the pretty colours as you drop out of a light speed jump

reached a rating of Elite, that my anti-grav boots were hung up. But, as they say in movies, that was then and this is now.

After what seems like a lifetime of self-inflicted solitary confinement, Mr Braben is back with the long-awaited Elite 2: Frontier.

While in this self-imposed imprisonment, many rumours floated around as to what would eventually be in Elite 2. For instance there was talk of planet landings and exploding stars. While some of the reports were somewhat exaggerated, on the most part speculation has materialised into truth.

The most striking thing about Elite that you notice almost immediately is that it has no plot. At least no plot in the traditional sense that games generally follow.

## DECEASED

The only background relevant to you is that you've been left a paltry sum of cash and a middle-of-the-launch-pad type space ship by your recently deceased grandfather (didn't mean to sound ungrateful - honest pops), in a huge galaxy where you can basically do anything.

When you first boot up Elite 2 it's quite daunting because you just don't know where to start. To tell you it's a vast game area really is an understatement.

In the original Elite there were eight galaxies, in Elite 2 there's just the one. However, it's as accurate to the genuine article as amateur astronomer Mr Braben could render it, and contains 200, 000, 000, 000 (11 zeros) stars with some 30, 000 inhabited planets.

So you can immediately gather that to get anywhere of any status in the game is going to take a little bit more effort than the usual climb a few ladders and blast a few baddies malarkey.

After you've come to realise your own petty insignificance within this massive arena, the next task is to decide what on earth you're going to make of yourself.

In the original you reached the top notch through a combination of fighting, clever trading and maybe a touch of under-the-counter smuggling.

Well in the sequel those elements have been retained, and you could easily play it in the same manner, but would be missing a great deal of the



These new fangled petrol stations really are the limit, now where is unleaded?



If you can't tell a star system from a lamp-post, let the auto-pilot take the strain



Here at the hardware store you can buy a full range of stuff to kill people

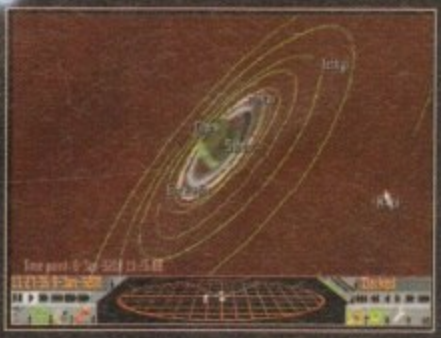


Trading in the galaxy's come a long way since the original Elite





This is the local chart, you can zoom in on any object and target your auto-pilot



Ah, one of the true stellar delights of the solar system, Saturn's split ring



Amazing map views of the galaxy, including a zoom shot of the spiral arm naked



Amazing map views of the galaxy, including a zoom shot of the spiral arm naked

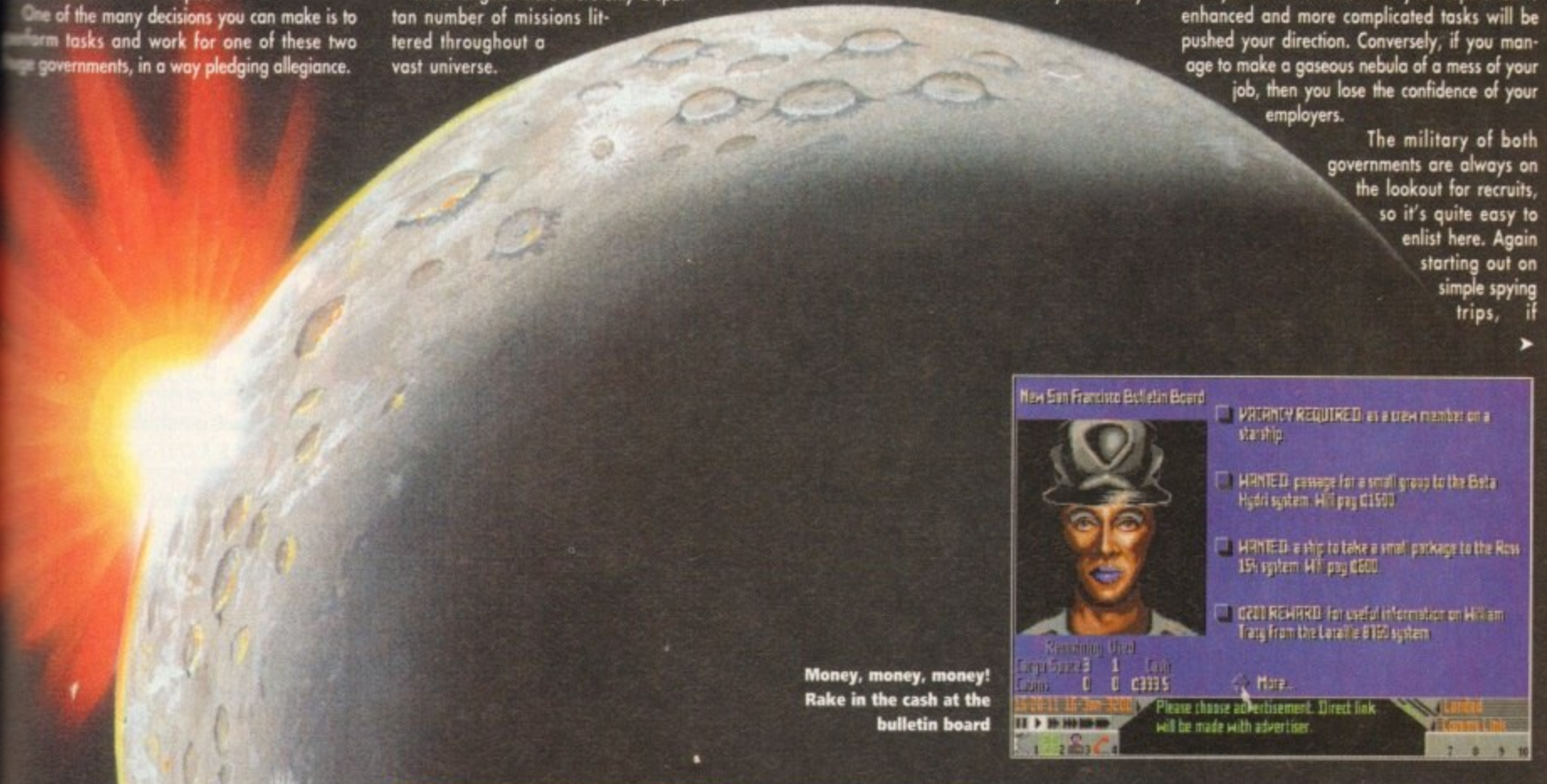
underlying intelligence that exists within it. To all intense and purposes Elite 2 has recreated a new life in a universe of the future. The political infrastructure that exists in this time is one of cold war espionage and assassination between the Federation and the Empire. One of the many decisions you can make is to perform tasks and work for one of these two large governments, in a way pledging allegiance.

Undertaking work as an agent gives financial reward and also rank; the more successful missions you carry out, the higher rank you achieve (yes, it's not just the Elite rating that's important in this title). In the original there were only a spartan number of missions littered throughout a vast universe.

Elite 2 has literally thousands and includes over 70 different types of mission. On landing at a space port or one of the many orbital space wheels, stations and cities, you can access a bulletin board. It's here that much of your destiny

will be decided. To begin with the missions you are offered are quite simple and can very easily be incorporated into trading. For instance, you may well be required to deliver a message or parcel from one base to another. If you are successful then your reputation is enhanced and more complicated tasks will be pushed your direction. Conversely, if you manage to make a gaseous nebula of a mess of your job, then you lose the confidence of your employers.

The military of both governments are always on the lookout for recruits, so it's quite easy to enlist here. Again starting out on simple spying trips, if



New San Francisco Bulletin Board

- VACANCY REQUIRED: as a crew member on a starship.
- WANTED: passage for a small group to the Beta Hydri system. H/T pay @1500
- WANTED: a ship to take a small package to the Ross 154 system. H/T pay @600.
- CASH REWARD: for useful information on William Trigg from the Lorraine BT60 system.

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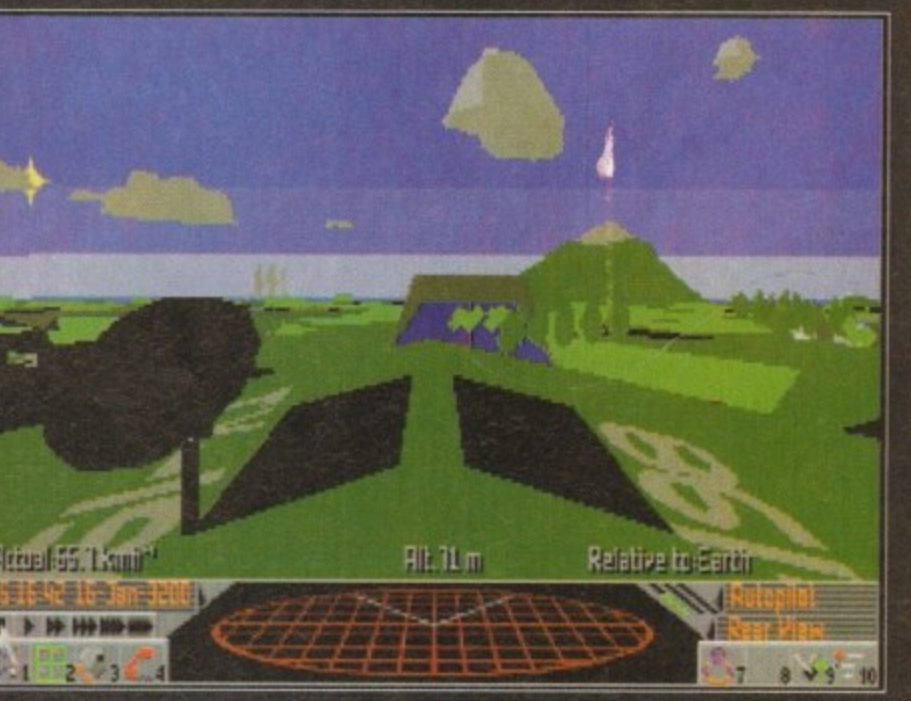
# GAMER GOLD



The first of the star system charts. This one guides your hyperspace jump and tells you distances.



Oi Barroi, yam comin' down th' pub for a point? Imagine it a planet full of Brummies - what a heaven



Crickey, it's New San Fran. I wonder if the flowers still grow here, regardless of the pollution and radiation...





Eh up, there's trouble at mill, them there pirates are taking pot shots at my space station

you're successful you'll soon be on contract killing missions or sent to destroy an enemy space station.

Obviously, the stock market aspect of Elite is still in existence. However, fundamental changes have taken place since the heady days of the 80s. For one the prices at each location are no longer static.

What this means is that because prices behave like a real stock market, you could actually sit at one port buying and selling commodities for profit, without actually blasting off anywhere.

**DRAMATIC**

The other probably immediate difference to the trading aspect of the game is that the range of products has increased dramatically.

The same is true of equipment that can be bought from the stations around the galaxies. For instance, if you wanted to become a space taxi then you'd have to purchase passenger cabins.

You can also upgrade just about everything to the nth degree. From engines to lasers and missiles the list is almost endless. It's even possible to purchase something called a Hyperspace Cloud Analyser which checks where a ship has gone once it's in hyperspace.

But, I've left the best till last, because in Frontier you can actually upgrade your ship. No longer do you have to stick with the Cobra, and

there are over 30 to choose from.

The choice really is yours - you can stick to nimble acrobatic combat single seaters or get yourself something a little more substantial like the 2,500 tonne Panther (Volvo of the future) for extensive trading.

So you can see there's an absolute crater full of things you can do in Frontier, but the question that's positively bursting to escape is: What does it play like?

When you first start controlling Frontier it'll feel very alien and different to the Elite you knew so well of yesteryear. For one, the simulation of space travel has been made much more realistic, with zero gravity and directional energy having a lot more relevance than in the original.

This at first is off-putting and somewhat confusing, but don't be disillusioned by it. It doesn't take long before you get into the swing of flight or the icon control system employed for accessing charts and equipment. In fact, it soon becomes a very logical system which feels second nature.

It's incredibly difficult to describe what playing Frontier is actually like once you've become adept with the controls. I could give you some long-winded narrative (me?) full of superlatives and theatricals, but I think it's far better for you to find them out for yourself. Let's just say that you get intensely involved in matters.

Visually, Frontier contains some of the highest detailed polygons your likely to see on an



Unlike the original, the rozzers now have their own Portakabin

Amiga. From the huge space wheels to the domed cities on the planet surfaces, it's all there in beautiful light-sourced technicoloured detail.

One of the most visually impressive aspects to Frontier is that you can be out in the depths of vacuous space pointing your ship at a prick of light some six light years away. Then fly at it and watch it grow - you might eventually end up at the window of some complex on the surface of the planet.

**ASTRONOMICAL**

Everything being astronomically correct, you can watch nightfall from one of the moons of Saturn or orbit Jupiter and follow the red spot.

For a game to handle so much, there has to be some pitfall. It has to be said that on an A500 machine the update is a rather slow affair and behaves like a bit of a lame mule. However, detail levels can be turned down, and this does speed the general pace of the game up.

Frontier is an incredibly difficult title to bracket. There are many different styles of game in it, and many different ways in which you can approach it.

It's also quite tricky to come up with a superlative that encapsulates (serious word time folks) the total feeling that Elite 2 generates. It has everything really - great graphics, vast play area and an on-going depth that immerses you further the more you play.

In a word, Frontier is unmissable. It's a star of

a product that burns brighter and with a greater magnitude than any other product has for many a year, and you'll love it.

SIMON CLAYS

<b>VISION</b>	
GGGGGGGGGG	
<b>AUDIO</b>	
GGGGGGGGGG	
<b>DIFFICULTY</b>	
GGGGGGGGGG	
<b>LASTABILITY</b>	
GGGGGGGGGG	
Undeniably another all-time classic in the making from Mr Braben. Great graphics and absorbing play make Frontier the ultimate space experience - ever.	<b>94%</b>
Publisher > Gametek	
Developer > David Braben	
Disks > 2	
Price > \$34.99	
HD Install > Yes	
Size > 1 meg	



Sir, I have it on main screen now... It's a giant peanut moving at a tremendous rate of knots.



A very stylish Cobra Cabriolet attempts an extremely complex docking manoeuvre without an auto-pilot



Bizarrely enough, the status screen tells you your status





**WHEN THE STREET JUST AINT  
TOUGH ENOUGH...  
GO PLAY IN THE PARK**

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SYSTEM**





Magic Boy gets bits everywhere in Sand Land

**M**agic Boy puts you in the unlikely control of an apprentice wizard with the equally unlikely name of Hewlett. Now, little Hewlett is a student at sorcery school and this is the first thing that needs addressing.

It makes sense to me that if you are going to attend magic school you need an entrance qualification. Now, I don't know about you but when it came to decision time at my comprehensive concerning your options, 'O' level magic was not on the list.

English language, maths and even religious education yes, but no insight into the world of arcane knowledge - well not at my working class, state run seat of learning.

However, it would be interesting if such a topic was an exam subject, because I for one would take it.

Imagine the exam, you walk on to a fanfare of trumpets wearing a patched up cape, top hat and obligatory white gloves (all courtesy of Mr. Hooley). Along side you your gold bikini clad assistant, the beautiful sixth form babe Jane Hedley-Hedley-Smyth-Smyth (she lives on the nice estate).

As the rest of the school look on with mouths gaping wide open, you embark on your first examination trick - sawing the beautiful Jane into segments.

However, because of the government cutbacks in education spending, all is not what it should be on the props front. For one, the box into which the sultry Jane must slip her slender self into is courtesy of the second year craft department.

These particular pieces of timber lived their former lives as part of a front gate and the remnants of a sledge involved in a freak downhill accident. But anyway, thanks to the talents of Form 2B, the box is ready on exam day, albeit suffering from chronic dampness and splinters.

A drum roll commences and Jane slides into place, simultaneously your makeshift saw makes its appearance to cries from the crowd.

To be honest these aren't shrieks of horror at the size of the saw in your hand, but cries of astonishment that you're going to attempt this act with a craft knife from the art department.

As you make your first incision into the jagged slots filed into the box, your unwitting assistant jabs her shapely posterior on one of the many splinters.

The next few moments seem to last a lifetime, as Jane jumps in pain the craft knife slips and lacerates her thigh. This in turn dislodges the box which topples sideways to reveal a hollow plinth, where

**Izzie Wizzie let's get busy, err... Open Sesame with Magic Boy's staff of power, that or just stick the disk in your drive**

# Magic Boy

the slightly wounded Jane stands sobbing into a pair of dummy legs.

Those fateful few moments have sealed your fate, and put the dampers on your dream of a career in magic. Think, no hope of going prematurely bald, "not a lot" of opportunities for having the worst catch phrases in show business and best of all absolutely no chance of marrying your muton dressed as lamb assistant. Anyway, once more

their seems to have been a quite major digression from our starting point. To recap, Hewlett is top dog at sorcery school - it's a bit like Fame with wands and cauldrons. He's passed all his exams and pipped the moustachioed David Copperfield to the number one spot despite his

impressive vanishing of a jumbo jet up his magic circle.

Despite being Merlin's little pet things aren't a total bed of roses. You see, one evening Hewlett stays behind to swat up on some book or other. As he rummages through the cupboard where even



One small step for mankind, but a big one for Hewlett



Magic Boy works out on the treadmill







Something fishy's going on in this place. Cod knows I've hadd-ock enough



Der-dum... der-dum... der-dum... dum, dum, dum... err, Jaws I think

Wiz sorcerer keeps their left over spells, he trips over a trapdoor that leads to the basement.

It's down here that the Grand Wizard keeps a wide variety of crazy magic animals. But not for long, because as soon as they clap sight on the vaguest hint of daylight they bolt for it.

Now I don't know about you, but it seems that the big cheese isn't looking after his pets very well. Keeping them locked up in a subterranean cell it's no wonder they bolted, anyway remember kids - a magic animal is for life not just for Christmas dinner. Hewlett however, is not concerned with living

the born free ethic and is more concerned about not getting into trouble with teacher.

To achieve this Hewlett must recapture all of the marauding menagerie and return them to their environment au natural in the cellar.

As Hewlett your search will take you through four main worlds. They consist of Sand Land, Wet World, Plastic Place and Future Zone, and strangely enough they all really do speak for themselves when it comes to what kind of environment they are.

Now, each world is made up of 16 levels. This might shatter the illusion of the plot somewhat, but then again we're talking about a platform puzzler and not real life. As you journey around the

worlds you are asked to complete an initial eight levels. Once you've done so when you visit for the second time you explore a second set of eight.

To access any of the levels you simply highlight them on the compass screen which clever clogs Hewlett carries around with him.

Basically control of the play is fairly simple and straightforward. All the normal joystick movements push Hewlett in the relevant directions and pressing the Fire button shoots his love wand - they don't call him Magic Boy for nothing you know.

Hewlett's wand has a range of power ups which lengthen, strengthen or spray his shot wider and all help stun the animals.

Once they are stunned simply moving the would be wizard into the stunned creatures results in them being bagged up in Hewlett's magical sack and hence recaptured.

As usual in this form of zap-puzzle-platform scenario there are a number of things which are helpful and some which are a pain in the magic circle.

For one, there are tokens to collect which when completed grant you extra lives. On the downside their are dissolving platforms, sticky blocks, toxic pools and trap squares to be aware of.

Graphically, Magic Boy is very sweet and sugary. With his blonde hair sickly smile and red cape Magic Boy is a dead certainty for a cutesy award.

This doesn't say a lot for his big magic wand pretensions, but his snug tunic (which could easily pass as a skirt) does keep it firmly lodged in the right place.

On a more serious note, both the scrolling and animation are really rather nice on Magic Boy and despite my allegations directed towards his manliness the whole feel of the product right.

Playwise, I've never been a great fan of platformers of any kind, but I do acknowledge that they have a massive following among gamers.

I also have to confess that I actually enjoyed playing Magic Boy. The control seemed to respond really well and the puzzle aspect of the game made play a lot of fun.

With 64 levels and 32 bonus levels to explore there's a great deal to do in Magic Boy. It's a very



Oh, it's clammy in here

friendly and easy to play title with a lot to offer platform lovers.

It sounds good, plays well and it's so annoyingly cute you almost want to retch. Plus, the first few thousand copies feature a free copy of the Cool Croc Twins. What more do you want from a game?

SIMON CLAYS

# Magic Boy



Ooh, the crabs - scritch-scratch. Magic Boy picks up a double dose on the rocks

<b>VISION</b>	
GGGG	○○○○○○○○
<b>AUDIO</b>	
GGGGGGG	○○○○○○○○
<b>DIFFICULTY</b>	
GGGGGGGG	○○○○○○○○
<b>LASTABILITY</b>	
GGGGGGG	○○○○○○○○
Nothing in particular to write home about - just a good, honest platformer with decent sound and graphics, and the odd twist to elongate its appeal.	<b>79%</b>
Publisher > Electronic Arts	
Developer > Dinamic	
Disks > 1	
Price > \$25.99	
HD Install > No	
Size > 1/2 meg	



There are hundreds of gamers out there who love strategy games. Unfortunately most of them have been stereotyped by a lot of people. Yes, if I asked you to describe a strategy games fan off the top of your head you'd probably say that they wear anoraks, NHS specs, balaclavas, ill-fitting trousers, have spots and harbour a fondness for trains.

This is not the case, although there are probably a few "anoraks" out there who give strategy fans a bad name. There is definitely a stigma attached to the name "strategy", but hopefully US Gold's Kingmaker can do something to try and get rid of or at least dent it.

In recent times, the computer strategy market has seen the movement away from "hex and square", super detailed games (SSI-style war games) to graphically competent products with very user-friendly control systems. Products such as Powermonger and Civilization have been amazing successes and show just what you can achieve with a strategy game.

Kingmaker is a strategy board game that has been on sale since 1974. Excuse me for being ignorant, but the only Kingmaker I'd heard of was the top indie band, but older members of staff do vaguely remember it.

The board game is an abstract recreation of the chaos, war and intrigue that epitomised the period of British history known as the War of the Roses.

