K&A plus

#7

English Edition

AMIGA FIGHTING GAMES GUIDE
THE ORIGINAL 8-BIT MEMES

NEW RELEASES:
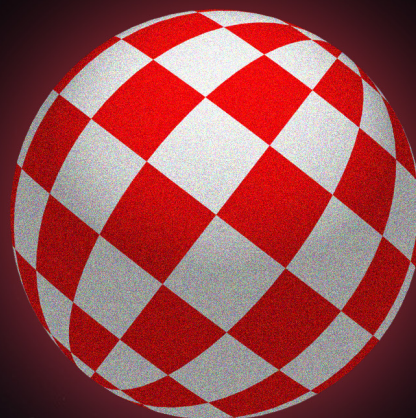### THE BEAR ESSENTIALS
MY LIFE
SUPER SILVERFISH
ASTROMENACE

INTERVIEWS:
THOMAS HEINRICH
TREVOR DICKINSON
JON HARE

photography by: Dermot O'Halloran

Intro: magical number seven

The magical number Seven is, to us, ground-breaking, as it heralds great news in the office. For the time being I, Minimoog, will take on the role of Managing Editor and will work closely with the Editor-in-chief (sounds impressive, doesn't it?). Our colleague Bobikowoz has rebranded to Bob8bit. The rest of the office is preparing for a new medium – paper.

What about this issue? We've listened to your feedback and did our best to balance the Amiga-to-C64 content – we hope we've done a good job and haven't neglected anyone! There's plenty of technical info, both for Amiga's tinkerers and Commodore aficionados who have moved beyond tapes and cartridges. For them, Tomxx prepared an article and coverdisk on SD cards for the C64.

You'll also find reviews from various retro-events and interviews with personalities such as Jon Hare, co-founder of Sensible Software; Thomas Heinrich, X-Ample Architecture's graphics designer; and Trevor Dickinson, The Amiga-Man, touching on the subject of the new Amiga One X5000. This is the next-generation Amiga that inspired the planetary cover.
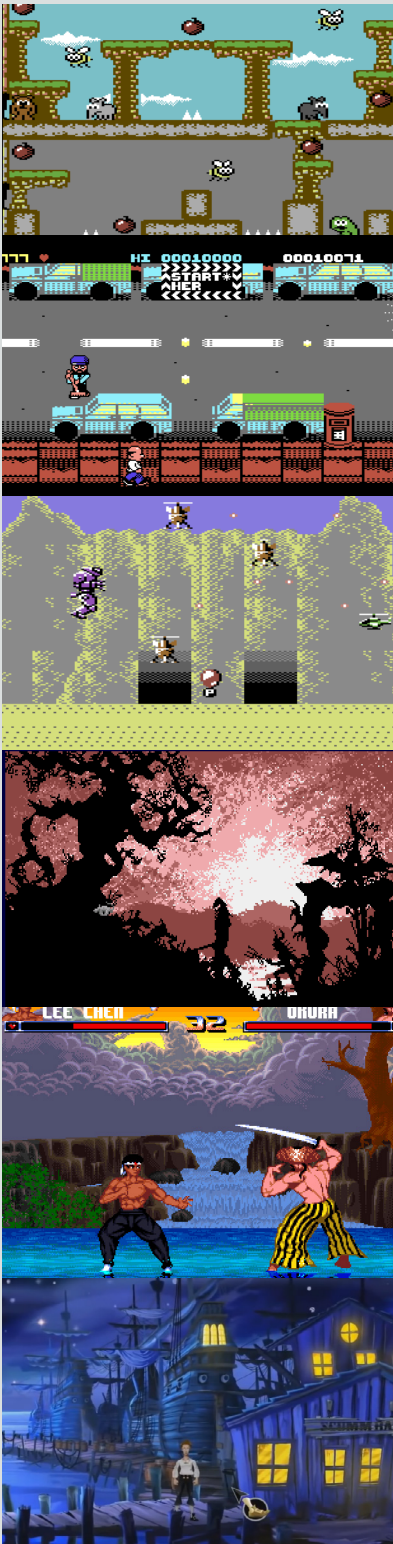
Aside from this you should enjoy our usual dose of news, views and articles, not to mention the matter of utmost importance, a true clash between good and evil – Commodore vs Atari. Ready yourself for this fresh new issue, and beware, the contents are piping hot.

Minimoog and team

P.S. *K&A plus* is collaborating with Museum of Computer and Information Technology located in Katowice, Poland. We're planning to publish a series of retro hardware articles in our future issues, but right now you can visit the museum (if you happen to be in south of Poland) or just navigate to *http://www.muzeumkomputerow.edu.pl* to enjoy some of the finest IT time travel experience.

CONTENTS

winter/spring 2017

COMMODORE ▪*Plus/4* ▪*VIC20* ▪*C16* ▪*C64* ▪*C128*

AMIGA ▪*M68k* ▪*AOS 4.x* ▪*Aros* ▪*MOS*

VARIA ▪*news* ▪*editorials* ▪*reports* ▪*interviews* ▪*emulation* ▪*drawings*

COVERDISK

The accompanying archive file named '*K&A_plus_07_cover_disk.7z*' icludes applications described in the article 'File Managers for SD2IEC': CBM Filebrowser, FIBR v1.0a22, NAV v9.6, SDBrowse v.697, DraBrowse v1.0d, and also C64 Ultimate Menu.

Fresh News

STACKUP
Steveboy, 2016

It's safe to assume that every one of us, at some point in our pre-computer youth, erected sophisticated and impressive structures - wooden block towers! With this principle in mind, Steveboy released a game in December 2016 aptly named *Stackup*. The aim of the game is to stack falling blocks. This sounds simple but the action requires quick thinking and foresight to predict where the blocks will land. The game offers limited interaction and sound effects - while the former suits the design, the latter is limited to monotonous hums and cries out for more variety. I'm willing to forgive these shortcomings as the game is written in Basic and not many people still want to spend time programming in Basic anymore.

■ **Minimoog**

MASTERMIND 2017
Software of Sweeden, 2017
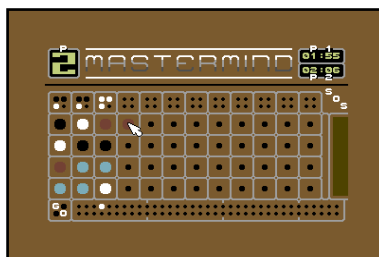
To maintain a sharp mind, which mass media dulls ever so easily, some people complete crosswords, some play solitaire, and others solve logic puzzles. Mastermind 2017, by Software of Sweeden, is a whetstone for your brain. The aim of this game is to identify the secret code from a randomly generated sequence of colored pegs. Although the game only uses PETSCII characters, the graphics look charming and are quite colorful. Likewise, the soundtrack is old school and suits the genre. There is not much to say about the gameplay, it's not a FPS after all, and the manual is provided in a text file. The game is addictive and sure to earn recognition from puzzle fans.

■ **Minimoog**

SIDHERO
Zbych, 2016

I'm sure most of us are familiar with the eccentric accessory gracing both Xbox and Play-Station platforms, *Guitar Hero*'s button guitar. Eve Zbych, with help from many musicians, released a sister game at Christmas called *Sid Hero*. The principle of the game is similar to what we're already familiar with. Players press buttons corresponding to the symbols on the screen.

While it's very hard get a good score – the gameplay is very fast - the graphics and music tracks are superb and varied (even the classic "She dances for me" is available). Ultimately the game is more suited to watching and listening than playing.

■ **Minimoog**

EGO WINGS
Javier Alcaniz, ?