In four turbulent plays, Shakespeare portrays the War of the Roses as a conflict of treachery, murder, fearsome vengeance and bloody battles. For those who lived in Shakespeare's era - a century later - the Wars were a time of violence, devastation and anarchy. Only when Henry Tudor killed Richard III at Bosworth did these evil times come to an end. For those bold enough, the War of the

# KINGMAKER

Roses provided opportunities for advancement and power as established noble families fell by the wayside and local rivals were slain.

Hands up who now thinks that a strategy game about the War of the Roses would be naff and not interesting or exciting in the slightest? It's almost like finding out the Shakespeare isn't boring and is, in fact, more like an olde worlde Quentin Tarantino.

Kingmaker kicks off with a fancy intro presented by William Shakespeare who is accompanied by a series of digitised pictures detailing the occurrence of the War of the Roses.

## ROYAL PIECE

It's then right down to business and you are presented with the main screen which is split into three sections. Your objective is to control the last surviving royal piece and so become the undisputed King of England. You are in charge of a faction of nobles representing actual historical personalities from 15th Century England.

Kingmaker accurately reflects the changes in strengths of the factions as they are decimated by battles, plagues and failed ransom attempts, or have new honours bestowed on nobles with attached troops and castles US Gold reckon that most people lose interest in other strategy titles because their artificial intelligence programming is weak, meaning that the player can learn the "perfect" strategy. Kingmaker is different from its rivals because

**A strategy war game based upon the War of the Roses that features intrigue, factional politics and bloody warfare. US Gold's newbie certainly isn't cricket!**



Next on BBC2, William Shakespeare presents Gardeners' Olde World...



The start of Kingmaker and you begin to split your nobles into factions

there is no such thing as a perfect strategy. As a general rule, board games don't translate to the home computers very well.

For starters you lack the human interaction which makes them so enjoyable. Secondly, there isn't a lot more a computer game can do that the board game can't and the board game will probably cost you a lot less to buy.

Kingmaker, fortunately, features a lot of features that wouldn't be possible to achieve with a board game, such as tactical combat and cinematic action sequences. Instead of a battle being lost on the turn of a card, you can now fight and decide the battle

for yourself. The computer's artificial intelligence has been carefully designed and tries to recreate human thought processes as best as it can, and so can react favourably to an ever-changing tactical and strategic situation.

A nice little touch is the in-game help feature. An important objective of the computer game was to make the game accessible to novice strategy game players and this was achieved via a help or "chronicle" system which prompts players at key points in the game with suggestions on strategy and tactics. This can be altered to different levels depending on whether you're an expert or a beginner.

It also means you can practically chuck the weighty manual in the bin, but it does contain a wealth of historical information and sets the atmosphere and scene, as well as more detailed instructions on how to play the game.

Control of Kingmaker is via the mouse with a completely intuitive icon system that gives you easy access to all of the game functions. As mentioned before, the game is played on a digitised map of the UK using "counters" represented by the 100 per cent accurate heraldic shields of the historical nobles.

Several of the towns and cities have digitised pictures of the historical castles or cathedrals in existence in the 15th century. All this detail is very impressive and gives a good feel to the game.

Before you head off into action, a menu asks you to select the number of factions (1 to 5) you face in the game. The more factions the computer controls, the tougher the game becomes, although the computer-controlled factions will compete against each other just as fiercely as



By clicking on a noble's shield you can obtain some helpful information



The start of the "turn" phase and you have the perfect chance of conquering Ipswich. Fun? I should coco!

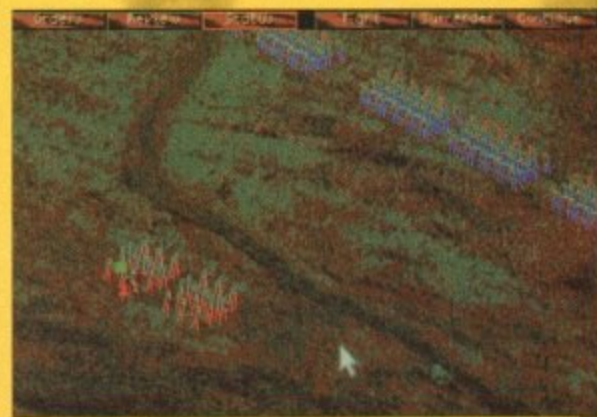




Waiting for the computer can be a long process, so why not go make a brew and decide what to do next? No stress! No problem!



Time for battle to commence. Note the handy help screen at the top. I, err, wasn't using it of course - I just thought I'd show it you. Ahem



Thanks to the power of graphics and animation, you can fight your own battles rather than have them decided for you on the turn of a card

they compete against you.

As mentioned previously, to win at the game you must control the last royal heir. To achieve this you must capture and control an heir, eliminate all his/her rivals and have your heir crowned king in a cathedral town or city by an archbishop or two bishops.

Planning the risk-free capture of an heir is one of the most important parts of the game's opening period. Your faction's opening dispositions and moves should be geared primarily towards the capture of at least one royal heir.

## VARIABLES

Choosing the right one is a question of balancing a number of variables. How close are the forces of opposing factions? How well guarded is the heir? Is there a noble in play who can capture the heir easily by virtue of an office they hold?

In fact, Kingmaker is a game where questions like these arise on every turn and decisions must be made which will, in turn, decide your victory or defeat.

For your first few games, the right strategy might seem bewilderingly obscure. Until you get used to the game you are advised to set yourself a simple

goal and go for it. You'll soon get used to the advantages and disadvantages of certain combinations.

Kingmaker is relatively simple to use and control, but you'll have to spend many a long hour at your monitor screen before you'll be able to master it.

On my first go I played on the easiest level and managed to beat the computer (hey there's skill for

you), but on the harder levels I was like a fish out of water.

This is perhaps the best way to go about playing because if you leap in at the deep end you tend to stumble your way through and in turn learn about how to play as you progress. There is always the Help option available and the computer opponent tends to be fairly slow, so it won't defeat you in a

couple of turns. I could go on about US Gold's strategy jaunt for ages because there is a ton of information to tell you, but lack of space prevents this and it'd get fairly boring anyway. Conclusion time it is, then.

I must hold up my hands and admit that Kingmaker is a damn fine strategy game. I found myself engrossed and determined to see the game through to the end whether I won or lost.

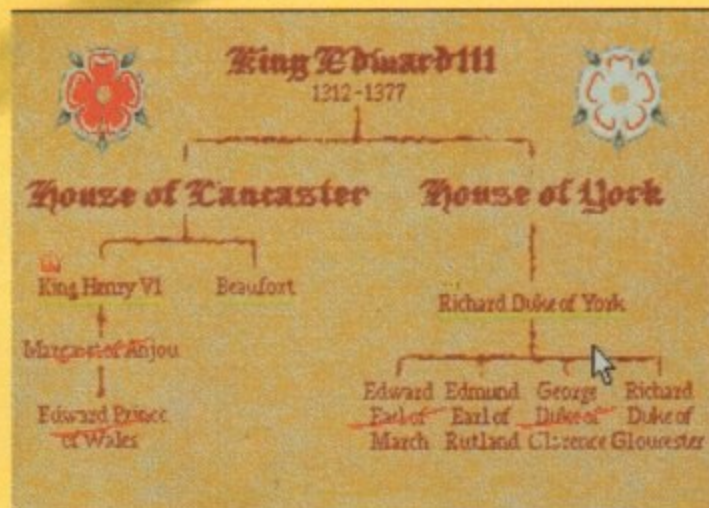
The graphics for the main part are fairly bland, but that's only because they were translated from a board game. The introduction of the digitised screens livens things up a bit and the battles are well animated, if not a bit slow.

There are also a few choice animations slapped in there for good measure; the execution scene being a good example. The sound is sparse, but as the board game distinctly lacked noise I shouldn't grumble too much.

The only real complaint I have is the fact that the computer does take rather a long time to decide what to do next. This does give you the ideal chance to plan your next moves, but after a while it gets on your nerves.

Kingmaker impressed me and coming from someone who is not overly fond of strategy that can only be a good thing for strategy fanatics, who are going to love it. Obviously it's not going to appeal to everyone, but if war/strategy is your thing then you'll be more than happy with Kingmaker.

JONATHAN MADDOCK



Find out what state each royal heir is in via the ever-so-helpful Family Tree. Great Aunties Maudes are not included

## Icon make you feel good

### Faction Build Key



This returns you to the Faction box where you can make changes to your faction's line-up. You can also use the review function to observe where other

factions have their armies, and where the royal heirs are.

### Family Tree



This lists the royal heirs, by house, in order of precedence. Where a royal heir has been killed, that character's name is "crossed-out". If captured by a faction it is indicated by a bar in the colour of that faction. If crowned king, the character's name will have a crown beside his name.

### Secret Support



During the Reinforcement phase of the game, factions may be joined by additional nobles. These can be brought into play by clicking on this icon.

### Chronicle Key



By using the menus you can discover detailed information about various parts of the game. To read about an item all you have to do is click on it.

### Review



This allows you to discover the whereabouts of royal heirs and enemy nobles.

### Where is?...



Use this to track down nobles, royal heirs, bishops, towns or anything else currently in play.

### Save Game options



You can store up to 8 saved games allowing you to stop and continue play when you feel like it. You can also restore a saved game from here.

### Game options



From here you can restart the game, quit, toggle sound on/off and alter the auto-help setting.

### Fresh Horses



Fresh Horses allow a Faction to move twice as far in one go. This icon records how many fresh horses your faction has.

<b>VISION</b>	GGGGGGGGGG
<b>AUDIO</b>	GGGGGGGGGG
<b>DIFFICULTY</b>	GGGGGGGGGG
<b>LASTABILITY</b>	GGGGGGGGGG
Kingmaker is a damn fine strategy game and will appeal to beginner just as much as the expert, thanks to the handy Help option.	<b>85%</b>
Publisher > Electronic Arts Developer > Dinamic Disks > 1 Price > \$25.99 HD Install > No Size > 1/2 meg	



# F-117A Stealth Fighter

**W**hen you think of flight simulations, the first company that springs to mind is MicroProse, purveyors of such quality products as Knights of the Sky, F-15 Strike Eagle, F-19 Stealth (F-117A's forerunner) and the legendary Gunship.

More recently, Dogfight and the highly popular Gunship 2000 have graced the shelves, and indeed the top of the charts of your local software emporium.

When you glance at that list it makes fairly impressive reading. In fact, the only two products that have come out of the MicroProse stable and gone slightly lame on take-off were the over-ambitious Flying Fortress and the underrated WWI flight strategy Ancient Art of War.

It seems that for quite a while now MicroProse have churned out nothing but extravaganzas in the air, and they appear to have approached every conceivable flight simulation feasible.

What could they possibly simulate this time? They've done them all - modern warfare in the skies, old-style dogfighting, fighter simulations, bomber simulations - the lot.

What could be next? After several hours of racking my brain, thinking of every conceivable type of military and commercial jet known to mankind, I finally hit on what it was that

MicroProse were going to simulate this time around.

Yes indeedy folks, MicroProse are proud to present their latest true-to-life flight of fantasy - Codename Flying Rat: Pigeon Simulator.

MicroProse are guaranteeing that Pigeon' will be able to totally accurately replicate the real McCoy. It'll come equipped with a modern chip-seeking beak, one gammy leg, people-finding guided excretion missiles and completely knackered wings (I'm not sure they all have, but they do where I live).

Beginning as a young chick, you'll start at the flight egg-cademy where you'll learn flight theory. From there it's on to serious missions as a rookie.

Starting on single missions you'll begin as a young flying learner. You'll be set such tasks as basic back garden take-off and landing manoeuvres, moving on to land-on-the-garden-fence stunts with enemy ginger Toms crawling all over the area.

Pass these basic tests and you'll be sent into action in one of the many town centre zones. Fly dangerous bombing missions around national monuments such as Trafalgar Square, using your laser-guided excretion missiles to seek out freshly coiffured hair.

Avoid being squashed by the traffic as you



The main roster room or have I just got back to my Magaluf hotel foyer three sheets to the wind?



The mission briefing... tion. It also makes a...

# F-117A



Play Tarzan as you swing from a helicopter

waddle around roadsides in an attempt at being the dumbest creature on two legs.

Fly life-threatening sorties into political hotspots around the world. Flap your way into the Far East and avoid ending up as Bombay Duck.

Enjoy the carnal pleasures of reproduction and push your flight skills to the limit. Flap carefully as you attempt the highly risky mid-air-link-up with the hen of your choice.

Plus, in true MicroProse fashion, all the action can be viewed from a multitude of angles. Some of the most interesting are the external shots, especially the pigeon's bombsight view.

Actually, imagine my surprise when their new product turned out to be not a pigeon simulator, but in fact F-117A Stealth Fighter. Envisage my

immediate disappointment at finding out that there would be no emu, duck or owl data disks, just another aeroplane sim.

However, the Stealth Fighter or Nighthawk (sounds like one of the Gladiators) is no ordinary plane. During the Gulf War it proved it was entirely worth the massive investment by its manufacturer, Lockheed.

Although there were only a handful of them involved, within hours of the first day of war they had completely crippled the Iraqi air defence network.

Having flown invisibly through hundreds of miles of electronic enemy eyes the F-117As had paved the way for the rest of the coalition air force and given the allies almost total air supremacy.

With this type of success it now comes as no surprise that MicroProse opted for Stealth as opposed to the pigeon simulator.

As is usual with MicroProse products, Stealth comes with a manual absolutely crammed to the rafters with information about the plane, its equipment and armament.

After this spurious form of training it's time to embark, and march in hob-nailed boots down to the main roster room.

The first thing to say is that F-117A is not one, but two simulators in one. The main MicroProse simulator has a bias towards action, combat and missions.

Conversely, the Lockheed version is much truer to reality, but features less dogfighting. However, on both versions you can toggle through and adjust everything from the ground detail to the skill of the enemy.

Once you have decided whether to take realism or action, you can take a stroll into the commanding officer's office (having knocked first of course) and choose a theatre to operate within.

Now, the interesting thing about F-117A is that unlike most sims, it has different dimensions to its level of conflict. You can operate in a cold war state or go for full-blooded, all-out conventional warfare.

What this means is that there are far more

## What do those flashy lights mean?

HUD Mode indicator lights

Head-up display

Angle of attack

Equipment indicators

Damage

Defence indicator

Artificial horizon

Electro-magnetic visibility

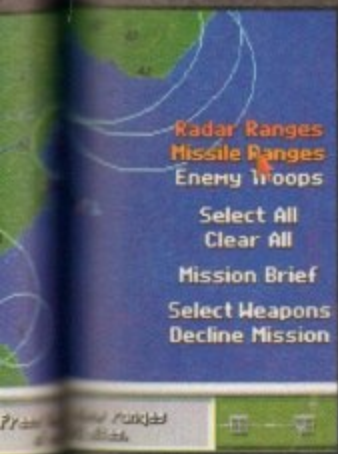
Fuel and thrust display

Left multi-function: satellite, radar, tactical display

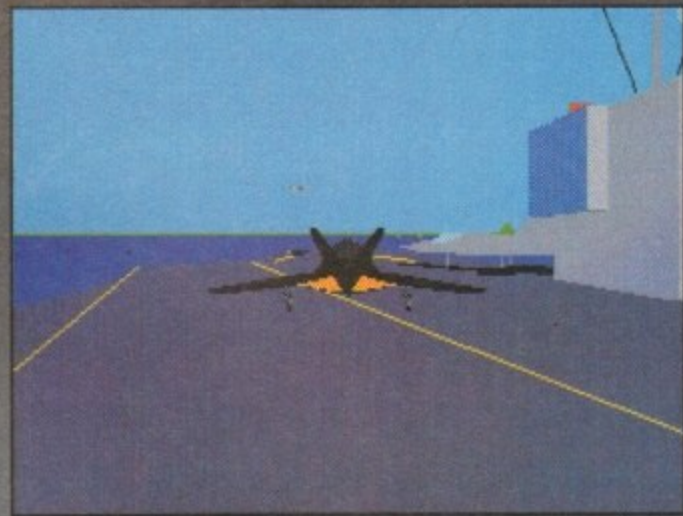
Tracking camera FLIR indicators

Right multi-function: tracking, navigation, flight info, payload





Here's the bit when you screech away from the lights ahead of the Capri with your jacked-up suspension and stereo blaring



Always the same on these bloody ferries, park you bumper to bumper

# STEALTH FIGHTER

**Second time around for MicroProse with the Stealth Fighter, the big question being: is it still healthy to be stealthy?**

mission types at your disposal. For example, in a cold war scenario you will be sent on more surveillance missions where the emphasis is on discretion.

You can also select more specific aspects to the mission, like whether it is an air-to-air dogfight or a target strike mission.

As you've already probably gathered, Stealth has a million and one options to choose from,

and every conceivable setting to place yourself in.

There isn't really space to go through all of the choices available, but rest assured you have every type of rocket, missile and munition to ponder over.

We've been assured that this time the interior of the Stealth is as accurate as can be achieved on a computer screen. This is because the programmers actually got the opportunity to climb

aboard the real McCoy and study it at close range.

Playwise, F-117A has all the features you've come to expect from MicroProse. Internally all of the advanced technologies you'd expect are included on Stealth. It has state of the art HUDs, radars and armament facilities for you to play with and practise on.

To fly successfully you're going to need all your flight sim skills. While the Nighthawk has all the up-to-the-minute technology, its realism and the amount of buttons you have to operate make it a tough little cookie to handle.

During the missions the action comes thick and fast, with you up against some of the top strike aircraft in the world like the dreaded MiG-29.

The graphical world of the Stealth fighter is vast, detailed and very cleverly blended into the missions. For example, when your mission brief is to destroy the palatial residence of Saddam Hussein, you get a full view of Baghdad as you fly towards it.

On all machines the graphics are pretty slick and well defined. While Stealth obviously performs a lot quicker on the A1200, the standard Amiga handles it pretty well. This is no mean feat as the amount of ground detail is high.

There are some really nice touches within F-117A that warm you towards it, especially the attention to detail. For instance, when flying in one of the oil rich nations, don't be surprised to

see rigs scattered left, right and centre.

Also, on night missions you'll see an extremely picturesque moon and star-filled sky, which make for that little bit more realism.

Over the years there's been a whole squadron of flight sims, some good, some bad and some indifferent. Stealth Fighter definitely comes under the heading of good, because it contains that little bit extra.

Graphically the engine is reminiscent of Gunship 2000, which can't ever be a bad thing. The difference is that Stealth is a more polished product.

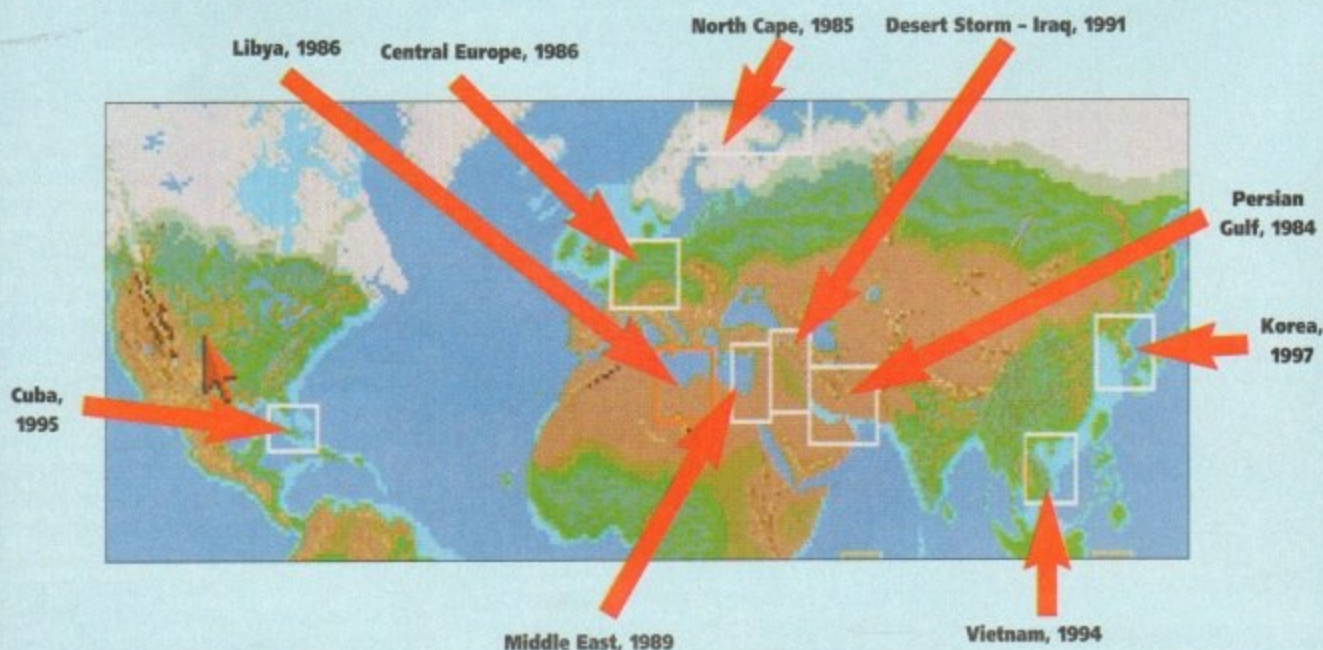
On a personal level, I prefer Gunship 2000, but that really is a slightly unfair comparison as it is the top sim on the Amiga. For Stealth to have even have entered the same runway as GS 2000 is saying a lot.

Stealth Fighter really is a quality product, and will thrill jet flight sim enthusiasts all over the globe. I suggest that all you budding fighter pilots don your cloak and stealthily step out to buy this excellent flight simulation.

**SIMON CLAYS**



## Tread the boards in all these theatres of war



### VISION



### AUDIO



### DIFFICULTY



### LASTABILITY



Stealth Fighter is a quality game. The graphics and sound are first rate and the playability will keep you strapped up in your pilots seat for a good while.

**91%**

- Publisher > MicroProse
- Developer > In-house
- Disks > 3
- Price > £34.99
- HD Install > Yes
- Size > 1 meg



# ALIEN BREED II

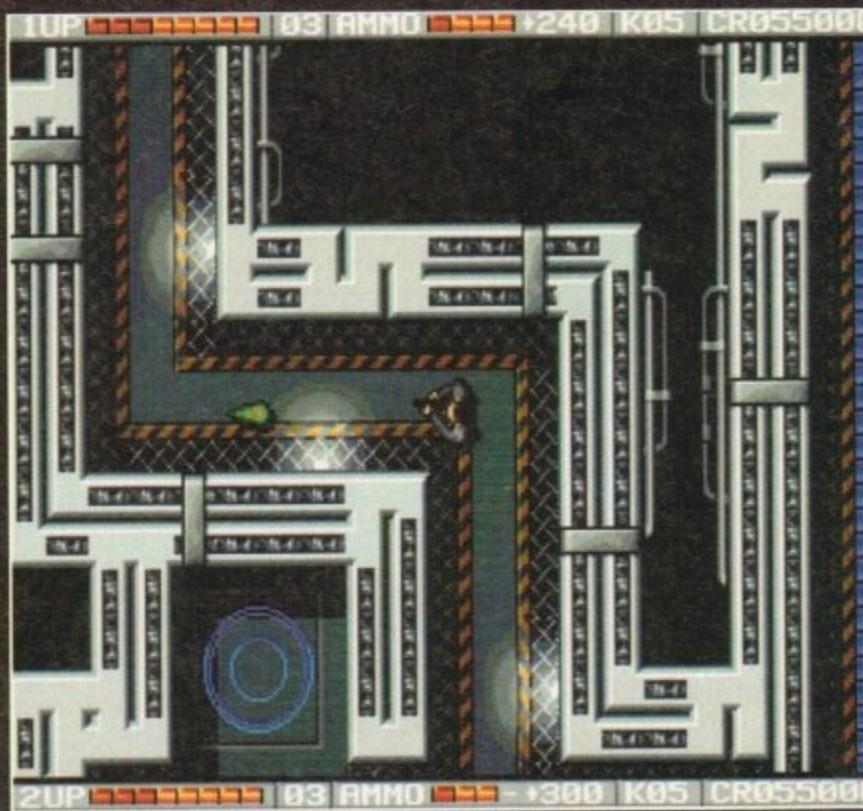
**Team 17 return with another feisty and atmospheric bout of frenetic alien blasting**

Everybody knows that Team 17 are one of the elite companies in the software business and I don't want to waffle on for ages about how good they are. They seem to know what the public want and provide it with amazing graphics, sound and playability slapped in there for good measure.

Alien Breed is still one of my favourite games ever, not least because it was a sneaky interactive rip-off of the film, *Aliens*, by James Cameron. One thing that was consistently present in the film was atmosphere, and luckily the film version did transmit successfully to the screen.

The original Team 17 blaster featured two marines called Johnson and Stone who ventured forth into a station called ISRC-4 which contained an Alien Breed. Johnson and Stone wandered through six massive and hugely challenging levels fighting aliens with all guns blazing.

Alien Breed was probably the first product to really set the Team 17 success ball rolling and proved to be an immensely popular with the games buying public. While everyone was eagerly awaiting the sequel, Team 17 did the unexpected and released a superior and enhanced version of Alien Breed at a budget price. Most



You've entered the complex and it's time to make those alien beasties eat lead

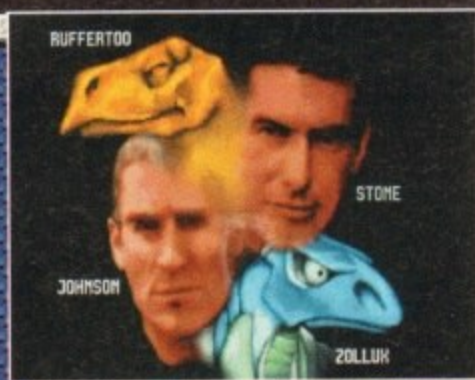
companies wouldn't even dream of doing that, but Team 17 managed to hit the bull's eye and Alien Breed Special Edition has been at the top of the budget charts since November 1992, breaking the record for the longest stay at number one.

The Special Edition featured more action, more atmosphere, more gameplay, was a bigger game

to boot and at only £10.99 has to be one of the best value for money games you can buy.

A masterstroke had been pulled by the lads and lasses from Wakefield, but the general public was gasping for the "proper" sequel and now after almost 22 months of desperate waiting it is here.

It's been nine long years since the first outbreak of aliens when Johnson and Stone crushed the invasion on a remote space research station.



The character selection screen. Choose the blokes or the Jurassic Park rejects!



The Intex 4000 shopping channel. Flame-throwers at reduced prices. Buy one today!

The horror has temporarily ceased. Times have changed in many ways; the IPC has now grown and strengthened, mainly due to the alliance of the six major races in the Federation colonies.

Problems, it seems, are long gone and the Federation can look forward to indefinite peace. But Johnson and Stone who witnessed the terror of the aliens can still not rest easy.

## FEDERATION COLONY

Federation Colony Alpha-Five, home of several hundred crew members, has been transmitting emergency signals for the past few hours. Federation HQ fears the worst and it's almost as if history is beginning to repeat itself.

The four strongest members of the IPC's marine force are called together, but just two will make the journey to FCA5 their mission brief unclear, but they know that the horror is about to continue.

Yep, the scenario is similar to James Cameron's *Aliens*, but that isn't such a bad thing. The first new feature you come across is the introduction of new marines. You can choose which of the four IPC characters you want to play with.

Each one starts with different weapons and slightly different abilities, but you will have to find out what they are for yourself. Defaults are the old crew of Johnson and Stone, but you can



Red Alert! One of our heroic marines legs it to the exit before the level explodes



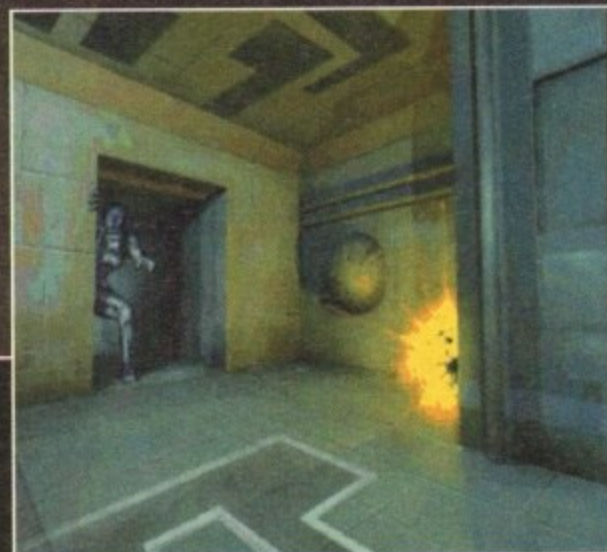
One of those nicely drawn screens that connects the levels on the A1200. A500 owners will note a slight loss of colour on their version



## GAMER GOLD



It's all go as one of the hard marines happens upon a chance to have a quick game of tag!



Smile for the camera Mr Alien and, err could you wipe that acid drool off your face...



A handy map that tells you where the terminals and places of interest are

now select Ruffertoo and Zollux.

Ruffertoo is an intelligent lizard lifeform while Zollux takes on the form of a tough war robot. You may find it best to experiment with combinations of characters that best suit your style of play before you start your mission properly.

When you begin the game, you are lowered by a Federation dropship onto the landing pad of the Alpha-5 base. Your mission will be as the brief outlined to you by the Federation before you start to kick alien ass.

With a silly inane grin spread across your face you decided to check out this second bout of Alien Breed tomfoolery. Starting outside the base you get the chance to boost up your supply of cash

and keys while desperately trying to avoid the gunships and meteorites that fly overhead.

Finally you discover the exit and immediately tense up because you know in just a few seconds time it will be time to face the aliens once more.

Exploding onto the next level you are immediately faced with one of the rasping beasts. Instinctively you grab your machine gun and plough a ton of lead into its disgusting alien body. One down and only thousands to go!

Wandering around the level you find that you can once more gain access to the Intex 4000 computer terminals. For those who don't know anything about Team 17's original alien blast-'em-up, the Intex 4000s

were a source of supplies.

Once you've logged onto the computer network, you can order extra weaponry, key packs, ammo packs and such like. The weapons are available in three stages. Each is more powerful, but each stage uses up more ammo, so it's up to you which weapon you choose.

The Intex terminals also supply your marines with information on the current mission and gives access to the Info base which is a large source of information about the game. For the truly dedicated "breeders" out there there is the option of looking at your current statistics and status.

### BRILLIANT

I had only played Alien Breed 2 for ten minutes and I already knew it was as good as its predecessor. It plays just as well as the original Alien Breed, and that is a good enough reason for me to pour superlative over superlative onto the sequel.

Alien Breed 2 is no better than or worse than the original product - it is just as brilliant. Obviously the graphics and sound are better than those seen in the first game a couple of years ago.

I could grumble and whinge about the fact that the sequel's graphics don't seem to be as dark and moody, and thus are not quite as atmospheric as those from the original.

But that's not to say that they don't look exquisite though, especially in the A1200 and A4000 versions of the game. The A500 does suf-

fer slightly from colour loss, but nothing that's noticeable straight away.

The static screens in the A1200/A4000 are far superior to the A500s, but its all rather superficial as you're normally too busy rummaging through the levels blasting aliens to take any notice of the static shots.

Alien Breed 2 features a more varied count of aliens and levels than its predecessor. In fact there are many new features, and it still retains that fresh feel of originality which captured the hearts of hungry little gamers a couple of years ago.

Any self-respecting Alien Breed fan will have already rushed down to the shops and bought this one, having had it on order for the last six months. The only gripe I have about Team 17's sequel is that it is bloody hard, but hey, that's probably just me being completely useless!

I don't need to tell you twice to buy Alien Breed 2 because it is so good. Fans of the original will fall deeply in love with it and want to have its children while newcomers will wonder why they ignored the first effort. The Teamies are going from strength to strength, and at the moment look completely unbeatable.

JONATHAN MADDOCK



Here we destroy some brand new aliens

<b>VISION</b>	GGGGGGGGGG
<b>AUDIO</b>	GGGGGGGGGG
<b>DIFFICULTY</b>	GGGGGGGGGG
<b>LASTABILITY</b>	GGGGGGGGGG
ALIEN BREED II is as the original with enhanced measures of graphics and sound bunged in there for good measure. A classic and a must-buy.	<b>92%</b>
Publisher > TEAM 17 Developer > IN-HOUSE Disks > 3 Price > £25.99 HD Install > No Size > 2 meg	



# CYBERPUNKS

Blast away in Core Design's new shooter that features a trio of Manga inspired heroes...



Our three intrepid marines start their wonderful adventure. Wide-eyed cuteness ahoy!

Ever since the introduction of Akira to our television screens via the power of video, the world has apparently gone Manga crazy. These sophisticated and often violent "cartoons" are currently the hippest thing on sliced bread.

It seems that the game designers who created

Cyberpunks for Core Design have caught the Manga bug. Cyberpunks looks like it has been heavily influenced by these dynamic Japanese films, especially when you take a squint at the game's characters.

Raa, Bee and Gee are part of the 501st Cyber Assault Squad and they have to rampage through five action-packed missions in order to rid the universe of the toughest of alien enemies.

### TELEPORT

Each mission consists of three to four levels with the option to teleport between decks. While fighting the alien beasties you can obtain weapon power-ups, force-field keys, smart bombs and time-distortion cubes to help you complete your quest.

Missions vary from investigating unknown power surges at the Sub Atomic Reactor Station to rescuing a top computer scientist at Space Lab Genesis 8 where there are hundreds of drooling alien life-forms.

Cyberpunks is fairly unique because you control three characters all at the same time.



The three Cyberpunks try their best to look 'ard as they travel to the next level

Sometimes it makes life easier, sometimes harder and that is what makes this blast-'em-up work.

The best way I can describe Cyberpunks is by calling it Alien Breed for kids. The game would definitely appeal to the younger gamer although older users with a taste for this kind of thing might fancy a dabble.

As I mentioned at the beginning, the graphics

<b>VISION</b>	GGGGGGGGGG
<b>AUDIO</b>	GGGGGGGGGG
<b>DIFFICULTY</b>	GGGGGGGGGG
<b>LASTABILITY</b>	GGGGGGGGGG
Cyberpunks is a fairly unique blaster with a Manga-esque feel to it, but it is more suited to the younger gamer.	<b>70%</b>
Publisher > Core Designs Developer > Dinamic Disks > 1 Price > \$25.99 HD Install > No Size > 1/2 meg	

have been highly influenced by Manga and this tends to give the game a cartoony feel.

Cyberpunks is a fairly competent blaster and the ability to control three characters is a nice touch that makes it stand out in a crowd. Younger gamers will be more than happy with Core's shooter, but older gamers might want to think twice before buying.

**JONATHAN MADDOCK**

# JET STRIKE



Alternative go up tiddly up with their latest flight game

Whenever "flight" games are mentioned in passing conversation, you immediately think of MicroProse and their ubiquitous collection of flight simulations.

I don't suppose it ever dawned on anyone to make an arcade "flight" game. The only decent one I can think of was the fantastic PD software that called itself Bip.

Rasputin Software have seen this gap in the flight market and created Jet Strike, a plane

game with a difference. In Rasputin's flight of fancy you must stop the devious SPUDD forces by attacking them with your, ahem "borrowed" aircraft.

Your commanding officer will give you a mission objective which you have to achieve without dying. Simple? Hmm, not very. First of all you have to learn how to fly the aircraft; this is not an easy task and one which you must persevere with.

Pushing the joystick up rotates the aircraft anti-clockwise while pulling down rotates it clockwise. This system sounds a little strange at first, but once learned it allows you to control the aircraft with an amazing degree of accuracy.

There are over 135 missions and you get a choice of 40 different aircraft (including the surreal dragon option) to fly in them. All the mis-

sions demand a balance between both skill and tactics to complete. Jet Strike is a unbelievably big game and the game's creators reckon that it will take an average player many months to work through all the combat missions.

Just like Bip there is a two-player option in the form of an Aerolympics competition. This lets you and a chum to take it in turns to fly ten aeronautical test against the clock. The aim is to get more points than your opponent and this is achieved by doing the tests quicker and, err having the ability not to crash!

Jet Strike is an original piece of software and one I would heartily recommend to any gamer. The control system is difficult, but Rome wasn't built in a day, so you should be able to put up

with it. The graphics are really cool; although they're quite small they are wonderfully detailed. If you're looking for something a bit different this month then take a quick squint at Jet Strike you won't regret it.

**JONATHAN MADDOCK**



Here is the plane selection screen. Choose one from 40 including the fire-breathing dragon



All together now! Those magnificent men in their flying machin...

<b>VISION</b>	GGGGGGGGGG
<b>AUDIO</b>	GGGGGGGGGG
<b>DIFFICULTY</b>	GGGGGGGGGG
<b>LASTABILITY</b>	GGGGGGGGGG
Hard to control at first, but perseverance will reap rewards. Nice graphics and it is great fun to play. Buy it!	<b>90%</b>
Publisher > Alternative S/ware Developer > Rasputin Software Disks > 2 Price > \$25.99 HD Install > Yes Size > 1/2 meg	







### Phantom

This uncanny chappie exists as an individual energy mass and subsequently is a tad tricky to pin down. Expect a lot of fitting around and some pretty lethal orb-type weapons as part of his repertoire.



### Inferno

Comes from the hot side of the world of Eclipse and is a fiery kettle of fish. Among his talents are the ability to throw the deadly Heatseeker and burn you with a spinning flame.



### Dan

Dan the man is obviously from Earth. If you don't remember him from the first title let me tell you that he's pretty adept in the skills of the Orient. He also has a pretty nifty trick with an energy bolt.



### Lazar

Lazar is from the most techie planet of them all, and subsequently has a lot of electronic wizardry at his disposal. Ranging from the high-powered laser beam through to the Lightning Strike, messing with him could give you a nasty shock.



### Warra

Hailing from the planet Eclipse, Warra lives on the side of the planet which is totally immersed in darkness and cold. A pretty tough cookie, Warra can give you the cold shoulder and inflict the big freeze.



### Dragon

Dragon also hails from the planet Gellorn-5. A massive and rather sluggish character, he can take a hell of a battering and can also inflict a great deal of pain.



### Dino

A sentient being who comes from the planet Gellorn-5. Unusually enough this planet is at an infantile stage of development, hence it is populated by dinosaurs. Dino comes equipped with a deadly little friend who has a nasty nip.



### Puppet

An occupant of the planet Miasma, puppet is no soft toy. His malleable joints make him a very pliable bundle of wood and strings. His Disarmer and locomotion weapons are particularly lethal.

## GAMER GOLD

# BODY BLOWS

**W**hen the original Body Blows hit the Amiga it was met with great critical acclaim. In every department it out-punched, jabbed and kicked its rivals.

It left both of the Streetfighter conversions totally gobsmacked and floundering in a corner with the proverbial split lip. Body Blows had everything that the overrated coin-op lacked - in a word, playability. While SF2 boasted neat graphics it had little else. Pound for pound, when the two met in the ring Body Blows out-gunned it in every department.

The two main characters in Body Blows, Dan and Junior, having totally destroyed and defeated the Evil Max and his band of nasty cohorts, retired to the South of France.

After about a year, Dan and Junior were sitting on a sun-kissed beach reflecting their lot. A year of self abuse, 12 months of hard drinking, 365 days of womanising in the sun...

Sitting around a table that has become a parasoled paragon to abuse, they neck the dregs of another Bier Blonde.

Only daring to glimpse out of the corner of one sorry eye at flabby pectorals and redundant calves, both reach the sad conclusion that in the time it has taken for the sun to rotate around the planet, they have become slobs.

But, it's so difficult to be motivated by anything short of blasting the cartilage out of your nostrils when you've defeated a whole world's worth of evil.

What to do to generate enough interest in life? What greater challenge can be met and overcome? There just aren't any, well not on terra firma.

Then it hits them in one almighty powdered

**Biff, Sock, Pow and Soy. After a long break on holiday on the Cote d'Azur, the Steven Seagal and Jean-Claude Van Damme of the games world take on a universal challenge**

cloud. They must fight the roughest and toughest aliens, creatures and humanoids throughout the known and unknown galaxy.

To you and I this must seem like a little bit of a far-fetched idea to reach, but we only get two or three weeks of lilo-lying and infra red indulgence to combat. These guys have been at it for a good year, so the conclusion they reach is probably the most natural.

I'm also at odds to discover how one goes about arranging an inter-galactic bout of fisticuffs, but ours is not to reason why. Just hassle Team 17 for not being bothered to worry about the plot and to have concentrated on first-rate play instead (woh, hold your horses and tell 'em the plot -ed).

Anyway, take it for granted that Dan and Junior somehow manage to get through to all the inter-galactic punters via the international operator and set up the competition.

After that they both embark on a "my body is a temple" routine. Using the infamous Bullworker and Charles Atlas body map, they make a steady return to their dynamic best.

With the competition set up the rest is down to you bunch of joystick-wagging punters. Incidentally, a few of the facts I've taken the liberty of including you may not find detailed in Team

17's manual, but hey, what's a little artistic licence between reader and writer?

The first thing to say about BB Galactic is that it comes in two versions. There is the standard A500 version which will run on just about any Amiga known to mankind, and there's the A1200 AGA chipset version. This enhanced version doesn't



The frame on the left comes from the A500, and the one on the right is the enhanced A1200 version. Can you spot the difference? Answers on a postcard to: Dumb compo with no prize, at the usual address



## Kai-Ti

This most ravishing chick hails from the planet Feminion. This is a world totally populated by women, and although I don't know exactly if they all look like her, it can't be that bad. Kai-Ti is a lovely mover, is extremely agile and supple... and I love her.



## Junior

This champion boxer is also from the planet Earth. A real tough nut with some deadly moves. As well as all the standard moves, he can blitz with a series of jabs or deliver the punishing Fists of Fury.



## Tekno

Another inhabitant of the planet Titanica, Tekno is probably the most advanced being in the game. He has a lethal weapon in the Thundershot and an excellent grabbing technique with the Power Pull.



## Azona

The rock chick of the crew, this moshing extra from a Mad Max movie is also from the planet Titanica. Equipped with a hoverboard, she has some naff albums and a bullet-belt.



# B GALACTIC

really differ playwise, but does feature extra colours on the backdrops, better quality music and souped-up sound effects.

All of the action takes place over six different planets. Each planet is the host to two different champions. Each different planet, apart from Earth, has an environment which reflects the attributes of those inhabitants.

For example, the planet Titanica is the most technologically advanced, and the two guardians of the planet are Tekno and Lazar.

Now, there are a variety of ways to play Galactic. In one-player mode, having chosen the character that takes your fancy, you journey from world to world in an attempt to defeat each computer-controlled character.

In two-player mode you both choose a character and select a

planet to fight it out. You can even hot things up to a higher temperature by selecting the same character, so you both have exactly the same moves.

There's also a tournament mode which allows a greater number of your mates to battle it out in a league affair. You can also change the amount of time you compete for, the number of rounds you fight for and the rather interesting Mercy option.

In Mercy mode your opponent will leave you alone if you take a big shot on the chin and need a breather. On the contrary, leaving Mercy off means that when you're down and winded your opponent will come steaming in for the kill.

On the character front, there's a very interesting selection for you to get to grips with. Rather than the normal selection of martial arts experts and kick-boxing freaks, in BB Galactic the choice is much more varied.

Of course, Dan and Junior are versed in these particular skills, but the other characters are different altogether. There are robots, dinosaurs, puppets and all forms of elementals.

However, the most amazing character in Galactic must be the stunning Kai-Ti. This woman must surely be the most perfectly pert set of pixels I have ever seen on a home computer. Not only is she beautiful, but she is also as deadly as a female black widow, with some absolutely devastating moves.

Speaking of moves, each character comes equipped with 20 different moves, blocks and damage-inflicting blows. These are arrived at through a variety of joystick movements and button presses. Each character's moves have been



Forget Inferno, I should like to get hot with Kai-Ti



Soy! Big Trouble in Little China in a kind of watery way

designed to suit the particular personality. Some are more obvious than others; for example, Tekno the robot has such things as thrusters and missiles, whereas inferno can tumble into a heatspin or throw a fireball at you.