A new shootem'up is on the way – *EgoWings*. It has been in production for around a year and the current development is focused on animation and
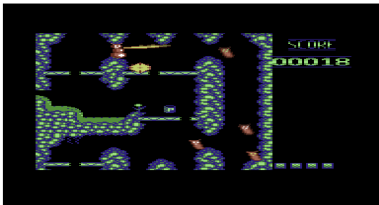
music. This game looks promising and is likely to please many fans of the genre.

■ **Mikołaj Moskic 153 Małkiewicz**

FireBreath

Erik Hooijmeijer, 1990

A 26-year-old game doesn't usually befit the term "fresh", now does it? Well, the reason is that there hasn't been a distributor for all this time so it sat in the developer's drawer waiting for the right moment. Alright, let's challenge the ancient dragon: it is as dragons should be, baring razor sharp teeth, breathing fire and looking to roast any contender. And so it is for most of the levels, sometimes with a dash of unexpected boss encounters, sometimes with a sprinkle of extra spicy flames. Any resemblance to Bubble Bobble is not coincidental. This game is worth checking out.

■ **Bob8bit**

AmigaOS 4.1

LibreOffice

A-EON, 2017

Good news for all of you looking for a decent office package for "new Amigas." As you can see on www.generation-

amiga.com, the Libre Office for AmigaOS 4.1 is under rapid development. A-EON Technology is responsible for this project – we wish them the best of luck.

■ **Don Rafito**

C64

8bit Civilizations

Fabian Hertel/Protovision, 2017

Currently available only as a demo and marked as "under development", meaning a lot may still change. This game is nonetheless playable and quite pleasant. Low resolution graphics make the map difficult to read but it is hard to find any other major faults. The author has done a great job and I eagerly await the full release. You can find more information on project's website: http://www.protovision. games/development/8_bit_ civ.php?language=en.

■ **Bob8bit**

C64

Unknown Realm: The Siege Perilous

Stirring Dragon Games,2017

The first Commodore 64 game to be crowd-funded through Kickstarter, reaching close to 200% of its target, followed

by second campaign on the Megafounder platform. We are promised the largest world ever created on the C64 platform and an extensive list of features such as day-night cycles, multiple NPC interaction options - including dialogue with monsters when speaking their language - and mini-games. Based on past performance, I don't expect the game's release to be within the suggested timeline but I'd like to trust the developer to deliver on their promise. We've backed the campaign so we'll keep you posted.

■ **Bob8bit**

Aros

IcarosDesktop

Paolo Besse
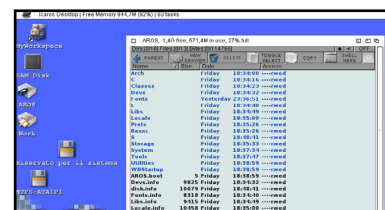
In the upcoming release of this popular AROS distribution, we can expect changes to both the visual and functional GUI design. After installation, users currently choose between the Wanderer system shell or the alternative *Directory Opus 5* "Magellan" that offers more options. The developers decided, based on user feedback, that a default configuration is preferred by most users due to the complicated *Dopus* setup process. The new release of the *Icaros Desktop* will have some Dopus elements pre-configured and simplified to address these concerns. More information can be found on the official site: www.icaros-desktop.org.

■ **Don Rafito**

Amiga m68k OCS/ESC
EasterEgg
Amiga Fans, 2016

Amiga computers have a reputation for being a child-friendly platform thanks to the software developed for it. *EasterEgg* is a new platformer from Amiga Fans where the player controls a chicken. The goal is to collect all of the eggs and move on to the next level while avoiding obstacles and enemies.

The input options include joystick control which is always welcome. Both the visuals and music are young at heart making sure the game is fun for all ages. EasterEgg was developed for Amigas with OCS/ECS modules.