It grieves me in some ways to say that BB Galactic is brilliant. The first reason is that it's getting slightly annoying that the 17's keep on churning out benchmark products without a slip-up at all.

Secondly I've always been in a slight turmoil with games that are so blatantly physically violent. It's not that I don't appreciate the fact that most games feature the player inflicting some form of punishment on something, even in the cutesy titles. It's just that in the beat-'em-up category this is taken to the nth degree.

However, for all the moralising it has to be said that Body Blows Galactic is brilliant. The graphics are smooth and beautifully executed, the sound effects beefy, and most importantly the play is compulsively addictive.

The one-player option is pretty good fun, as you take on the might of the computer. However this pales into the shade in comparison to the two-player option.

It's brilliant fun watching a friend take an almighty blow to the skull as you sock him between the teeth with your special weapon. Quite honest-



Bang! Junior strikes another blow for freedom, democracy and err... it feels good



<b>VISION</b>	GGGGGGGGGG
<b>AUDIO</b>	GGGGGGGGGG
<b>DIFFICULTY</b>	GGGGGGGGGG
<b>LASTABILITY</b>	GGGGGGGGGG
This game is going to go down as the best beat-'em-up of '93. It's an all kicking, all punching, piece of powered-up perfection. Make your best special move and buy it.	<b>93%</b>
Publisher > Electronic Arts	
Developer > Dynamic	
Disks > 1	
Price > \$25.99	
HD Install > No	
Size > 1 meg	



# Pinkie



**In the first of a two-part feature, Gamer talks to some of Millennium's top bods and takes a look at Pinkie, a new platformer set to make heads turn**

## INTO THE NEXT

### Michael Hayward • managing director

**GAMER** How and why did Millennium first start up in business?

Millennium started up four and a half years ago through a management buyout of the entertainment division of Logotron Ltd, an educational software company.

The three principal directors of the company, Ian Saunter, Henry Elliot and myself were excited about the prospects in the computer and video games industry. This decision has proved to be hard work, great fun and profitable for us all and we wouldn't want to do anything else.

**GAMER** What were the early days like when competing with industry giants such as Ocean, US Gold and Psygnosis?

We have never been concerned with the competition and what they are doing. If we were we would not be able to produce original games such as Pond, Pinkie, Diggers, Brutal Sports etc.

**GAMER** Games-wise, what was the big breakthrough for Millennium?

James Pond 2 was the big break that we needed. It has now sold over one million copies on all formats and gave us the confidence to go on to produce the offerings that we have lined up for 94 and beyond.

**GAMER** With what do you attribute to the popularity of the James Pond series of games?

Everyone knows what a secret agent is about so it was easy for people to relate to Pond as a character. He is well animated - particularly in Pond 3 where there are over 130 animation frames, this brings out the adaptability of Pond and allows us to participate in his efforts and humour as a super hero.

I think that it is important that Pond always has a special property - in Pond 2 he could stretch using his extensosuit and was able to run fast, in Pond 3 he can walk upside-down run twice as fast and uses many novel vehicles. This adds to his appeal as the small, brave agent working against seemingly impossible odds.

**GAMER** Millennium was the first company to enter into the CD32 market. What was the reason behind this move?

We think that the Amiga market is essential to the growth of the computer and video games industry. Because there is such a good strong base of Amigas in the UK we have a strong culture of very able programmers. That is one of the reasons that the UK is prominent in the world of software development.

The CD32 is a well received development from Commodore - the hardware is powerful and the added CD facility allows us as developers to explore new ways of delivering our titles to the marketplace. I do not know whether CD technology will become the standard as the access times of the game cartridge is much quicker than any known CD technology at the moment and speed is an essential part of game development.

**GAMER** How risky is it to move into new markets such as the new CD platform?

It's only risky if you do not know what you are doing. It would be easy to get carried away and invest in live action, model building and cell animation in the belief that this were where the future lies. We have opted to invest in sound, animation and rendered graphics. This involves a great deal more cost, but as we are only concentrating on these areas we have a smaller learning curve than by trying to do everything. We are currently investing in some state-of-the-art rendering workstations which will improve our productivity tenfold in the coming year on our rendering projects.

**GAMER** Are you surprised that other companies haven't got their products out on the CD32 yet?

No. There are so many platforms in the marketplace at the moment with new systems to be introduced in 94 and 95. In order to be successful it is



**"We want to be a world leader in entertainment software development - just watch this space!"**

**- Michael Hayward, Millennium MD**

important to concentrate on what you can cope with at any one time. We have been writing "legal" operating system code for the new Amiga chip set and it was not a big deal to move onto the CD32.

Other publishers who wrote straight to the Amiga hardware have obviously experienced a new learning curve so naturally it has taken them some time to get up to speed with CD32.

**GAMER** How do you rate the standard of your competitors?

The competition is getting tougher all the time, there are so many good games now being produced it raises the stakes every time we develop a new title. This is good for our customers and for the industry as a whole.

**GAMER** What is the future of computer gaming?

The next two years are going to be very interesting. There are several new

hardware platforms slated, Sega Saturn, Nintendo 64-bit, Sony CD, 3DO and a new and more powerful CD32.

The added power of the new systems will allow us to produce bigger and better games designed for a broader audience. I say this as I assume that the traditional market will extend from the bedroom to the living room and more people in each household will become interested in what we have to offer.

One thing that is important to keep in mind though is good old-fashioned gameplay. It is all too easy to produce some flashy visual effects with these new hardware platforms and to forget what the gaming experience is all about.

**GAMER** Where and how do Millennium see themselves involved in that future?

We want to be a world leader in entertainment software development. We are investing heavily in our development department and have some truly amazing products in development - just watch this space!

**GAMER** What is your philosophy as regards product placement and marketing?

It is important for our trade customers to know that Millennium is a good label that produces high quality products which sell. So at that level it is important for us to have a good profile.

As far as our customers are concerned the label is of secondary importance - the products themselves and our characters are the heroes. Does it make any difference to someone who wants to buy the latest Michael Jackson album what the record label is?

It is very important that James Pond, Pinkie, Brutal Sports Football and other Millennium brands have a high profile and that our customers know who they are and what they stand for. We spend a great deal of time and effort to promote our titles and as the market develops this investment becomes greater.

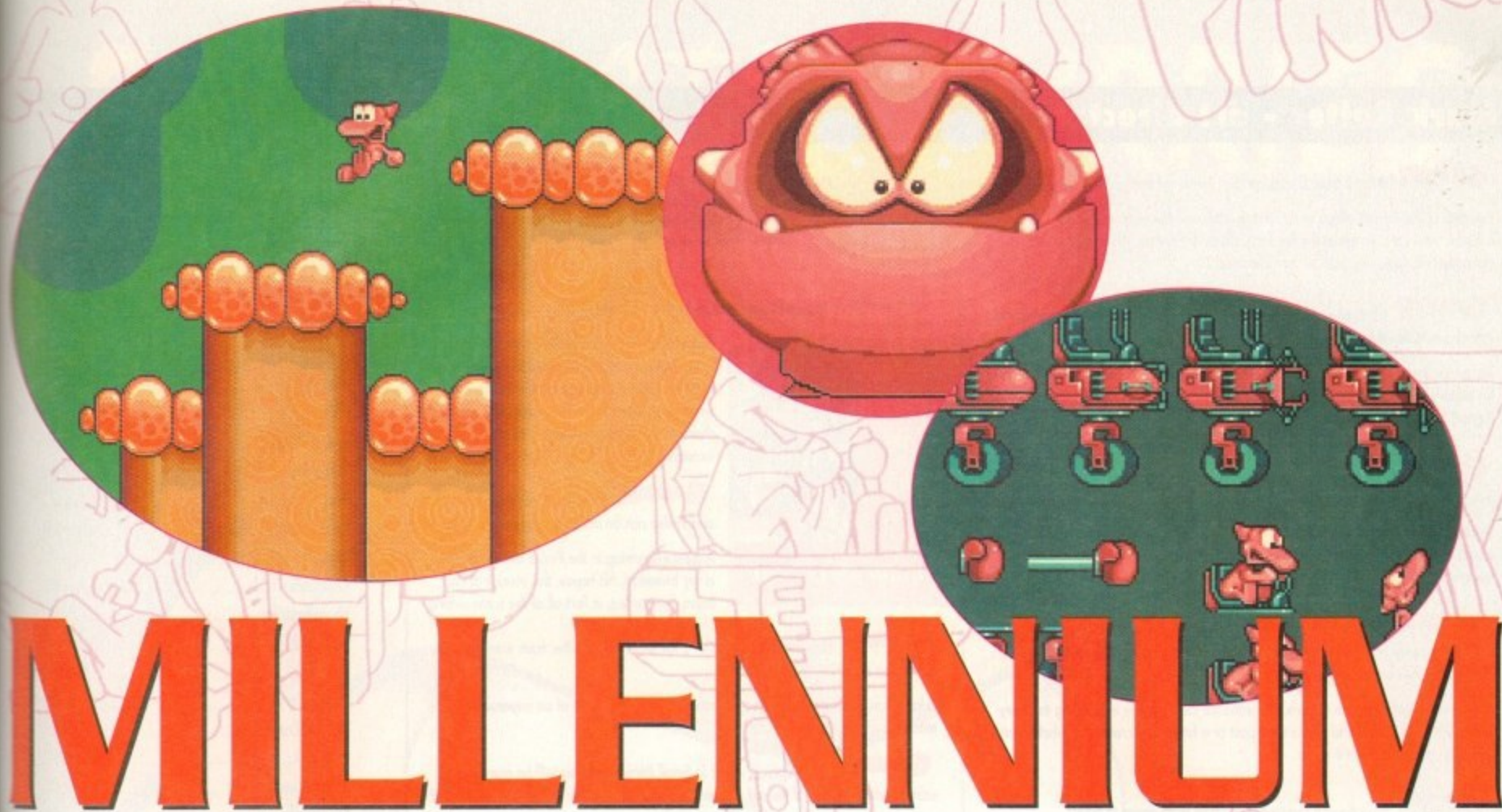
**GAMER** What is your favourite Millennium game and why?

My favourite has to be James Pond 3. Two years in the making it is very different to both of the previous games. All of the code, maps and graphics are new. In Pond 3 we set out to produce the ultimate platform game.

There are over 100 massive levels with over 65 enemies. The story line is essential to the game with dialogue boxes appearing at key moments to give the player feedback and clues. Pond is bigger, he has a girlfriend Angelfish and a new sidekick - Finnius. There are literally hundreds of secret rooms, chambers and blocks to discover.

There are several ways to complete the game so the player will not have to map his way through [it] in a linear fashion. Even our game testers who had been playing the game day in and day out for weeks were consistently discovering new features. It is a game that you can keep coming back to for more and more.





# MILLENNIUM

## Keith Smith - PR manager

**GAMER** Why do you think that James Pond and Robocod sold so well across all the computer/console formats?

He has become a legend. The first game was cleverly marketed and did not overexpose James Pond. The games always relied upon the gameplay and not the character. Anybody can trot out "cutesy" characters that are running on a standard platform engine. Each James Pond release has offered tremendous value for money and intense playability.

**GAMER** James Pond is probably one of the oldest and best-loved Amiga characters. Why do you think he is so popular?

He is so popular because he gave the Amiga a character that owners could call their own. The games have gone through several facelifts for owners of different hardware, for example, the A1200 version of Robocod was significantly enhanced to show off the equipment.

The CD32 version included animation and had an interactive book. James Pond has always offered great value for money on the Amiga that console players would not get.

**GAMER** How will James Pond 3 be different from the first two games?

JP3 is radically different. It follows on from Robocod through the use of cell animation and takes Pond to the moon. Dr Maybe is mining the planet for its rich dairy product reserves and has kidnapped two F.I.S.H. agents. The main sprite is so much more animated and can run faster than any other game character, punch, pick objects up and throw them, run upside down and use the many new weird pick ups in a game with over 100 levels.

It is huge and will take most players at least a couple of weeks to complete. We are also giving owners the F.I.S.H. pack free of charge. That alone is worth £9.99.

**GAMER** The animation used for the CD32 release of Robocod was very impressive. Will we be seeing more of this in Pond 3?

Yes. The animation is a great link between Robocod and JP3 and will appear on the CD32 version to coincide with the release of Commodore's FMV (Full Motion Video) card.

**GAMER** How do you see the Amiga market progressing? Will CD technology slowly become the standard platform for games?

I used to work in the video industry and it doesn't take a rocket scientist to work out that, being a linear format, video does not allow you to skip around programmes and interact with it.

The major Hollywood studios are all developing CD products and I will put my neck on the line and say that it won't be too long before you will be able to buy the film, the book, the soundtrack and the game all on one

format and played through one machine. CD offers us, as developers, so much more flexibility. We are developing projects currently that will be a mix of animation, film and computer-generated graphics giving players an amazing amount of gameplay that floppy formats and cartridges cannot offer.

**GAMER** How hard or easy is it to market a character like James Pond?

Marketing James Pond is always slightly difficult because he's never around when you want him. Obviously, the fact that every game is better than the previous one helps because people know that he is dependable and offers great entertainment.

However, we never rest on our laurels and are always working on the profile. We have to bear that in mind when we license him to different formats that companies such as Ocean and Electronic Arts are buying a reputation as well as a great game.



*"...there is a bright shiny four-inch wide and disc-like future for us all."*

*- Keith Smith, Millennium PR manager*

**GAMER** Do you think that Pond 3 will be a bigger seller than the incredibly popular Robocod?

We certainly hope so! There is no reason why not. Robocod has now been licensed on 14 hardware platforms and has passed the one million unit mark. If Robocod can do it, Operation Starfish will.

**GAMER** Mr Magoo is the first licensed game that Millennium will publish. Whose decision was it to publish a licensed game and why use Mr Magoo?

If you look at the profile of Magoo especially in the States, he is one of the most recognised images, along with Coca-Cola and Elvis. He has always been a bumbling old fool who accidentally rights wrongs and talks to hat

stands believing them to be policemen. He is the spokesman for General Electric, RCA, Timex and several other major US companies.

He has been in existence for nearly 45 years and is a household name throughout the world. Amblin entertainment (Steven Spielberg's company) are also producing a Magoo film which will help the awareness of him to games players.

We've always been on the lookout for good licences, but when Michael Hayward was approached by UPA he felt that this was too good to miss.

**GAMER** Millennium were very eager to show their support for the CD32 by releasing Diggers, Robocod and Morph for Commodore's new machine. This is not normal behaviour for a company who can't afford to waste money, so why did you leap into this new market?

Commodore had the bottle to go ahead with the first 32-bit CD console and when someone is that committed to a project, it's hard to refuse!

It was a sound business proposition, but if everyone sits on their hands and says "we'll wait and see if everyone jumps", then you end with one less innovative hardware company and no games for a project that should, in theory work.

At least we can say that we gave Commodore 110 per cent backing all the way to the launch, and you don't get respect if you don't try.

**GAMER** What will the future be like, as far as computer games are concerned?

As long as we can prove to the powers that be that we can police ourselves and we don't let the porn merchants succeed, then there is a bright shiny four-inch wide and disc-like future for us all. One thing that affected the video industry was by allowing it to be manipulated by the pornographers and schlock merchants.

Everyone then associated the two and the slide began. Only now is it beginning to reclaim lost ground through a more respectable image and after monumental losses of revenue.

**GAMER** What part will Millennium play in the future of computer games?

Millennium will always play an active role in the industry, producing truly innovative games using the most up to date technology worked by some of the UK's best programmers and artists. So there!

**GAMER** Will 1994 be the year of Millennium?

I think we've had a pretty good run this far. Millennium has experienced considerable growth in some of the toughest conditions through tight management while retaining the independence to move with the market.

1994, however, will see some of the best ever Millennium games, that we think people want to play. We all enjoy playing games here and hope that everyone enjoys our games as much as we do!



## Mark Rafter - art director

**GAMER** What is your background as far as art and animation goes?

I studied at the Royal College of Art, doing a BA and MA in painting. After this I did a further course in Design at the London College of Printing. After that I worked in animation for three years on feature films and TV.

**GAMER** It's very unusual for a company to have a specific art department. Why have Millennium leaped into the world of animation?

As far as I know, having a specific art department is unusual, but with the demand for better graphics and animation, it's got to be a good thing.

**GAMER** What are the advantages of having a full-time art department?

Someone is always at hand to offer solutions to design and graphic problems as they arise.

**GAMER** Lengthy high-class animations will undoubtedly go hand in hand with the new CD technology. How will these attribute to the success of a game?

Animated intros/outros on CD products enhance the game by expanding the storyline which gives the central character a past or a future. It's creating a whole world if you like, rather than just a game.

**GAMER** How do you transmit your ideas from paper to pixel?

Over the pixel artist's shoulder!

**GAMER** What are the benefits of having a "real" artist work on a game rather than just a "pixel" artist on his/her own?

I try to put a broader perspective into a game, the big picture; how one part relates to another, rather than just the detail.

**GAMER** How involved do you get when working on a game?

I try to get involved as much as I can with the look of each product, but as I have up to five or six different games to work on at any given time, I'm moving about quite a bit.

**GAMER** What was your design brief for Pinkie?



Pinkie already existed in the game, it was my job to storyboard the animated intro sequence; for this my brief was to show his background, where he came from, what makes him tick, his character, courage, cuteness, attitude and determination.

**GAMER** How much of Pinkie's world and Pinkie can be attributed to you?

Almost everything in the Pinkie intro animation is my invention, his house, the interior of his room, his garden, in fact all of the scene setting.

**GAMER** How does the world of a software house differ from working in an animation studio?

A lot of fun, I have more of a say creatively. I'm not just part of an impersonal machine.

**GAMER** The graphical world in *Small Furry Creatures* will be represented using works by some of the old masters. Why did you decide to use this kind of art?

*Small Furry Creatures* (working title) is influenced by old master painting, but I felt the game needed a radical new look that would suit its storyline.

**GAMER** In the future do you think that we will see games that will play and look like something from the Disney/Sullivan Bluth studios?

I think games involving characters like James Pond and Pinkie will become more like interactive cartoons, as far as animation is concerned, yes, the sky's the limit.

*"...as far as animation is concerned, yes, the sky's the limit"*

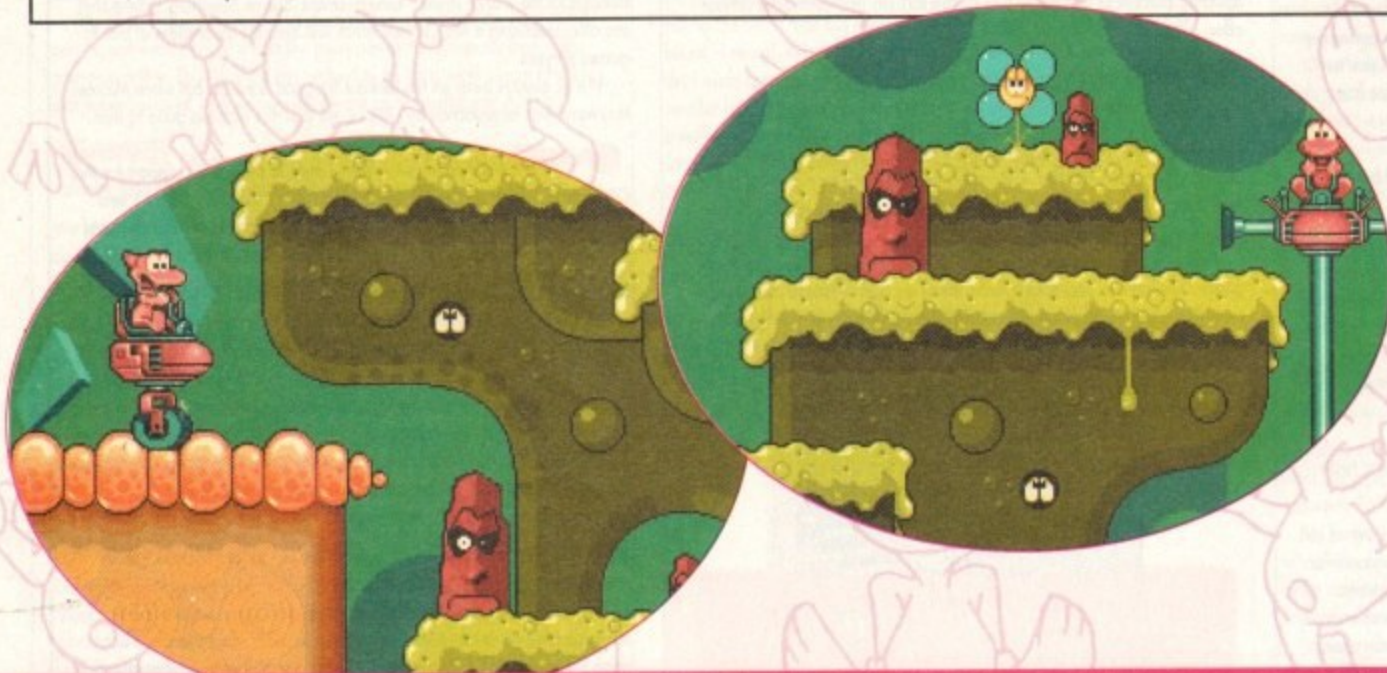
*- Mark Rafter, Millennium art director*

## Millennium softography

Title	Released
Xor.....	Jan 88
Quadralien.....	May 88
Sargon 3.....	May 88
StarRay.....	Oct 88
StarGoose.....	Dec 88
Prospector.....	Mar 89
Archipeligos.....	Apr 89
Eye of Horus.....	Nov 89
Starblaze.....	Nov 89
Bad Company.....	Jan 90
Kid Gloves.....	Mar 90
Cloud Kingdoms.....	Apr 90
Resolution 101.....	Jun 90
Thunderstrike.....	Aug 90
Yolanda.....	Sep 90
Manix.....	Oct 90
James Pond.....	Nov 90
Horror Zombies.....	Jan 91
Warlock.....	Feb 91
Moonshine Racers.....	Mar 91
Stormball.....	Apr 91
Robin Hood.....	Oct 91
Robocod.....	Nov 91
Kid Gloves 2.....	Mar 92
Steel Empire.....	Apr 92
Global Effect.....	May 92
Aquatic Games.....	Oct 92
Rome AD92.....	Nov 92
Morph.....	Jun 93
Robocod A1200.....	Jun 93
Robocod CD32.....	Sep 93
Diggers CD32.....	Sep 93
Brutal Sports Football.....	Nov 93
Morph CD32.....	Nov 93
Diggers A1200.....	Oct 93

## In Part two...

We talk to top games designer Ian Saunter about *Small Furry Creatures* (working title), a revolutionary new piece of software involving the use of artificial intelligence. We also look at *Mr Magoo* and chat to Marcus Broom about Millennium's first licenced game.