■ **Don Rafito**

Plus/4
Genius "Into the Toy Warehouses"
Livearcade, 2017

They say that first impressions are the most important. Well... truth be told this game makes a poor first impression because three quarters of the available colours are missing from its repertoire. Fortunately, only normal people care about these de-

tails and you can't be normal to enjoy this game ;-) It's a logic puzzle game that requires the player's input in a specific sequence. The game is quite addictive, even with its lack of gravity.

P.S. The original game was developed in 2014 by Daniele Liverani for Apple II platform.

■ **c00k**

Aros
Cinnamon Writer
Claus Desler, 2017
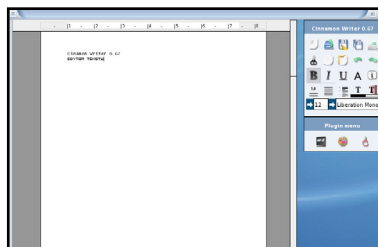
You can find a new version of the text editor *Cinnamon Writer* on archives.aros-exec.org. At first glance the software has received only minor visual tweaks but further use shows welcome updates to both functionality and the user interface. We recommend you check it out.

■ **Don Rafito**

VIC-20
Cask Jumper
Tmy10100, 2017
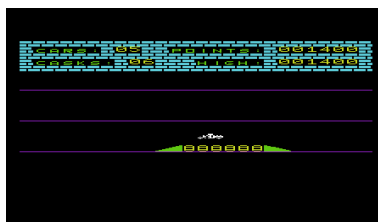
This game was developed close to 30 years ago but the developers misplaced the tape and only recently got around to remaking the title. Our job is to jump over rows of casks us-

ing a trusty motorbike. Beware - you must land on the left side of the platform after each jump as you only have 5 lives to spare!

■ **MrDarth**

Amiga 1200/020
Boxx 3
Lemming880, 2017
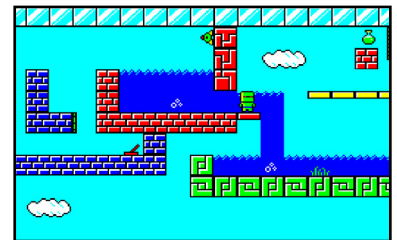
Time for another release of this classic platformer. The third Boxx retains its pixelated atmosphere while sporting new sprites, backgrounds and soundtrack. "New" is supposed to be better than "old" and fortunately in this case, this rings true. I can safely say that *Boxx 3* trumps its predecessors in terms of playability.

■ **Komek**

C64
Rescuing Orc
Juan J. Martinez, 2017

How far would you go to help a friend? When your best friend Orc didn't show up for tea after a couple of weeks it was pretty clear something had happened to him. What could it be?

You play a goblin armed with a sharp sword that is trying to

find out what has happened to your friend. You may be a goblin with good character, but goblins know how to fight! *Rescuing Orc* is a jump & slash game (not sure which genre it really is), inspired by classics like *Castlevania*, *Wonder Boy III* or *Zelda 2*, with lots of screens to explore, different types of enemies to fight and, hopefully, an interesting story!

■ **Juan J. Martinez**

VIC-20
VIChaos
Vic Porter, 2017

VIChaos is a conversion of turn-based strategy game originally created in 1985 by Julian Gollop for ZX Spectrum computers. It requires 16kB memory extension. It's worth mentioning, that this game can be played by 0 to 8 players simultaneously. Let's fire up our VIC and give it a try!

■ **Komek**

C16/64
Slipstream
Bauknecht, 2017
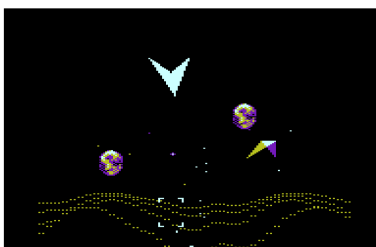
Slipstream, a 3D space shooter, is the newest product by German Bauerknecht. Players must clear enemy forces across five different galaxies. While the

visuals are good, it's the unique and atmospheric soundtrack that deserves praise.

■ **Komek**

C64
RobotLand
Sputnik World, 2017
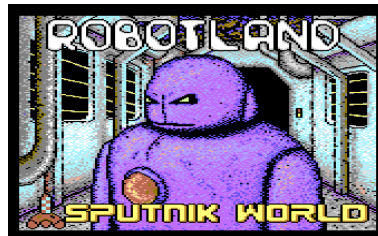
It is yet another product from the group called Sputnik World. RobotLand is a short arcade-platform game in which your goal would be to get out of the land of bad robots, gather a few essential items and get some fuel. This task is not that simple because this old heap of the scrap metal is literally placed on every single platform. Take it easy though, you just need to practice a little bit and all the barriers will not look that difficult to overcome.

Generally, this game has quite good graphics and is a good fun to play. Nothing extraordinary, but still pretty much playable.

■ **Komek**

Amiga
Lumberjack
Cobe and Lemming880, 2017
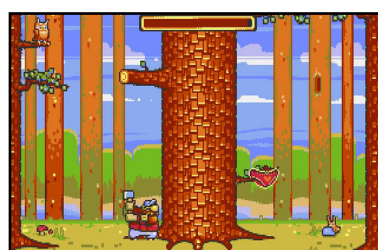
Well, well! Mr Woodsman is now also available on Amiga,

which doesn't surprise me at all. This nice game of skill has already gained some admirers amongst C64 users and now it's time for the 16-bit port. Nothing changes in here: we still need to do some hard axe work, chop the tree down like a pro woodsman while avoiding branches at all times. Amiga players, let's get chopping!

■ **Komek**

C64
Space Trip 2086
Achim Volkers & Saul Cross, 2017
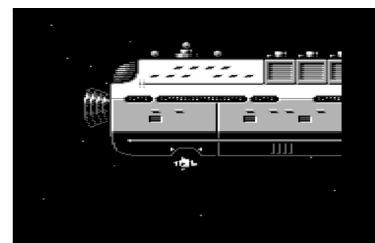
Psytronik has surprised the players with another production. *Space Trip 2086*, like *Space Odyssey 2001*, takes us into the depths of space. And we're all alone there, not counting unfriendly aliens. Again, using film analogy, like Bruce Willis in Armageddon, we alone save ... no, not the world this time. We rescue spaceships, kidnapped and occupied by sinister aliens.

The graphics don't differ from other Psytronik productions. It is colorful and pleasing to the eye, our protagonist's animation is very detailed and there is a very smooth screen scrolling. Worth playing.

■ **phowiec**

K&A plus #6 printed out!

We're glad to announce that the sixth issue of our magazine is hot off the printing press!

Starting with #7 our objective is to ensure that K&A reads both well on paper and on-screen. For us it's yet another step in our epic development path and this also gives you the opportunity to get hold of a paper version of K&A plus magazine. More information will soon follow on magazine's website and Facebook profile page.

Memory of the past: Ramos and Komek

- Mariusz, how's going? End of work for today?
- Hmm... I guess so.
- Let me just go to the bathroom to wash my hands.
- Arek?
- Yeah?
- Let's try some 8 bits today, ok?
- Sure, maybe Atari for a change?
- Nice, why not.
- Let's play Frank & Mark.
- But why? Last time it only worked out after third go! Why would we get irritated if there is Zybex already loaded up?
- You're right, let's play!

▼ **Ramos (Mariusz) and Komek (Arek), two original founders of our magazine. This photo was taken in the previous location of Museum of Computer and Information Technology in Katowice, Poland (8-bit room).**

Retro in photography by Adam Podstawczyński

▲ *8-bit classic...*   ▼ *16-bit modernism...*

COMMODORE

REVIEW

Pharaoh

Review: Komek; Translation: Mateusz Skotarski

- Dad, dad!
- What happened?
- I entered the Sphinx and can't figure out his riddle. Please help.
- It's alright son, let's see... One, two, three and done! Here you go.
- Thanks dad, knew I can count on you.
- No problem. Actually, what is that game?