## Pretty in pink...

During our visit to Millennium it was almost impossible to walk anywhere without hearing, seeing or treading on something concerning this little pink chappie.

Pinkie is Millennium's great pink hope and it is envisaged that he'll be bigger than James Pond (no mean feat with over a million copies sold).

Although Pinkie is a platform hero, he is radically different to anything gamers will have seen before. For a start he has no special powers - he can't jump from a height and squash enemies or shoot things at them.

He can't run fast, climb high (allergic to altitude) or fire weapons. In fact, pinkie can't really do anything malicious because he's also allergic to pain (tell me about it) and despises violence.

But he is intelligent, thoughtful, inquisitive, gentle and most of all concerned. The plot will see Pinkie

expressing his worry about the imminent demise of the dinosaurs throughout the universe.

So, he departs from his beautiful native planet Pink and sets off to secure dinosaur eggs and bring them to the sanctuary of the serene planet Pink.

Work is well on the way in Pinkie and already one can see the benefits of using a trained movie animator. His movements and characteristics are some of the best I've ever seen on any computer, home arcade or otherwise. Pinkie also uses a most unusual colour scheme for its locations and backdrops. Although still in the development stage, they look gorgeous and you can tell the eye of an artist trained in colour has been employed.

Pinkie has secured licensing deals on seven other platforms. Pinkie looks as though he could be a major star for 94 and leave Millennium Interactive well and truly tickled pink.



# FURY Of The FURRIES



Manual in English, Manuel en français, Handbuch auf deutsch, Manuale in italiano, Manual en español

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# The CHEAP SEATS

"Go past the buffet car, toilets, first class, second class, scum class and there you are". Yes, it's the Cheap Seats, and Tina the Train Driver ushers you into the Budget station!



Erm, Chuck's chin looks familiar. Not unlike a certain football commentator, wouldn't you agree?

## Chuck Rock Corkers • £9.99

He's fat, he's hairy - no, it's not Danny Baker again, it's Chuck Rock and he's back via Core Design's new budget label, Corkers.

Well, as if you need reminding, the basic plot behind Chuck Rock is that Gary Gritter has kidnapped Chuck's wife, who promptly sets off through the neighbourhood to find her. Aah, true love, hey? (Or perhaps Chuck just has a fetish for wandering around in a green leaf skirt and thrusting his belly into small, furry animals...)

So, off he sets through five increasingly challenging levels of wacky animation to rescue his babe-licious wife Ophelia. The headbanger, belly-buttin' Chuck has to pit his wits against

## GAMER GOLD

homing pterodactyls, flames and mudmen to name but a few, which he can belly butt, throw rocks at or kick. There are also some humorous end-of-level guardians who are nice and tricky.

If you missed this title last time around then it is a must. It is bigger than Chuck's belly and jam-packed full of superb animation with oodles of great gameplay. This is not to mention the great soundtrack and cartoony effects as well. Phew - what more could you ask for?



Right, imagine the kind of torture you would have if you were trapped in a room with Heinz Beans' chief tasters, whose idea of fun was to listen to Agadoo continually while watching re-runs of the Bobby Davros Rock with Laughter show. This is the same degree of awfulness I thought I'd have to go through when I first started playing Parasol Stars. At first glance the graphics are



## Parasol Stars Hit Squad • £9.99

garish and unimpressive, the tunes grating and there are no proper baddies to get your teeth into. But I plodded on and to my surprise - once I actually realised what was going on - I started enjoying the game.

This is the third in the series of Bub and Bob games, the aim this time being to defeat the monsters with your magic parasol, and thus free the universe. You get eight different worlds to

Oh dear, Bub is having a problem handling his parasol. Watch out for those buses

## GAMER GOLD

explore for your £9.99 and can even take your friend along if you don't like playing alone. There's a bonus level and plenty of collectable objects such as magic shoes, power hearts and miracle icons.

How long the game will keep you amused is questionable but it is worth a look just for the unusual gameplay and strange choice of enemies, such as grand pianos, helicopters, and playing cards.



## War Zone • Corkers • £9.99

Well, if you fancy a real Mission Impossible, this is the game for you. If your idea of fun is a shoot-em-up where it is virtually impossible to avoid the enemies' bullets, and every time you pick up a decent weapon it is taken away again if you get hit, then go for it. But for us mere mortals this game leans heavily on the "yikes, this is too difficult!" side.

Visually it isn't bad, but if you like to see blood and guts splattered then you'll be disappointed, and some of the enemies when shot look more like they're playing point ball then having just been obliterated by a flame-thrower.

There is a good selection of weapons to choose from which offer a good range of sound effects. Fun can be had in two-player mode where players need to develop a "cover my back"-type strategy, so beware if your comrade is the mean type who goes around trying to hog all the bonuses and upgrades which can be found.

The levels include warships, jungles, swamps and sewers, and there are different types of enemies, ranging from those that can be seen off by just one blast from your big weapon to those needing a more advanced method of elimination.

This is quite good little shoot-em-up which is rather addictive but for most it will prove to be a bit of a tough customer.



Bet he drinks Carling Black Label....





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**T**he first and most important thing to realise is that although money is important, it's no substitute for power. Begin the game by basing yourself in Luebek. Having borrowed an appropriate amount of money, start trading between Luebek and Malmoe.

Take wine or salt from the former, and wood and wool from the second. At the beginning of the game you should concentrate on shifting cheap goods such as salt and corn. Low price means low risk and high quantities.

Look out for the arrival of the spice fleet. If you choose "Quick Start" the spice fleet will already have docked in Brugge when you begin.

When the fleet docks you should sail straight there and buy as much pepper as you can, then stay in dock for a couple of weeks. You will then be able to sell the stock for twice what you paid for it.

There are other commodities that will provide you with an equally speedy way of rendering yourself solvent. However, you must buy them in the correct locations. For example, buy furs in Nowgorod and sell them in London. Purchase wine in Brugge, oil in Bergen and hemp (hmm, sounds like fun) in Danzig. Buy salt in Luebeck and sell it in Stockholm.

### LUXURIES TOO

But there is more to trading than making a fast Thaler. You must also impress the townfolk with your activities. If you only deal in essential goods such as meat and fish you won't get yourself noticed, or remembered. It's worth bearing in mind that a little flair may be called for, and a little trading in luxury goods.

Once you have enough money, a wise way to spend it is on more ships. By far the cheapest and fastest place to do this is in Nowgorod. All you need to do now is load yourself up with hemp, as all the other materials you need should be located in the town.

Dealing with the scum of the seven seas is definitely a risky business. But, if you are willing to take a chance you could end up with an entire

fleet of ships for next to nothing.

Hand over a fully-armed ship and crew - as far from home as possible - and the pirate will sell you every ship he captures, for a pittance. On the other hand, he may disappear and never be seen again.

Alternatively, set up a guard ship in front of the town you know the pirates are heading for and attack them as they enter the port.

If you win the battle you will not only get to keep their ship, but also gain the gratitude and admiration of the townfolk. This aspect of events is an invaluable commodity.

### DODGY DEALS

Always ensure that you have enough money in the office and that you can repay your debts on time. Keep your ships in good condition as deterioration in their condition will reduce their capacity.

If you have a ship that is a complete wreck, just sell it. Selling ships at auction is a good way to make money. Here you can bump up the prices of your boats by bidding against yourself - but you do need to be very quick on the keyboard.

However, heed this warning: Don't bid too high or you may end up paying for a ship you

already own. As with most real life, the easiest way to become popular is to spend money on people. In the Patrician, this is best achieved by throwing a party.

If you're having problems with the catering side of your shindig, then here are some invaluable tips. For one, build yourself a warehouse and hide 30 burden of the following items in it: Meat, fish, ale, wine and corn.

The best days to throw a feast are between the 24th and 31st of December. Where weddings are concerned the same catering arrangements apply. But why on earth should a swash-buckling wealthy businessman like yourself even utter such a desperate word?

With all the advantages you have bestowed on yourself you should be out there sowing your wild oats at one of your swinging parties, instead of sitting in front of the candle being hen-pecked by Brunhilda.

And when you do finally decide to hang it up, the best bride you will be offered is the grieving widow of a bargeman - what, no Thai virgins?

On the plus side, as a dowry you will receive two large ships (and a tug boat if you include your new bride).

To become Alderman you need to be mayor of your hometown, and have an excellent reputation in several other towns. Join as many



guilds as you can and trade between as many towns as possible.

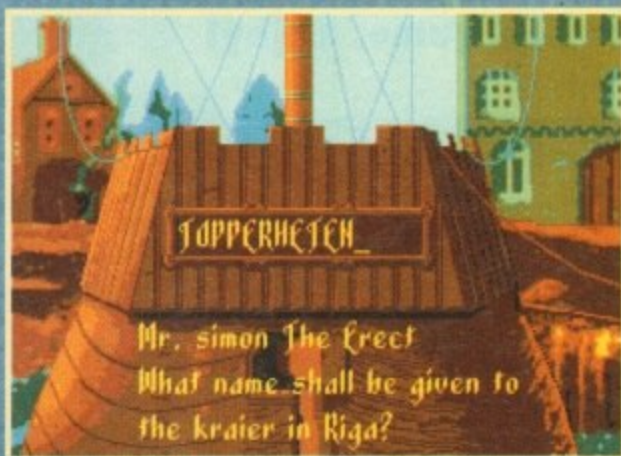
An important tip here is to be generous with your wealth. While we realise this will hurt, if you want to succeed in Patrician we're afraid it's a necessary aspect of play.

If you want to see results you should spend around one million Thaler on the town initially, about 1.5 million the second time, and about 3 million the final time.

Use your warehouse. Buying cheap products like cereal and storing it will result in the employees you have taken on processing products like beer from it.

There are many unpredictable elements in the game. Disaster or good fortune may strike at any time. However, one thing becomes blatantly clear the further you get into the game. The deeper you go, the more dangerous it becomes to transport goods. Equip one of your ships to lead a convoy and you not only reduce the risk, but also gain popularity.

Remember at all times the main key to success is popularity.



For a successful attempt at Patrician it's important to start business in the right town. Luebeck is as good, if not better, than most

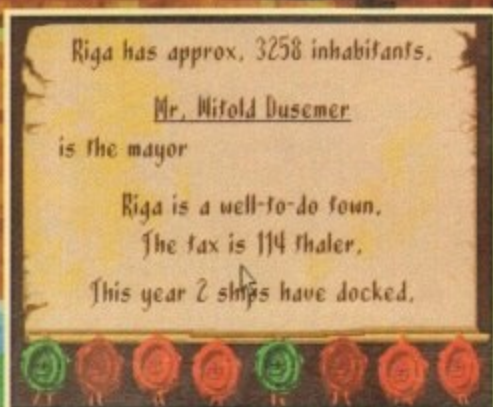


It's important to build boats for success

At last after going broke time after time, help has finally arrived. Yes traders, a complete guide to getting rich, making friends and influencing people...

# The Patrician

Always pick a nice juicy, wealthy town with plenty of loot



ware	town	ship	price
corn	1311	8	44
meat	451	8	59
fish	53	8	83
ale	27	8	98
honey	299	8	174
cloth	21	8	269
crockery	8	8	298
wood	711	8	48
wine	1	8	986

Max 2

Here's a list of goodies you can buy in town



## Akeer's Island

Return SE to the corridor with handles. Go due N into the passage and follow the corridors to the W. Beware of the destroying Wizard of Chaos (prepare psychic protection). Kill the wizard. Pick up treasures and skull.

Return to the passage entrance. Take the corridor to the SE. Beware the dangerous magician. Kill the magician. Secret passage in one of the walls; click on the button under the eagle-heads.

Continue along the corridor to the N. Place the six skulls on the six scales. Continue along the corridor. Kill the guard. Pick up the relic. Return to the landing-stage. Re-enter the town.



## Jon's Island 1

Find the passage to the West and head along the road. Watch out for the dwarves as they always try for the kill. After a while turn North into the mountains.

On the way you'll pass two cul-de-sacs, West and East. Take each of them in turn and pick the edelweiss plants. Go back to the end of the passage and head East, watching out for the vultures.

Go North into the mountains and find yet another edelweiss. Go South back to the passage and keep on East. Take the first path North and then go East and you'll find two more of the precious plants. Watch out for the curse that lies in the area; try to cast a curse-lifting spell prior to entering.

Because of the altitude you may find your characters being affected by vertigo. Avoid this by drinking anti-vertigo potions. When they take effect, continue higher up the mountains. Collect the relic at the end, then return to the harbour and head for the North-West landing of Jon's Island.



# Ishar II

Here is the concluding part of the complete guide to Daze's brilliant adventure game. Enjoy!



The end of the quest is nearing, however this is the deadliest and most demanding Island of all. First thing to do on this island is to fight the Fire Elemental. This is easier said than done because to kill the Elemental you must have one of your characters hold the magic shield while someone else casts a fire protection spell, then step forward and strike.

At the first crossroads, turn right and follow it around the block until you reach an opening to the North. When you reach the next crossroads turn to your West if you fancy more experience and treasure.

Once you've exhausted the maze return to the crossroads. Go North to find the one of the toughest creatures in the game, a fire-breathing dragon.

Use the same method as you did against the Fire Elemental to defeat the dragon. He may take quite some time, so be prepared to take a couple of steps backwards to heal yourself.

After the defeat of the dragon, head North. Examine every nook and cranny in the walls because there are hidden treasures contained in a good many of them.

Shortly you will reach another crossroads. Head North, then watch out for a secret passage leading from the North wall. Follow this secret passage, fighting all the skeletons and wizards en route. When you reach the end of the passage, enter the

## Olbar's Island

maze. Beware this is no ordinary maze, as most of the walls are invisible doors - so map carefully. At the end of the maze pull the handle and fight your way back to the crossroads.

At the crossroads go South, then stop when you reach a room. The walls in here have spikes poking out of them, so make sure you slalom through carefully.

You should now have reached Shandar's fortress. In the first large room, stick to the edge of the room - avoid the middle! At the South-East of the room collect the treasure.

In the North-West corner of the room there is a knight who you will have to kill. Once defeated, leave by the door behind him. Walk straight through the next room and leave by the North exit.

Look out for a small room to the West, enter it and activate the mechanism. Now race back to the end of the corridor. Your next encounter is with a Gorgon, she has a particular talent for inverting people so kill her as quickly as possible. After you've defeated her, move into the room beyond and drink from the fountain to restore life.

Head South into a labyrinth full of mummies and witches for you to kill. When you've dealt with them all, leave by the Southern

exit. Take the next passage East and look for a small room to the West. Activate the mechanism you find there, then head back into the passage. At the end you will find some Lion guards; kill them and use magic to heal any wounded characters.

Examine the grille in front of you and trigger the trapdoor next to it. Walk through and head North at the next crossroads. Walk to the end, take the treasure and activate the mechanism. Return to the crossroads and head down the South passage.

At the end is a room with a magician in it. For once in your blood-lusting life don't kill him; try the humble art of communication and listen to what he says.

Go back to the corridor and take the North passage. You should come to a closed passage. Place the parrot in front of the large ear and let it talk - the passage will open.

The next room has low ceiling points, so slalom through with care. At the next room, work around the edges and keep away from the centre.

You are about to engage in the final battle of the game, so get everyone up to full strength and prepare a Psychic shelter spell. Head into the Northern room and Shandar will appear. All you have to do now is kill him, then retreat from the fortress enjoying the fireworks. Kendoria should now be able to look forward to a peaceful and prosperous existence.

## Jon's Island 2

At the harbour head West along the coast line. When you reach the Mountains to the East, you must dismiss one of your characters. To make matters worse you must strip them of all their gold and possessions.

Head through the mountains to the East, watching out for guards. At the end of the path you will come across five pillars and a dead druid. By this stage you should have five relics.

Place a relic on each of the pillars and the druid will be re-incarnated. Recruit him and treat him nicely. Head back to the harbour stock up with supplies, rest and perform all other bodily functions. Then head for the fortress on Olbar's Island.



## Zach's Island

Go back to the city once more. Head for the clothes shop and buy five evening tunics. Dress in your new garb and wear the pendant given to you by the Ent. Do this before you enter the Blue Velvet nightclub; here you will find one of the Fortress parchments.

Check finances, as you will need at least 20,000 coins for the next part of the quest. If you don't have enough, then indulge in a killing and robbing spree in the city until your finances are sufficient and your bloodlust satiated.

Next, go to the alley of the four towers which is North-East of the harbour and wait until two in the morning for the suspicious character to appear.

If you've been one to enter as many pubs as you can during the game, chances are you'll have met him before. Give him your 20,000 coins and he will give an important item.

Go to the herb shop and buy the ingredients for five anti-vertigo potion, otherwise known as Mildong. Eat, sleep and head for the North-East side of Jon's Island.









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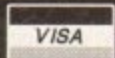
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## Expert views on the latest applications



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**S**o, what are the limitations of ARexx's string handling routines? Well, for a start, they are a bit too fixed and rigid, a bit too literal, if you like. Essentially, ARexx offers three methods of parsing a text: It can detect individual words in a text, such as text separated by so-called "whitespace", which is computerese for blanks, new lines, tab stops and the like; it can search and find specified characters in a text; and it can find text in specific numerical such as the tenth character in a string. These methods can be used in combination, and with a bit of smart coding they can be very powerful.

The weaknesses start to show when you want to parse for a string that is not so rigidly defined; perhaps a string that is defined by alternative choices, or by what it does not contain, or even by the characters it contains, but not necessarily in the correct order.

### Searching

For instance, suppose you want to write a routine that searches a text either for the pattern "abc", or for the pattern "xyz". You will have to perform at least two separate operations (two checks) before you have your result.

There is no way in standard ARexx to formulate the idea: "search the text for either pattern 'a', or pattern 'b', and notify when you have found it", in one step.

The same applies in all the other examples above - whereas it is not too difficult to get the desired result, quite a few steps are needed to get there! Searching the same piece of text several times over before you find what you want can be quite wasteful, and can make your programs slow.

With a bit of thought, you will realise that it should be possible to check through a given text only once, testing for all alternative patterns as you go along, much like a human reader would.

After all, if you want to find out whether a text contains any of the words "dog", "cat" or "mouse", you do not read it three times! What is needed is an appropriate notation that will allow us to specify the alternatives we are searching for, and an algorithm to perform the search efficiently.

In other words, we want a sort of super-flexible pattern matching notation that will also allow "wild" characters, negatives and alternatives.

A notation like this does exist, and it is known as "regular expressions". Regular expressions play a very important role in computing, and for good reason.

The notation of regular expressions is extremely powerful; for instance, it can be used to analyse any stream of characters in order to see if the words they form belong to a certain language or not - whether that language be English, Latin, Basic or ARexx.

This notation has now become more or less standardised (there are small variations), and is used whenever a computer language is designed or analysed.

However, despite their power, regular expressions are quite easy to use, and are useful for scores of other jobs too - some of them a lot more common than computer language design.

Even the ordinary AmigaDOS file wildcards like ? and #? (where p#?.info means any file starting with "p" and ending with ".info") are simply a very small subset of the regular expression concept.

Other examples include pattern matchers for finding

crossword clues, database enquiry systems that can accept incomplete specifications, and, of course, the good old word processor spelling checker that gives you alternative suggestions.

There are also several programming languages - especially languages that are intended for text processing - that have a built-in ability to handle regular expressions, such as Perl and Awk. Anyone who has worked with these languages will miss their power and flexibility when having to use ARexx. The history of regular expressions is closely tied in with the development of software science, and there is a lot of literature on the subject - anyone who wants to find out more should consult a book on compiler fundamentals or lexical analysis.

Every computer programming hobbyist will gain from a study of regular expressions - but the good news is that you do not have to understand any of the theory in order to use the system effectively.

Well then, why not combine the best of both worlds? It would seem that ARexx and regular expression have a lot to offer each other. This idea prompted me to action. I knew that there were quite a few freely distributable function libraries to handle regular expressions, so I set out to see if I could adapt any of them to ARexx.

# Advanced

I didn't need to go far before I found that this had already been done! On Fred Fish disk number 444 I found Stephen Moehle's *regex.library*, which has a ready-to-go ARexx interface.

This neat little library adds five new functions to the system, the two main ones being REIndex(string,pattern) and RESubstr(string,pattern). These do almost exactly the same job as ARexx's built-in Index(string,pattern) and Substr(string,position) functions, but instead of specifying a fixed pattern or a position, you specify a regular expression, as defined in the library's documentation.

As always, please remember that before you can use any external ARexx library you must first add it to the system, either by issuing the command `rxlib xxx.library 0 -30 0` at the Shell, or by using the AddLib() function in the same way in your program. If you want the library to be available at all times you should add the "rxlib" line to your user-startup. To

.	any character except newline
\$	the end of a line
:	whitespace
:a	any alphabetic character
:d	any digit
[...]	any of the characters ... in the brackets
[^...]	any of the characters ... not in the brackets
+	one or more occurrences
*	zero or more occurrences
\	takes the next character literally (used for symbols)

Diagram 1: Some regular expression symbols



give you a quick taste of what this is like, we will look at some examples. Diagram I gives a brief summary of the main elements of regular expressions. Note that it is by no means a complete list! In the examples that follow I have tried to strike a balance between simplifying the ideas as much as possible so that they are readily understandable to newcomers, and not to be too repetitive.

There is an important advantage when using regular expressions to parse a string of characters. The standard ARExx technique of parsing a string with patterns, returns the first string that matches the pattern.