Alright, my dad was never much of a gamer, but a few titles made him gleefully grab the pad and dodge or destroy obstacles and enemies in his wake. Pharaoh was such a title – we were captivated by the main character's animation, graphics and score. It took a while to realize our initial enthusiasm was somewhat over the top, due to... we'll leave that for dessert.

Pyramids are certainly curious, mysterious structures. Their gloom scares and intrigues us – everything forbidden to mere mortals piques that curiosity even more. I used to imagine being inside such a pyramid and for a very important reason, no less! I had to resurrect two of my friends, dead for 2000 years

(oh my, I'm so old!) and grant them immortality. In order to do this, four magical torches had to be crafted and lit. This would require a key, container, tallow and flame, all of which would be hidden in small blue sphinx statues hidden within the pyramid's labyrinth. This would prove problematic – entering the pyramid (aim down + fire), grabbing the ingredients and walking out weren't enough you see; sphinxes don't give anything for free!

A puzzle had to be solved. Sphinxes would present hieroglyphics to be rearranged, using an arrow control, in such a way that only

REVIEW

Ankh symbols were displayed. These puzzles differed by their difficulty level, some of which were so hard I used to abandon them and go back to the labyrinth full of mummies, snakes, dragon heads, boulder traps, spikes and deep water. At that time I've discovered that the order of sphinxes matters when it comes to obtaining their items – and that one of them grants nothing.

Back to the dessert – which doesn't taste great, mind you. I was quite disappointed upon discovering, that the graphics were copied from another game: third level of *Get Savage*, changing only some colour and arrangement. I do have to admit, it's at least quite fitting for such typical dungeon crawler that is Pharaoh. Second issue involves main character, he looks strikingly similar to the character from game Myth. Same for the mummy, fire brazier and energy star – all elements taken from *Myth*. Makes me wonder if character's ability to walk through a pillar or walking into a wall by vigorous joystick shaking is an actual ability, or merely a glitch in code.

In summary: I still love the game, its unique atmosphere, memories and teaching me patience and perseverance.

We're attaching the map of pyramid to the review that has been prepared by Noctropolis. Colours of the chambers might change, their layout however is always the same.
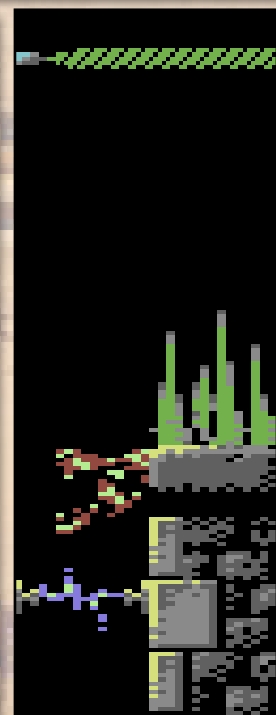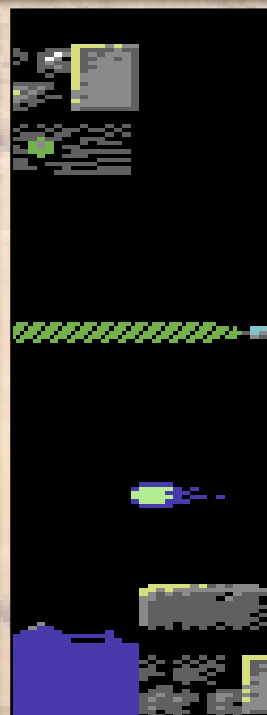
PHARAOH