## Loopholes

However, there might have been a more general instance that also matched the pattern, in which case it would have been truncated and lost. For instance, suppose we are searching a text for words beginning with the letters "pr" and ending with "es", using some code like:

```
PARSE VAR text bitbefore 'pr' xxx 'es' bitafter
word = 'pr' || xxx || 'es'
```

If the word "processes" was encountered, the resulting word would be "proces", as the last "ses" would be cut off and lost.

Using regular expressions along with ARExx gives us a neater way to do the job, and the resulting code is much faster.

```
pattern = '[Pp]r[^\s]*es[.,!:]+'
DO FOREVER UNTIL text = ''
word = RESubstr(' ' || text), pattern)
PARSE VAR text bef (word) text
END
```

The regular expression pattern above is explained in Diagram II. Other than that little explanation is needed. A blank is added in front of the string each time - this is necessary because any trailing whitespace or punctuation is removed by the last [^\s,!,:] pattern.

It also takes into account the case of the first word in the text. Note that the word will still have to be stripped of the



# string handling

There is also the problem of ensuring that only single words are checked (avoiding multiple word combinations, where one word starts with a "pr" and a subsequent one ends with "es", such as "prime fees").

We could specify blank spaces in the parse string (before the "p" and after the "s"), and this would work fairly well, except it would still not take account of punctuation marks, tabs, newlines and so on.

In fact, the "formal" way to do this under ARExx would be to parse the text word by word, strip any extraneous characters and check whether each word meets our requirements. The code for this would be a few lines longer, and it would run a much slower, but it would work correctly. Notice that if we had to allow for capitals, we would need an extra check.

```
DO FOREVER UNTIL text = ''
PARSE VAR text candidate text
candidate = Strip(candidate, '.,!:')
/* the next two lines check our conditions */
IF Pos('pr', candidate)=1 AND LastPos('es', candidate)=2
THEN word = candidate
END
```

'[Pp]r[^\s]\*es[.,!:]+'  
 First character is a blank

[Pp] Second character is "p" (upper or lower)

r Third character is "r"

[^\s]\* Any number of characters but no whitespace

es followed by lowercase "es"

[.,!:]� A full stop, comma, exclamation or whitespace (one or more)

**Diagram II: Regular expressions are easy to understand if you break them down!**

punctuation marks.

Another useful example is the parsing of a full pathname in order to extract the actual file name. Suppose you have a pathname such as "DH0:subdir1/subdir2/dir/myfile". In the past we have dealt with this situation in two ways. The more common alternative is to find the position of the last slash, and then parse by position to get the file name.

```
n = lastpos
PARSE VAR pathname #n filename
```

The other alternative is to parse the name recursively using the pattern "/" until you get to the last one. This is more involved, but can be useful if you also want to know how many levels down you are.

The regular expression that deals with this problem is simply ".\*/"

```
location = RESubstr(pathname, '.*/')
PARSE VAR pathname (location) filename
```

Obviously this example is trivial, but it illustrates the point very clearly. Regular expressions will return the longest possible string that matches the pattern, and not the first occurrence.

I am sure that if you do any sort of utility programming, you will find regexp.library a very welcome addition to your libs: drawer. I must point out that this implementation is still a bit weak, mainly because it does not allow for bracketing and repeated patterns.

I hope the situation will be remedied soon. After all the code is freely available - all that is needed is to convert it into an ARExx library.

• Next time we will look at a very simple and easy to use graphics library, that will let you add impressive interfaces to your utilities.

One of the main strengths of ARExx is the ease and elegance with which it handles strings of characters. But even here there is room for a lot of improvement, as Alex Gian reveals



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**T**he cast and crew have been chosen. You've given the script to the actors and the storyboards to the camera operator. In bed at night, you lie awake tossing and turning, juggling queries and doubts about the video that want to be answered.

Where should I place the mike for optimum sound quality in a four-way, one shot conversation? Am I good enough to direct a team of 20 people? It's four o'clock in the morning and I still have a day job to get up for. The answer to any worries is to keep organising. Next up on the list of priorities is to call a production meeting. This involves the crew but not the actors. At the moment, props and set dressing lists, scheduling and location hunting involving a recce are probably your main concerns. Remember to delegate - don't try to do everything yourself, your crew is there to help.

With amateur videomaking, relying on people's goodwill is very important. Laying your hands on props and items for the locations can be difficult but you'll be surprised at how interested and generous people can be when asked for a favour concerning a film.

Start with either a letter or phone call to the shop or owners of a particular location or prop you want to use and explain your situation and needs in straightforward terms emphasising that the video is non-profit making but you intend to enter the film into international competitions.

Offer them a chance to see the final result and ask if they would like a credit in the end titles for their troubles. Also promise to send the exact times and dates of when and where you want to shoot in writing.

When permission is gained, make sure it is given in writing (people can "forget" especially if shooting in a pub, club or shops) then the next step is the location hunt or recce.

This is used by the director, camera operator and PA to take a look round various possible settings for the video.

## EXPERIMENT

Try to take a camera or camcorder with you to get some shots of the location to take back and study in more detail. While there, discuss with the camera operator what ideas you have for the shooting of the scene. Storyboards can be altered or completely changed so don't be afraid to experiment.

Give him or her space to express their ideas as well which, like the story creation stage, can help to trigger more ideas and form a better working relationship - show people at this early stage that you trust and respect them and their own opinions.

If you do, they'll enjoy working for you and that means they'll work harder, producing better results over the rest of the shoot.

Check out how practical it will be to set up lights, tripods, sound equipment and so on. Count the amount of power points there are in the place - you may need extension leads and four-way adaptors.

Another important point often overlooked by amateur crews until it's too late and the entire buildings fuse box is blown, is to remember to calculate the amount of electricity being used by all the equipment - lights in particular can have a nasty habit of overloading and shorting the system.

Above all, be practical first and creative second. Assess what is available to you and work from there. If the ground-

## Calling all the heroes

Once everybody has agreed to the schedule, the next stage is to create call sheets. These document the exact times, locations and people that will be needed on each day.

Distribute them to everyone involved either at the beginning of the shoot or, more practically, the evening before each shooting day so that the information or any changes are up-to-date and accurate.

work is done then the inspiration will grow from it.

On successfully attaining the basic tools for the film, the next and probably most difficult stage especially with an inexperienced PA, is to sit down and sort out the scheduling for the entire shoot.

## PLANNING

If this is your first time then it is still important to have a tight if lenient time structure. Firstly, it will make yourself and the crew more motivated and focused.

Secondly, if you turn up at a location and the owner see a slack and decidedly denegised mass of disorganised people then they may well change their minds and kick you out of the building. You may be an amateur videomaker but act in a professional manner.

It is very unlikely and often impractical to shoot a script in order. Time, access and



# Managing your time

How to keep your head when making a film - all is revealed in the third instalment of Adam Phillips's video making story

the hassle of shifting gear back and forth to certain locations are usually the main reasons for shooting out of order.

Break the script down into each scene and work out through the storyboard and shooting script (a list of all shots used in the video where each is numbered) and estimate as accurately as you can with the PA how long each one will take to film.

If the shots in a particular scene are relatively difficult to achieve, such as a moving shot with the camera operator using a wheel chair, try and take any difficulties into account.

Once decided, take a lump of time needed to shoot the entire scene and organise it into the overall shooting day. Do this with all the scenes and arrange them into schedule with dates and times. Try and give yourself emergency space in case of going over schedule.

When completed, call a meeting for both crew and cast to check that there will be no problems with dates clashing and to inform everyone of exactly what is going on to avoid confusion later.

If it all seems like a huge and monstrous amount to think about, remember to take everything one step at a time and you'll find that all the pieces of the jigsaw will slot into place.



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**W**hether you're a dedicated muso or just an interested bystander with a shiny new machine, getting into Amiga music can be much cheaper and simpler than you might imagine.

To start we'll look at the market from the bystander's position, highlighting the cheap and cheerful products which for as little as £2 will allow any beginner to create music on a par with that found on commercial games software.

As you've probably guessed we're talking PD and more precisely MED – a program that's been the premier PD soundtracker clone for longer than most Amiga musos would care to remember.

Due to the prolific success and countless updates – courtesy of its creator Teigo Kinnunen – the PD libraries are literally fit to burst with countless revisions of the aforesaid MED.

However, if you're after the very latest offering – alias OctaMed v5 – Seasoft Computing is the first place to look, primarily because they have managed to obtain exclusive rights to distribute the eight-track licenceware version which comes in at a full package price of around £30. For more information contact Seasoft Computing on 0903 850378.

Although eight channels may sound more attractive than the four track shareware alternative, the additional tracks do not play samples but merely sequence Commodore 64 style synth sounds.

For the beginner these additional tracks aren't essential, and as a result, the four-track PD program is perhaps the ideal choice for testing the water prior to the larger investment in the licenceware

alternative. Almost all the major libraries carry the four track version for around £2. When ordering be sure the software on offer is at or around v3.20.

Like all the soundtracker clones, MED employs standard 8-bit samples as its primary sound source. These can be either created yourself or alternatively there's a wide selection of pre-recorded effects and instruments that can be bought direct either on disk or CD from PD libraries or dedicated sample suppliers.

If you're happier with pre-recorded sounds, quality commercial sources include the Zero-G Datafile which carries both CD and disk-based collections, and is available direct from Time and Space at PO Box 306, Herts HP4 3EP. Tel: 0442 870681.

Although excellent quality the vast majority of the Zero-G samples are heavily dance-oriented with assorted scratches and popular hook lines. For any would-be DJs or rave

## MUSIC



# Sound advice

## The ultimate band

If you're still undecided as to the filling for your post-Christmas musical stocking, Blue Ribbon can supply an intermediate package which allows the user to employ their own or pre-recorded samples as part of an automated six-part accompaniment.

The software, entitled SuperJam1.1, allows you to begin building a bridge between the internal sounds of the machine and the world of Midi.

It works by allowing you to assign any one of numerous styles which then form the framework within which your five automated musicians will literally jam along.

All you need do is add the basic melody and play your part as the lead soloist. No matter what chord progression you add the other members will automatically play a suitable accompaniment.

## PURPLE POP

For example, if you specify a rock-style with a chord progression of say E minor, G and A, your automated bass player is almost certain to rip straight into Smoke on the Water!

OK, nobody said the package is perfect but with a bit of practice you can generate perfectly acceptable lift music easily, which can then be worked into a pseudo-original or perhaps employed directly as backing music on various multimedia exploits.

Besides the fun and functionality of the package, the beauty is that SuperJam1.1 is equally at home with Midi information as it is with converted Amiga samples. If you're looking for an affordable and interesting introduction to composition plus both an educational and speedy production tool, SuperJam1.1 is ideal.

fans the collection is ideal; however if you're planning to build original tracks from the ground up, the next collection is probably a more attractive proposition.

If you fancy an alternative to rave tunes, the Sample Series from those loveable Mancunians at Software Technology could have an ideal alternative. Unlike the Zero-G collection the Sampler Series is comprised entirely of sounds borrowed from the latest synths. If you're interested in a more purist's approach to audio plagiarism, you can get the aforesaid collection from: Software Technology, I-Mex House, 40 Princess Street, Manchester M1 6DE. Tel: 061-236 2515/4.

**Paul Austin**  
points out the  
best selection of  
software for the  
musical beginner

## Easy Midi

If you're looking to side-step the internal talents of the Amiga altogether, there are a whole selection of budget conscious sequencers waiting in the wings.

Although all of the programs listed are primarily aimed at Midi, they also all fully support the machine's internal talents with equal enthusiasm.

Although not a particularly strong selling point in the eyes of serious users, it does mean that if Midi music is your goal but finances mean a wait for the necessary hardware you can still come to terms with the software thanks to inexpensive Amiga samples.

Ideal choices for any potential investor include Sequencer One Plus, MusicX, B&PPro2 and TigerCub, the first of which is perhaps the ideal choice boasting an extremely user-friendly editing system and intuitive design.

On the downside, Sequencer One Plus isn't the cheapest, as the now rather elderly

but still usable MusicX easily lays claim to that particular title. MusicX was, in its day, easily the hottest item on the Amiga music scene, and it still remains a viable option especially if you're prepared to shop around – although it has been superseded by the others when it comes to ease of use and added features.

The final option is to throw caution to the wind and invest in Bars & Pipes Professional v2 – which although far from cheap offers a degree of expandability only equalled by KCS 3.5.

The reason for the B&PPro2 bias as opposed to KCS is simply that although the two are on a par for power, B&PPro2 is much easier to master for the outright beginner.

If you think that in time you may be in the market for a real power package, it could be worth tracking down a copy of TigerCub. This is basically a very cut-down version of the bigger KCS sequence. However it does provide a great opportunity to familiarise yourself with the KCS environment prior to taking the plunge into KCS 3.5.



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**F**irst this month a look at some of the boards I've been visiting recently on my travels around the globe via modem. I used to have a phone book on my comms program which stretched from the top to the bottom of the screen, exotic numbers from far flung places.

Then I settled down, like you do if you're a comms head, into visiting only the boards I used regularly. I visit CIX and The Direct Connection, I popped into other sites via Internet, but that has been it. But then I remembered what all those other names on my phone menu were for.

A quick dial-up produced a depressing result. It must be only the best part of six months since I was on all of these boards and almost all of them have vanished, or at least are not on-line most of the time.

Of the ones which were still operating I have chosen a couple which I particularly liked this time around, and they are Cheam Amiga and Essex Amiga.

## Cheam Amiga

Although not very strong in the graphics department, this is a good solid board with lots to recommend it to the casual network surfer. The file area is particularly good, and if you're local to Cheam then this is one of the fastest and cheapest ways of getting your Fish Disks or the more recent demos.

Some file areas and message bases are better supported than others. I don't know what kind of system the board is run on, but it may not be very large. But, the board is well organised, and has a number of feeds from outside to liven things up a bit.

There's a lot of new games and demos, which seem to be a popular hangout for uploaders as well as downloaders. Some people seem to not care which area they upload to either, so keen are

they to get on-line... As well as a healthy sprinkling of BBS software there's also a special area for Jolyon Ralph. Hmm, why does Jolyon need his own file area?

Still, what with the text files, fonts and CanDo support, this is a healthy board with a lot going for it. All it needs is a graphics overhaul and a bit more attention paid to updating the file areas from time to time and it'll be a great little board. Nice one.

## Essex Amiga

Next is the Essex Amiga board, which has better graphics and a lot more going on, although better is a relative term. There is more of everything although as ever I'm not sure if this is necessarily a good thing. I got lost and spoilt for choice on more than one occasion. But having said all that it's a neat and tidy board with lots to look at and bags of stuff to download.



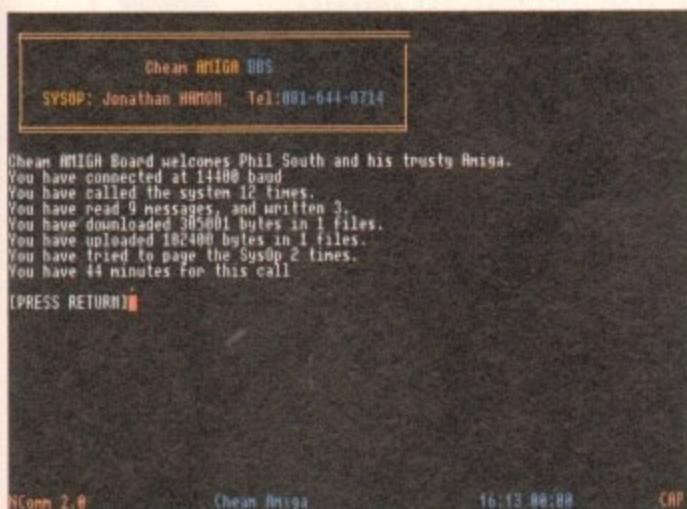
# A brand new friend

Phil South looks at a couple of Amiga-based bulletin boards

The incentive to upload as well as trough your way through the piles of files is that you have to keep up a respectable upload/download ratio, and the more you take the more you have to give. This is a good way of doing it, and it obviously pays off given the size of the file areas.

As well as all the usual graphics, demos and games, there's also an Imagine support filebase, plus a load of Fidonet software and the UK BBS Newsletter. One of the most popular areas is the Transamiga filebase, as this is the official Transamiga support BBS. It's run on the program and it tells other people how to run it too!

This is a nice, easy to use, good looking and full BBS with loads to read and lots to download. The electronic equivalent of a well run public house.



A good solid board, but not many graphics

## Internet corner

Here's a nice, out of the way place you can visit on the Internet in an idle moment:

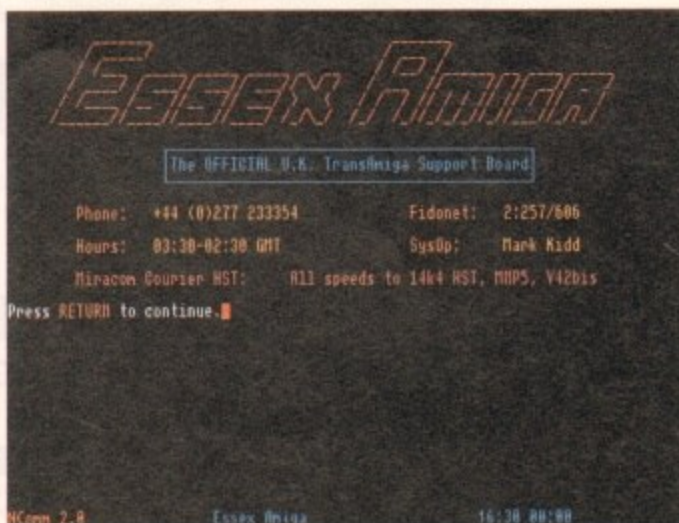
[ftp.eff.org](http://ftp.eff.org)

Home of the Electronic Frontier Foundation, or EFF, who are a group of very high ranking old computer heads like Steve Wozniak who invented the Apple II, John Barlow, Mitch Kapor and many others.

They champion the rights of all computer people to inhabit the electronic frontier, and vigorously oppose any wrongful arrests, like Steve Jackson Games for example.

The FTP public folder is full of very interesting stuff, like electronic magazines and archives of very hard to obtain facts and figures, plus articles and whole books about famous coders, hackers, court cases and so on.

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● Phil South can be contacted at his usual email addresses on:  
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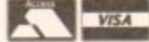
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One of the hardest things to get to grips with in Amos is the difference between hardware and screen co-ordinates. This still causes me no end of trouble, and for beginners it must be sheer hair-shirt and back-whipping purgatory.

So in a fit of pique I wrote this program to show up mouse co-ordinates. Load an IFF picture, preferably the one you want to locate the mouse over, and then just read the figures (and write them down) as you move the mouse over the screen.

```
Rem * Mouse Co-ords Toy.Amos *
Rem
Curs Off : Paper 0 : Cls 0
Curs Off
Screen Open 0,640,512,16,Hires
```

So, we start by adding the usual. I've opened a screen here which is hi-res, but you can use the size of screen that your IFF screen is set to. Don't use:

```
LOAD IFF "",0
```

as this will cause problems with Limit Mouse. Next load a picture into your screen:

```
Load Iff "iff_picture.iff",0
```

The reason you might want to do this is that perhaps on the screen you have an object and you want to accurately check out where it is so you can match that to a limit mouse or Set Zone command.

The next bit sets out and prints out the title and the co-ordinates, or at least where they will go:

```
Locate 0,0
Print "Mouse Co-ords Tool v1.2"
Locate 0,1 : Print "X= " : Print "Y= "
Locate 0,20 : Print "CTRL-C to stop"
```

So that's how our screen will look.

Now we're into the loop. This is where all the work gets done. First, notice how the variables Y1 and X1 are used. They are loaded with the location of the mouse in the X and Y co-ordinates.

These are of course hardware co-ordinates so we have to convert them to screen co-ordinates. This is done by loading Y2 and X2 with the product of the conversion using X and Y Screen.

```
Do
Y1=Y Mouse : X1=X Mouse
Y2=Y Screen(Y1) : X2=X Screen(X1)
Locate 6,1 : Print X2;" "
Locate 6,2 : Print Y2;" "
Loop
```

And finally, the current screen locations are printed out on the screen at the same spot. Each time the numbers are printed a few trailing spaces are printed too, so that the numbers don't leave behind any confusing extra numbers as they increase and decrease in size (see what happens if you leave out the trailing spaces!).

So the thing to bear in mind with object control is the difference between hardware co-ordinates and screen co-ordinates. The X MOUSE and Y MOUSE commands return a hardware co-

## Write a program!

Co-ordinates are a right nuisance and no mistake. This month's homework is to create a program which allows you to store screen co-ordinates as mouse co-ordinates and vice versa.

Or how about a program to design new mouse pointers? You will need to know all about mouse co-ordinates and also be able to store the new designs as mouse.abk. Send in your best efforts and we'll print them in a future issue.

ordinate so you have to convert that to a screen one for the position to be right.

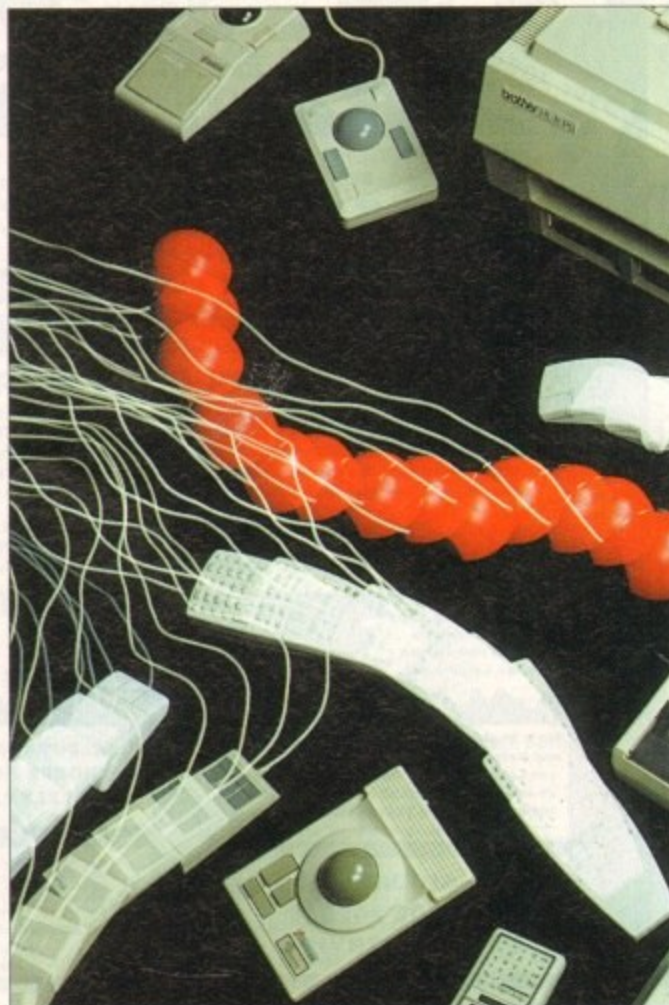
It's the same with LIMIT MOUSE. In order for the co-ordinates from X and Y MOUSE to be correct you have to convert them using X and Y SCREEN respectively.

The old Limit Mouse problem is a knotty one. If you create a screen by default by loading in an IFF file, then the screen seems to go all sorts of odd sizes, at least as far as the mouse is concerned. Omit the Screen Open command and see what happens.

This is something which makes you come a-cropper a lot in Amos: Not open screens before you load something into them. It's a lazy programming habit to get into and causes all manner of problems when you want to go back to a bit of code and compile it. So always set up your screens precisely before you do anything with them, and you'll save a lot of grief later on.



# I saw a mouse...



Where? There on the stair. Phil South looks at Amos mouse co-ordinates

## Write stuff

If you have an Amos question, then please write to Phil South, Amos Column, Amiga Computing, Europa House, Adlington Park, Macclesfield SK10 4NP.



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**B**et you'd like some professional-looking disk labels. Think how envious your mates will feel when you hand them a disk with its own custom label, personally designed.

They'll probably be so envious that they'll pay you to make some disk labels for them as well. Could be the start of a whole new venture.

But like any new project, you have to approach the creation of labels with a clear idea as to the steps involved, and in what order to do things. No good creating the labels before you have the type you intend using in your hand.

You could work with a known standard, but you can be sure that your supplier will throw a spanner in the works and present you with a sheet of labels that is another standard, different to that of your artwork.

When I rang various suppliers and copy shops I was presented with a few different sizes, in the end settling on the most common size of 68mm by 68mm, giving 12 labels per sheet.

But don't use that as the basis for your layout because you will also need to know exactly where on the sheet the labels sit before you can design your grid.

Once you've got a sheet of labels in front of you, the design process can begin, with the most important part being the setting up of a grid. Get that wrong and you'll waste a lot of time later. A point to watch out for is the positioning of the labels on the backing paper.

Some sit butt to butt, while on other sheets they sit apart from each other. Check, and measure your sheet of labels carefully before designing the grid.

Once the grid is done you can turn your attention to the content of each label. This will depend on the purpose of the disk, but I find the minimalist approach is best. Less is more. Too much information in such a small space can be difficult to read at a glance.

Sketch out on paper the type of information you want on the label and give each piece of information a rating. You can now design each element of the label in relation to its importance. And don't forget about the part of the label that folds over the top of a disk.

It's also a good idea to leave a margin of 3mm or 4mm within the label itself in case the sheet of labels is not properly aligned when it goes through the printer.

When laying out your labels it will save time if you first create the one label which contains elements common to all your labels, and then duplicate it until the page is filled with the correct number of labels. You can then add any other elements that differ from label to label.

Once you have all your labels on the page it might be wise to do a test print to make sure they are in the right position, comparing closely your artwork with a sheet of labels.

You can then proof read each different label. The reason for the care is that sheets of labels cost a pretty penny. A pack of

# PUBLISHING

100 quality labels will cost around £25, although there are cheaper brands.

After the checking process you'll be ready to print the labels, or the artwork to be used for the labels, the difference being that if you own a laser printer you can print your labels direct from your publishing program, if not you will have to produce artwork which a copy shop can use to print or photocopy on to your labels.

Another option, the one I prefer, is to find a bureau or copy shop which has a 600dpi laser printer that can print from PostScript files.

This enables you to cut out having to print the artwork, and because the printing process is coming direct from your PostScript file, the quality will be better than when reproducing from a hard copy of your artwork.

As to the cost of the printing, I found



## Sticky business

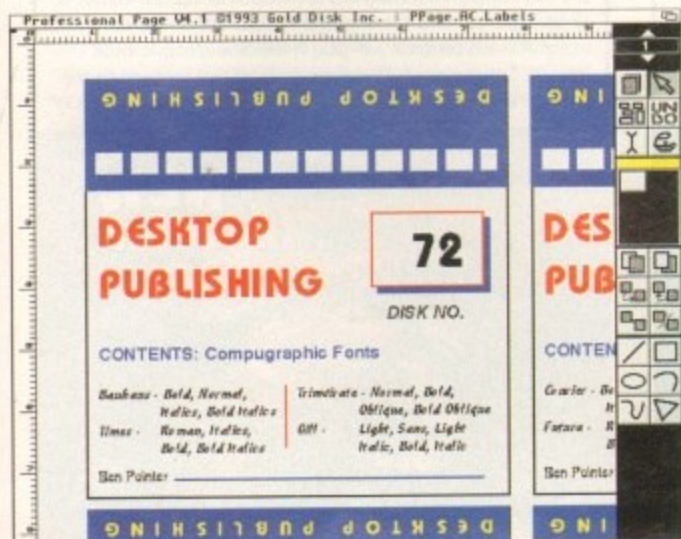
that when you supply the labels, copies are costed at normal photocopying prices. Multiple copies from the one piece of artwork are cheaper than if each sheet of labels has to be copied from a different piece of artwork.

If all your labels are the same, and you want better quality than a copier can produce, it may be worth having them reproduced on a printing press.

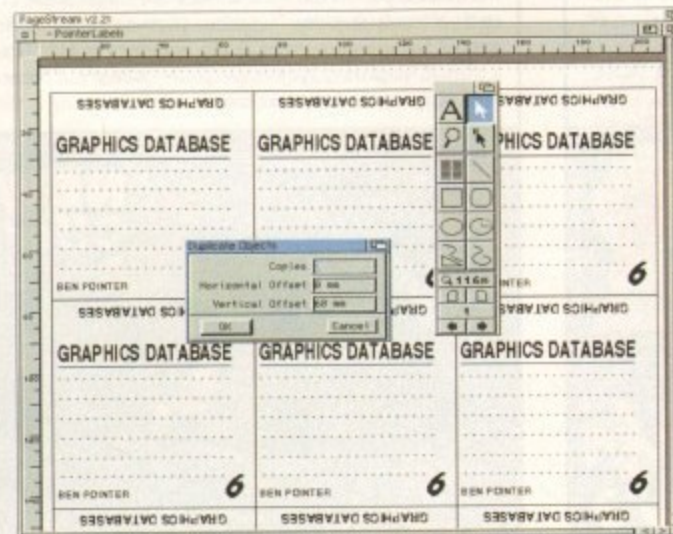
Many copy shops are willing to take artwork in PostScript form and reproduce them for around £30, plus the cost of the media (the blank labels). For a little more money you can change the black ink for a colour. If you feel very rich you can have two spot colours, red and blue for example.

To produce 1,200 labels you will be looking at £25 for the media and between £10 (photocopying) and £80 (spot colour) to have the design printed on to the labels.

Ordinary disk labels aren't good enough for Ben Pointer, so he shows you how he designs his own



Think very carefully about which is the most important element on your label, and size it appropriately so that it is visible at a glance



In PageStream you can group all the objects within a label so that they appear as one object. This can then be duplicated easily to create a sheet of them



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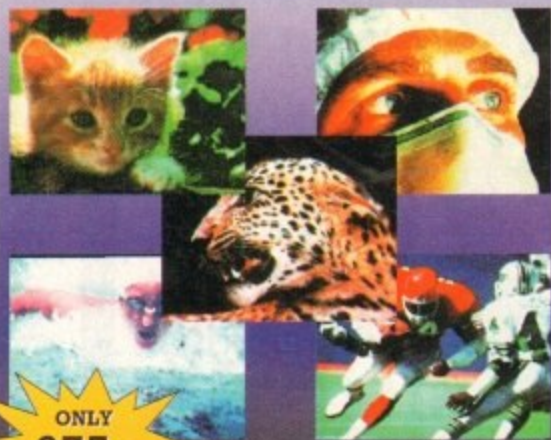
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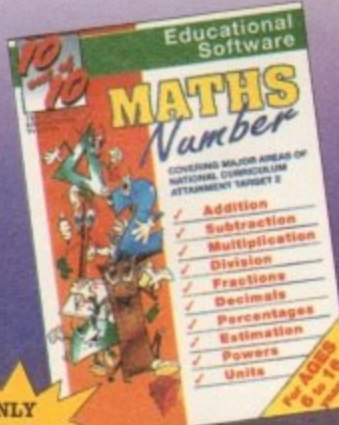
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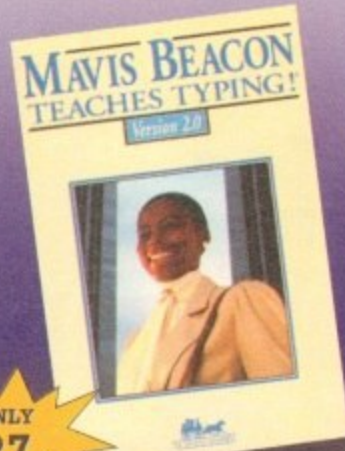


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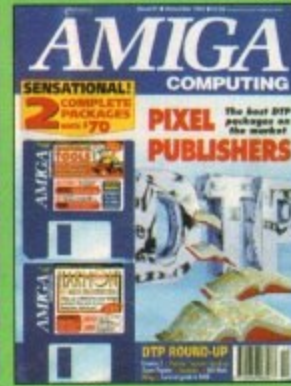


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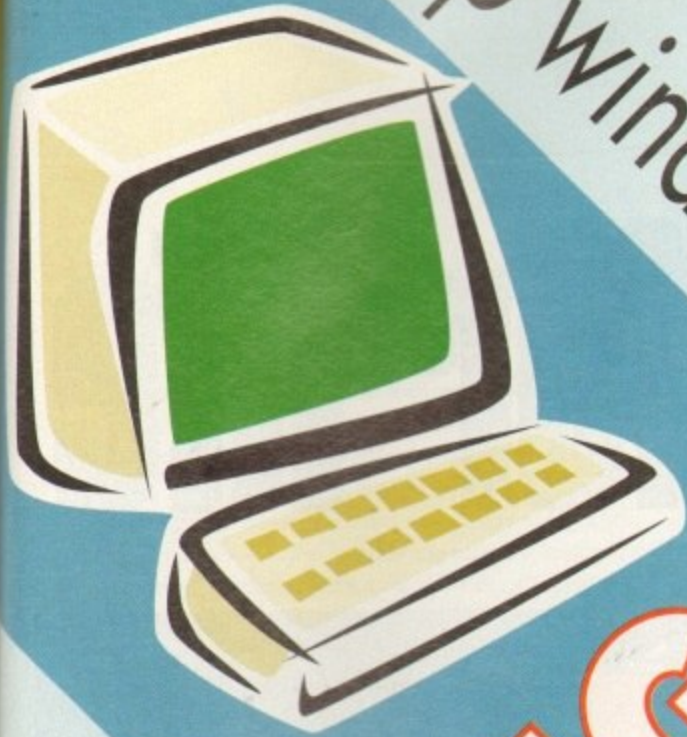
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Simple video editing with EditMate, Noddy's Big Adventure and Vidi Amiga 12 (RT) under test

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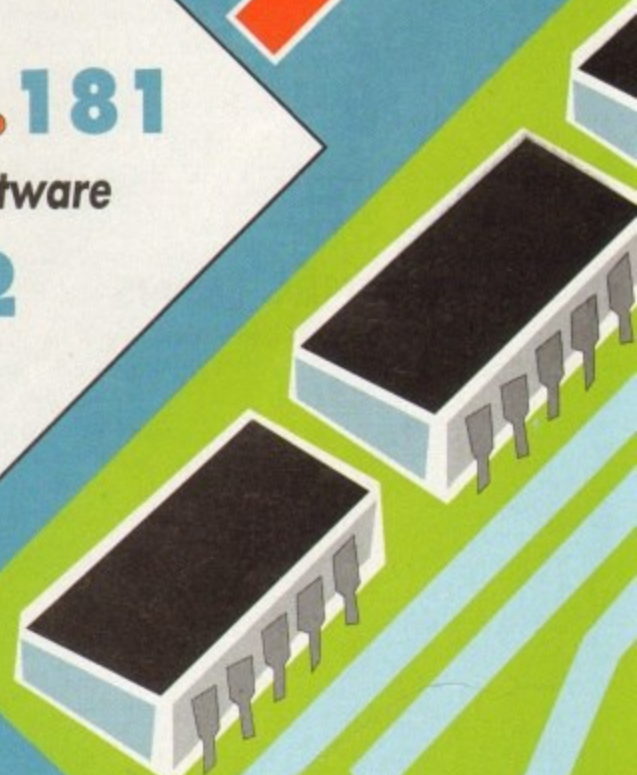
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## Shop Window

Easy and affordable video editing system  
Supplier: Meridian Distribution  
Phone: 081-543 3500  
Price: £199.95

# Mate for life

**A**lthough the Amiga has been synonymous with video production since its inception, the editing of live footage has always been a grey area best left to the experts.

To be fair the problem wasn't caused by the Amiga but rather the myriad of proprietary timecodes, connections and control protocols which have made an automated editing process difficult at best.

As a result Amiga-based video editing systems have largely remained the domain of pro and semi-pro videographers who can both afford and apply the power features which such systems provide.

In addition to the cost and complexity of the hardware and associated software most of the serious editors demand at least some form of modification to one or more of your VCRs – if you won't to avoid losing a generation when adding timecode to your original recordings.

Fortunately with the arrival of Edit-Mate such problems can now be avoided. No timecode is required and better still there's no need for modifications to your existing equipment.

However as you've probably guessed much of the power offered by products such as Videopilot has been inevitably sacrificed – but with a saving of approximately £1,200 it's a price many home users will be more than willing to make.

Although simpler than most systems, Edit-Mate isn't without the usual array of cables and connections, along with a single programmable infra red. Of course CamLink – the creators of Edit-Mate – will be more than happy to supply additional cables as required.

## CONNECTIONS

In order to connect to the Amiga a special parallel port D-ring plugs into the rear of the machine enabling the edit control cables to link the Amiga with the play and record VCRs.

Like the majority of basic edit systems the video signal is passed directly between the two VCRs/camcorders, and as a consequence Edit-Mate is left free to control the transport of the two machines.

As mentioned above the number and variety of video control protocols is quite literally vast and because of this Edit-Mate concentrates its efforts on Panasonic and to a lesser extent Sony.

In the case of Panasonic you're provided with a five-pin DIN while the Sony offering takes the form of linc cable with a 3.5mm jack. Of course if your VCR isn't either of the above you can always fall back on the aforementioned infra red. Please bear in mind both players need some form of remote control so ensure you order enough cables...

Thankfully audio also has its place in the Cam-Link system courtesy of a small mixer which comes as part of the Edit-Mate package. Although a creation of their own making it must be said the mixer is more than a little reminiscent of Tandy's legendary four channel microphone mixer.

However considering the Tandy version retails at around £25 while the Cam-Link comes in at £200 with a few VCR



Can you really be another Spielberg for only £200 with the CamLink video editing system?

cables, a D-ring parallel connector, a mic and some software, it does seem Edit-Mate is a tad more expensive than it should be.

As for build quality there's little to complain about – as long as you don't have an aversion to moulded plastic. Along the rear of the unit awaits the usual array of phono/RCA inputs which can take a stereo signal from the source VCR, a CD player or tape deck.

On the other side of the coin output is handled by two more phonos destined to transport your original audio, backing music and voice-over to the target recorder.

On the top of the unit sits the essential master volume plus the three faders to control the internal mix between the elements. Other than that there's the ubiquitous on/off along with a toggle switch to alternate between the CD or tape player. The only other I/O options sit on the front of the

mixer in the form of twin quarter inch jacks for the headphones plus a single stereo quarter inch jack for headphones. In short, it looks simple and indeed that's exactly how it operates, just switch it on and you're off.

In keeping with the tradition of simplicity the software is blissfully simple thanks to a very straightforward point and click interface which even makes VCR selection a doddle.

Like any self-respecting package hard disk installation is catered for via the usual icon-driven script. In fact icons play a big part in the Edit-Mate set-up procedure with individuals offering access to the main program, hard disk install, infra red programming and finally burned-in on-screen timecode.

This final option shouldn't be confused with timecoding the tape itself. In this case timecode simply refers to the ability to generate an on-screen timecode read-out which can be burnt onto the output with the assistance of a genlock. Although a





## Shop Window

seemingly strange option for home users it's been added to allow semi-pro videographers to add timecode to rough creations which can then be sent to the client for evaluation.

The idea is that the client can then make a note of the scenes and their locations, these can then be relayed back allowing you to make the necessary adjustments to your edit script prior to compiling a finished master.

Assuming VCR selection, infra red programming and cabling is complete it's time to enter the software itself and begin to build your masterpiece. At the risk of repetition life just keeps getting easier.

After rewinding both recorders and resetting the counters for each selection can begin. Of course, now thanks to the program's remote control for each player, the buttons need never again be touched by human hands.

In order to add scenes to your masterpiece you simply click on Edit-in and Edit-out in succession. This process is then repeated throughout the tape until all your favourite scenes are selected - paused can be used for greater accuracy - rather than constantly selecting shots on the fly.

Once all your scenes have been captured you can begin fine tuning. All edit points are kept in memory and are displayed in a list showing their in/out times and scene duration plus the total elapsed time for the entire production.

At this stage you're free to cut, paste copy and duplicate to your heart's desire - and to make things even easier you can also add comments to the various scenes. The numerical parameters for each scene can also be adjusted by simply highlighting the appropriate line and typing in the new figures at the desired location.

## POINT-AND-CLICK

If you're happy with your edit decisions or simply wish to save out in case of disaster, committing your creation to disk is another point-and-click procedure - and of course, loading up an existing file follows the same format.

Any pre-roll problems that may arise can also be solved by the delay option which allows for the idiosyncrasies of your particular VCRs transport to be compensated for - thereby making edits as accurate as possible.

Assuming all the editing is complete, the only thing left is to click on the perform edit button, follow the prompts and sit back as Edit-Mate puts your masterpiece together.

As you've probably noticed, Edit-Mate is a blissfully simple system that's ideal for the home user who simple wants to condense hours of Camcorder footage into a concise and potentially stylish production complete with sound and vision.

However, Edit-Mate does have one drawback, namely its cost. Although cheap in comparison with other pro systems, £200 is still a bit pricey. If Cam-Link were to release a cut-down version at a better price minus the mixer and mic it would be a sure fire success.

As it stands, the system still remains very attractive in relation to the opposition, with the only challenge coming from similar tape counter edit systems from the various VCR manufacturers. For home users it's a friendly if perhaps a little basic answer while professionals could find it invaluable for rough edits and general pre-production.

## Noddy's Big Adventure

Educational Software package for 3-7 year olds

Supplier: The Jumping Bean Company

Phone: 0602 792838

Price: £24.99

Noddy's Big Adventure is the sequel to Noddy's Playtime. It is an interactive educational and creativity package designed for three to seven-year-olds.

A large range of subject areas are covered within the game, some covering early aspects of the National Curriculum, and incorporates different levels of difficulty so all levels of intelligence are catered for.

Every aspect of this package has been carefully designed with children in mind. The controls have been made as simple as possible, even the numbers on the disk have been enlarged to make disk accessing easy for young children.

However, with all the interlinking screens and levels it might prove to be a bit taxing and frustrating for younger children to find the particular activity they want.

The graphics are bright and colourful and remain true to the original Noddy storybook illustrations. This, along with the realistic sound effects, is guaranteed to keep children amused.

Each of the different programs have a fully interactive scene at the beginning and if a certain object is clicked on it will either animate or make a sound which is likely to appeal to a child.

The game is cleverly interlinked by a map which Noddy can drive round to each level and can be controlled by the child which forms a driving game in itself. They may end up enjoying this section more than the actual learning activities which would defeat the whole object of a learning package!

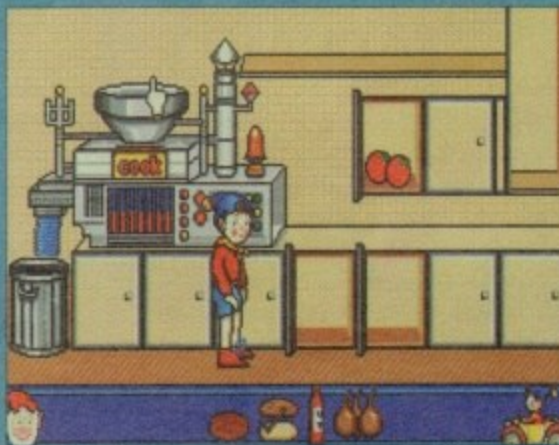
The separate word processing section of the package at first seems to be an excellent idea. A child can acquaint itself with the basic functions of a



Would you pick up a strange gnome-type fellow in your car? Hmmm



Where do these animals come from? Oh no, lengthy explanations time



Is Noddy a new man of the 90s, tied to the kitchen sink? I think not

"grown up" word processor while increasing its vocabulary through the various word games and stories. However, the range of icons to choose from is a little confusing for a child and their concentration may easily wander.

There are a wide variety of activities included which range from Tricky Trees, a memory game where children must repeat sequences of notes, to Beach Sorter, where the aim of the activity is to place objects or animals into groups.

These are varied enough to keep a child's interest for quite a while but some levels may need lengthy explanations from a parent.

How much of a learning aid Noddy's Big Adventure actually will be is questionable. Although many parts of a child's early education are covered in this package, the way in which a child finds out whether they have successfully answered an activity is unhelpful.

Instead of pointing out why the child has got an activity wrong it, will simply say "No, listen carefully" for example, which may be quite disconcerting to a younger child. They may also become distracted by the not so educational features such as the driving game and the interactive screens.

Parental assistance may also be required for younger children to explain why they may be getting something wrong and to help them find the activity they want.

It's worth noting that Noddy's Big Adventure does require a minimum of 1Mb to run (2Mb if run from hard disk).





## Shop Window

12-bit real time video digitiser with editing software  
Supplier: Rombo  
Phone: 0506 414631  
Price: £199

### Vidi Amiga 12 (RT)

The latest digitiser in the Vidi Amiga family offers a built-in VRAM buffer for real-time image capture in full 12-bit or 24-bit with additional VRAM modules at interlaced resolutions of up to 720 x 576. It is a solid development of the popular Vidi Amiga 12 AGA model we reviewed earlier this year.

As with other Rombo equipment, the 12(RT) hardware is crammed into a small plastic casing and attaches to the Amiga's parallel port. Two composite video inputs and a single five-pin mini-DIN Y/C socket on the rear of the unit give the user software control over the video source used, and there's an optional power supply.

Vidi Amiga requires 500mA from a 9V DC supply, but this information is only to be found on a slip of addenda put in the box with the manual. Users must supply their own PSU and ensure that it is of the correct type, and if they use the information properly there should be no problems.

It would have been better if Rombo had at least indicated the required polarity on the casing of the unit, as plugging in the wrong polarity PSU can destroy a piece of equipment, but most battery-eliminator PSUs will work so there should be few problems for new users.

Once the hardware was connected using a small extender cable to attach the unit to the office A4000, software installation was easy, although the installation program still insists on using the SYS partition. On booting the main program, everything is at once familiar as this is basically the same software supplied with Vidi Amiga AGA.

Split into four main sections, it offers video grabbing, mixing, editing, and a carousel animation feature, all of which combine well and add to the package's usability. The *raison d'être* for this package is grabbing, so it is as well that the grabbing section comes up to standard.

A preferences screen allows for full control of the grabbed image, including saturation, brightness, contrast, and file format. The only limitations are those imposed by the machine and which version of Vidi Amiga (RT) used. Non-AGA Amigas can display a basic 16-colour preview of the image stored in Vidi's VRAM, but A1200 and A4000 users can take advantage of the excellent 256-colour screen.

When grabbing, the user can switch between the three



video sources by clicking a selection of radio buttons, and the controls for brightness and so on are duplicated. There is also a slider to enable a delay to be set and the number of frames grabbed in a sequence can be altered to suit the user's RAM or hard drive space.

Grabbing itself takes place instantaneously and the incoming video signal is stored in the on-board buffer. This is a 384k buffer in the case of Vidi Amiga 12(RT) and makes possible the grabbing of true 12-bit images in lo-res interlace full overscan (360 x 576), but the 24-bit version has a full 1Mb allowing 24-bit images at 720 x 576.

Users of the 12-bit version can upgrade their hardware for an additional £99, but the 12-bit grabs are so good that many will not feel the need. Clear and sharp with little or no movement blur, Vidi Amiga 12(RT)'s performance is a definite improvement over earlier models.

### QUALITY

When the full 24-bit unit is used, the picture quality of the finished grabs is as good as any other unit on the market and the only feature now separating Vidi Amiga from V-Lab is the latter's infra red-controlled automatic grabbing software for capturing complete sequences of video.

For static grabs, Vidi's quality cannot be questioned, and as there are 24 image processing functions built in to the edit section, there are as many ways to save a grab as one could wish.

All grabs taken directly from video are stored as RGB data and the image processing features can be applied immediately. However, images imported from other sources or already saved out are also catered for because the edit section also has a Get RGB command to analyse any image and break it down to its three component colours. Images can be given the negative

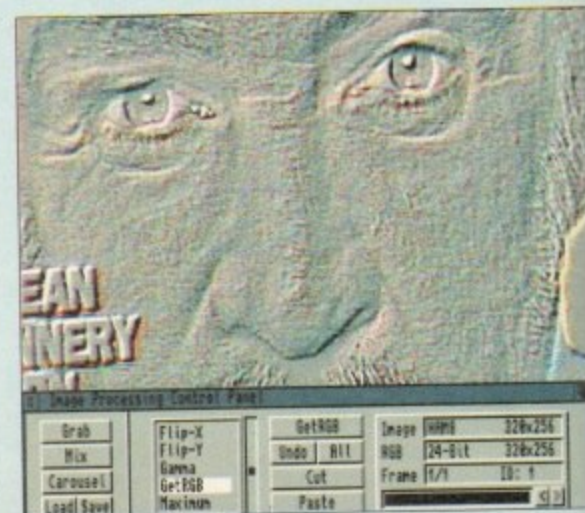
treatment (useful if you want to scan a colour negative and output the processed print), embossed, quantised, pixelised, sharpened, blurred, and just about anything else you fancy, but Rombo have dropped the Psychedelic filter (boo!) so beloved of rave fans will have to look elsewhere for comfortably chaotic graphics..

In all, this is a very impressive piece of equipment which works well, offers a fair degree of flexibility, and fails point blank to crash or cause unnecessary problems.

As an evolutionary step it would have been a good enough development of the Vidi range, but on its own as a product to compete with V-Lab, Frame Machine and others, it is a strong contender with a good right hook and a neat line in combination punches.



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# Software Spotlight

With so much attention being lavished on Lightwave, Paul Austin redresses the balance with a round-up of the opposition

**W**ith the huge array of renders and ray-tracers flooding the market, picking the right package has become increasingly difficult. It's a factor that's been compounded further by the degree of excellence inherent within all recent releases. In this month's

column the aim is to side step the technicalities and concentrate on practical application – hopefully targeting the perfect solution to your particular video-graphic problem.

Now before hundreds of irate punters put pen to paper extolling the virtues of the old

guard – Videoscape, Sculpt and others of that ilk – it must be stressed that the aim here is to highlight the best choices for those who've evolved from such software and are planning to compete with the latest 3D creations within corporate and broadcast productions.

## Real3D Classic

Formerly known as Real 3D Turbo, Real3D Classic was the main contender against the onslaught of Imagine. Being a convert from Real3D to Imagine I can see the relative benefits of both systems.

Although both are employed by professional artists with equal relish, I'd say that Imagine would be more to the taste of the purist who wants believability and doesn't mind investing time and effort to get it, while Real Classic provides an easier method of producing very high quality corporate logo material – which although excellent, can lack the subtlety of a similar Imagine image.

The primary cause of this slightly artificial look is Real's dependence on primitives which tends to lend to a slightly Lego-esque look to the final image or anim – a factor which isn't helped by the relatively basic mapping options which don't allow the multiple maps of Imagine, Aladdin 4D or Real3D v2.

Animation is again slightly lacking in comparison to Imagine primarily due to the added flexibility offered by the rather idiosyncratic Cycle editor within Imagine.

However it must be stressed that Real Classic is by no means basic and when this is combined with the best anti-aliasing on the market the program's appeal for corporate applications is pretty hard to ignore.

## Caligari 24

Unlike the other packages, Caligari is a renderer and not a ray tracer. This simply means objects will reflect the sky and the ground but not other objects in the scene. In practice the end result is that real world simulation doesn't match

up to the others, but to be fair that isn't what Caligari is intended for. In short, Caligari is the ultimate corporate anim generator. Thanks to the program's relatively basic rendering and mapping options it will never match up when it comes to clever images.

However that's probably a fair price to pay for one of the best modelling and animation environments on the market. If you're purely interesting in graphics that will animate beautifully but always look computer-generated, Caligari is the perfect combination of ease of use and power animation – and all at a unbelievably cheap £99.95.

## Imagine2

To be honest I must admit to being slightly biased towards Imagine courtesy of prolonged use. However being aware of the problem is half the battle. As a result I'll endeavour to curbe my enthusiasm and maintain AC's usual high journalistic standards.

Although admittedly my favourite package, it must be said Imagine isn't without its faults, most obvious of which is the program's relatively poor anti-aliasing.

In addition, its accompanying manual is disappointing to say the least – pottering along in a narrative rather than informative style that makes comprehension of this complex and somewhat idiosyncratic package even more daunting than it need be.

Still, even with these drawbacks the program nevertheless offers a degree of modelling and mapping freedom that can only be matched by Real3D v2 – a program which is at least three times as expensive and arguably even more difficult to master. Another minus in the Imagine column is the program's approach to animation. Although reasonable, it's by no means as intuitive as programs such as

Caligari which use real-time hierarchical animation with on-screen paths and graphical motion paths.

In its favour, Imagine boasts ever-increasing third-party support which includes the excellent *Understanding Imagine* reference manual, which for around £20 will solve the aforementioned manual problem instantly.

In a nutshell, Imagine is best described as the ultimate enthusiasts' package, capable of startling photo-realistic imitation of either the real or virtual world. However be warned, there's a steep learning curve which demands dedication but can return award-winning results.

## Aladdin 4D

Although very respectable as an all-rounder it must be said that Aladdin doesn't really justify its rather inflated asking price.

In addition to the financial problem, modelling is fairly basic in comparison to the others although the latest 3.0 version does promise some major improvements – which include Lightwave-esque lens flares.

On the animation side it's pretty much the same story with good but not spectacular results which lack the intuitive touches offered by Caligari and to a lesser extent Real and Imagine.

Having said that, Aladdin isn't without strong points with the most notable being the generation of gases, a feature which can produce very impressive static and animated images.

However, as seems to be case throughout Aladdin, there is a compromise – which in this case takes the form of very slow rendering.

All in all, the bottom line points to a pretty good package which unfortunately suffers badly when it comes to value for money when compared to the majority of the opposition.

## Real3D v2

Although the package is easily the most powerful program around, it's very much an acquired taste, which beginners especially may not find very palatable.

If you have the £400 asking price and the six to 12 months needed to master the package, it simply outguns the opposition. The question is, do you really need that kind of power? And if so, how long will it be before the program let you apply it?

In short, a truly professional program that demands as much time as it does hard cash.







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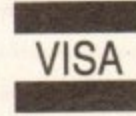
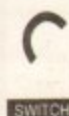
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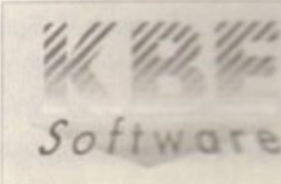
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**ROCKMAKER** **ROCKMAKER**  
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PD-Soft Font Disk 22  
**SHOWBOAT** **SHOWBOAT**  
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**SHOWBOAT** **SHOWBOAT**

PD-Soft Font Disk 23  
**STARBURST** **STARBURST**  
**STARBURST** **STARBURST**  
**STARBURST** **STARBURST**  
**STARBURST** **STARBURST**  
**STARBURST** **STARBURST**

PD-Soft Font Disk 24  
**TIFFANY** **TIFFANY** **TIFFANY**  
**TIFFANY** **TIFFANY** **TIFFANY**  
**TIFFANY** **TIFFANY** **TIFFANY**  
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PD-Soft Font Disk 25  
**UNION** **UNION** **UNION**  
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PD-Soft Font Disk 26  
**WINDSOR** **WINDSOR** **WINDSOR**  
**WINDSOR** **WINDSOR** **WINDSOR**  
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PD-Soft Font Disk 27  
**WINDSOR** **WINDSOR** **WINDSOR**  
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**PD-Soft Presents : Just Pure Fonts**

The NEW Font collection. There are 26 disks within this set in two formats Adobe Type 1 or Scalable. Adobe Fonts Work have been test on Final Copy III, Page Stream V2.1+ and the Scalable Fonts have been tested on Professional Page V3.0, Page Setter V3.0, Workbench V2.0 and Workbench V3.0. Both types will work with loads of other Amiga packages that can take the font formats. Please State AD \*\* for Adobe Type 1 and SC \*\* for Scalable Fonts. Prices are £3.00 Per Disk or £49.99 for a complete 26 disk set (ie 26 Adobe Type 1 fonts or all 26 Scalable fonts. Ring, Fax or SAE for a Full sized Font Update.

**Adobe Type 1 Fonts** **Scalable Fonts**

**ORDERING BY POST** Please tick the boxes to the left of the disk numbers with a coloured pen. Hi-Lighter or just outline the disk id you want to order. After selecting your order please fill in your Personal details on the order form provided. CUT OUT or Photocopy this advert and Post to the Address above. Hand written orders are also accepted. Cheques & Postal orders make payable to: PD-SOFT. Ordered before please tick the Account box or just fill in your number which was on the previous delivery note.

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### poweroptical

- 128MB Optical Internal ..... £779
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- 128MB Optical Disk ..... £39.95
- SCSI Controller A2000 ..... £129

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Use a VCR as a backup storage advice, 200 Amiga floppy disks fit on to a 4Hr tape which can be used for an alternative hard disk backup system. What's more you can watch T.V on your 1084s monitor.

**£60**

### floptical drive

The Floptical stores 20MB of data on a 3.5" disk (a SCSI interface is required).

- Floptical A2000 Kit ..... £289
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3.5" Removable HD from Syquest. Each cartridge stores 105MB. Syquest speed is 17ms.

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We can supply SCSI or IDE 3.5" drives in many sizes.

- 52QMB ..... £169
- 80MB ..... £179
- 160MB ..... £249
- 200MB ..... £349

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2.5" Miniature internal HD for the A600/A1200, (these drives come complete with a cable and installation software)

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- 120MB Internal HD ..... £229

### icd products

- Trifecta 2000 LX Bare ..... £139
- Trifecta 2000 LX 80MB HD ..... £239
- Trifecta 2000 LX 160MB HD ..... £329
- Trifecta 2000 LX 200MB HD ..... £399
- Trifecta 500 LX Bare ..... £195
- Trifecta 500 LX 80MB HD ..... £295
- Trifecta 500 LX 160MB HD ..... £359
- Trifecta 500 LX 200MB HD ..... £459

### a600 memory

1MB RAM with battery backed clock.

- A600 Memory ..... £39.95

### 1.5MB memory

Fully supports 1MB of chip RAM and compatible with Fatter Agnus. (Requires Kickstart 1.3 and above, not compatible with A500+. Your Amiga needs to be opened, this may effect your warranty)

- 1.5MB Memory ..... £85

### 1MB thru' port

Fully supports 1MB of chip RAM and fully compatible with Fatter Agnus. (Requires Kickstart 1.3 and above, not compatible with A500+. Your Amiga needs to be opened, this may effect your warranty)

- 1MB Thru' port ..... £49

### PC501+card



High quality memory card comes with 1MB of RAM on-board to expand your Amiga A500+ to 2MB of Chip RAM. (Fits in the trap-door, does not affect your warranty)

**£36**

### a500 memory

4 Chip 512K RAM expansion with or without battery backed clock. Free software included. (A500+ compatible)

- A500 Card with clock ..... £29
- A500 Card without clock ..... £24

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Expand your Amiga from 2MB to 8MB of RAM. Plugs into side slot, full auto config. and full through port.

- A500 2MB Board ..... £139
- A500 4MB Board ..... £219
- A500 8MB Board ..... £299

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2MB to 8MB expansion for the A2000. Full auto config., IDE interface and 12 months warranty

- A2000 2MB Board ..... £139
- A2000 4MB Board ..... £199
- A2000 8MB Board ..... £289

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Increase your Amiga's memory to 2MB of chip RAM, including 2MB 8375 Agnus, easy to fit (internal fitting), unlike every other 2MB chip RAM board currently available you A500 trap memory still works! fully compatible.

**£159**

### special offer

PC1208 68882-20MHz OMB RAM board.

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All Power Computing's disk drives come with a 12 month guarantee. The PC880B is available with Blitz Amiga, Blitz and X-Copy or Cyclone compatible (this drive is only available to registered owners of X-Copy Professional). The drive comes in a choice of two colours, black and cream.

- PC880B with Blitz Amiga ..... £60
- PC880B with Blitz, X-Copy ..... £75
- PC880B with black case (CDTV) ..... £60
- PC880E Economy Cyclone Comp. .. £49.95
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- PC882 Amiga 2000 internal drive ..... £40
- PC883 Dual disk drive ..... £125

### PC880B drive



The award winning external disk drive which includes Anti-click (cures that annoying click), Virus blocker (prevents viruses) and built-in backup hardware. Now available with Cyclone compatible chip.

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Extremely powerful disk back-up utility, uses the latest custom chip design. Hardware designed by Power Computing.

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A600/A1200 Colour Scanner available soon



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**epson GT-6500**

A high resolution 24-bit colour flatbed scanner from Epson. Scan up to A4 in size on this 600DPI scanner. Comes with PowerScan or ASDG (ASDG is an extra £99). GT-8000 scans up to 800DPI.



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- Epson GT6500 ASDG..... £798**
- Epson GT8000 PowerScan £1199**
- Epson GT8000 ASDG..... £1298**
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**power scan 4**



Completely re-designed powerful user interface, produce 256 greyscale images (on a AGA machine), scan in 64 greyscales (non AGA Amiga can only display 16), add colour to greyscale images, special effects, new support for 18-bit scanner, add text to scans, available with mono or colour scanner.

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**power scanners**

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  - PowerScanner 4 inc. OCR..... £159**
  - PowerScanner 3..... £99**
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  - Scanner 4 Upgrade software ..... £20**
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  - OCR Full Version Upgrade ..... £49**
- (OCR full version is only available to registered users of OCR Junior)

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Comes complete with English phone cable, RS 232 serial cable, PSU & comms software.

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**pc 1208**

Power Computings latest 32-bit memory expansion for the Amiga 1200 is now available. The PC1208 uses the latest industry standard 32-bit Simm technology which allows you to use 1MB, 2MB, 4MB and 8MB modules. Simply adding either a PC1208 to your Amiga 1200 will increase its processing speed by 219%, comes with real-time battery backed clock and optional FPU available.

**Bare**

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- PC1208 + 68882 20MHz ..... £109.95**
- PC1208 + 68882 33MHz ..... £119.95**
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- PC1208 + 68882 50MHz ..... £179.95**

**With 2MB**

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- PC1208 + 68882 20MHz ..... £159.95**
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- PC1208 + 68882 40MHz ..... £225.95**
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- PC1208 + 68882 20MHz ..... £269.95**
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- PC1208 + 68882 40MHz ..... £305.95**
- PC1208 + 68882 50MHz ..... £347.95**

**With 8MB**

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- PC1208 + 68882 20MHz ..... £439.95**
- PC1208 + 68882 33MHz ..... £465.95**
- PC1208 + 68882 40MHz ..... £489.95**
- PC1208 + 68882 50MHz ..... £530.95**

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The original PC1204 4MB 32-bit memory expansion is still available, and is exceptional value.

- PC1204 with 4MB RAM**
- PC1204 with 4MB only..... £185.95**
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- PC1204 + 68882 20MHz ..... £235.95**
- PC1204 + 68882 33MHz ..... £259.95**
- PC1204 + 68882 40MHz ..... £279.95**
- PC1204 + 68882 50MHz ..... £319.95**

**A4000 peripherals**

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**xl drive**

The 1.76MB Disk Drive\* can be used with any Amiga. With the 'XL Drive' you can fit a massive 1.76MB on a high density floppy disk, the drive can also act as a standard 880K drive and can also read & write disks written on an Amiga 4000 internal HD drive.

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- Internal XL Drive ..... £75**
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\*Requires KickStart 2 or above.

**exclusive products**

**pc880 upgrade**

Power Computing can now upgrade your PC880 drive from a 880K to a 1.76MB high density drive, all you need to do is check that you have the serial number 'Sony MFD17W-22' on your disk drive casing. (You'll need to unscrew the casing. This does not affect the warranty)

**PC880 Interface upgrade £49.95**

**new**

**disk expander**

This Easy to use and install expander can add 60% to your Hard Drive capacity. It quickly compresses and decompresses data and is very reliable ensuring no data corruption. It works with all drives, SCSI, IDE, floppies, even RAD disk and is expandable as new compression libraries are developed.

**Disk Expander..... £35**

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New

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RT

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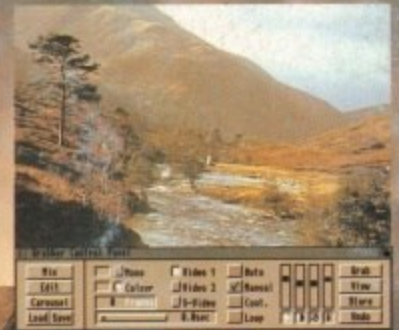
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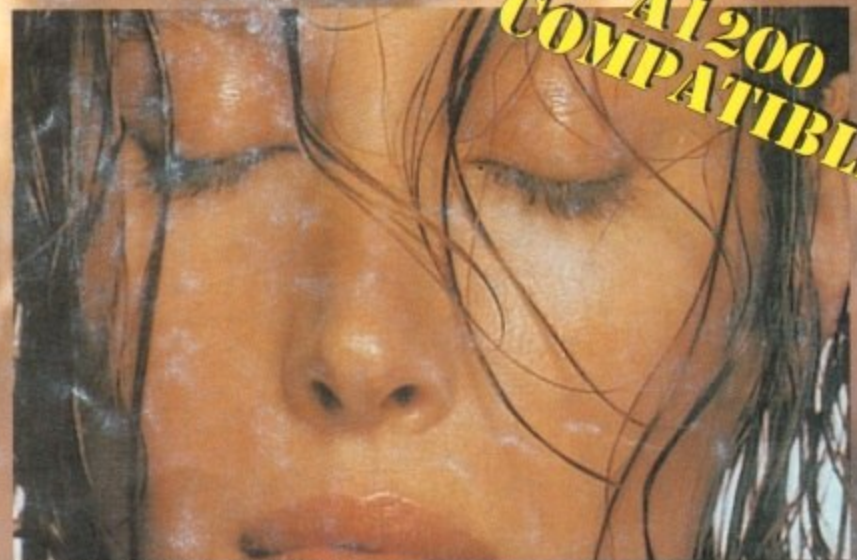
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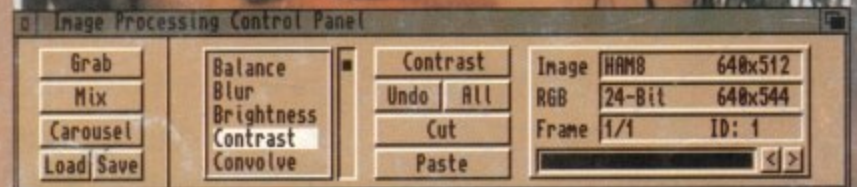
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