Publisher: **CP Verlag**
Year of publication: **1992**
Platform: **C64**

👁 **8** 🎵 **9** 🕹 **10**

Pharaoh game map. Prepared by: noctropolis

COMMODORE
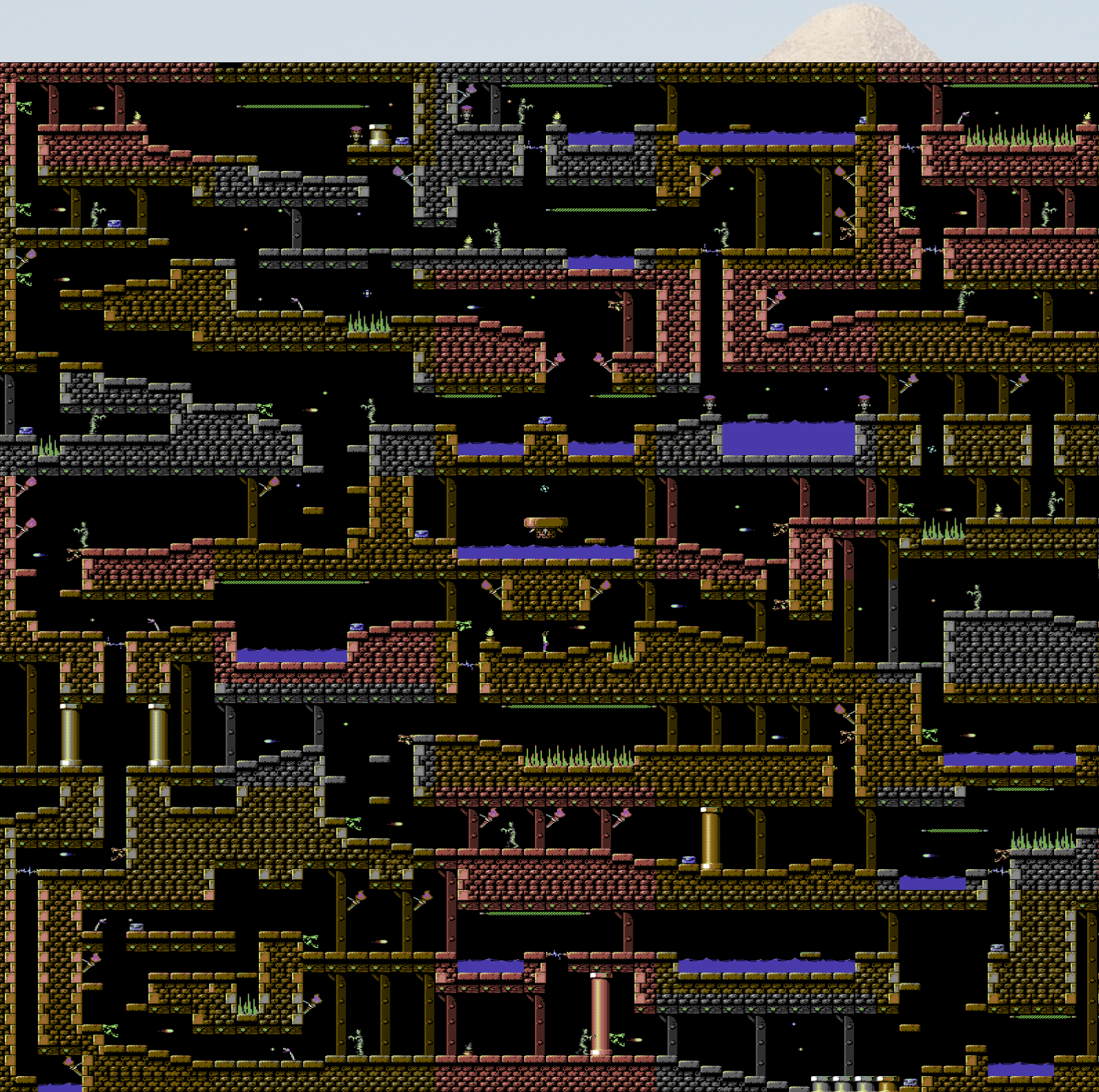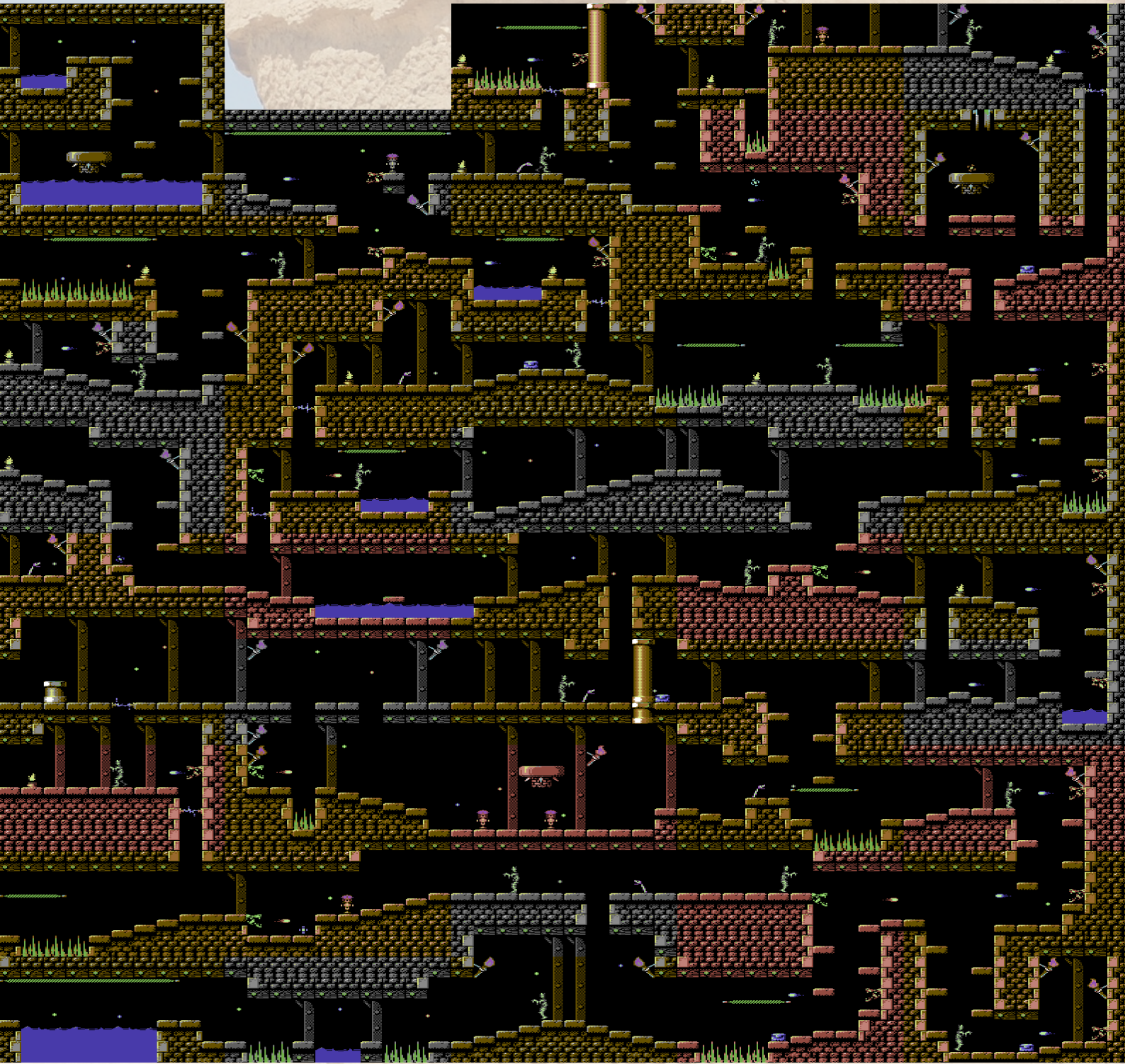
REVIEW

Xplode man

■ Review: Komek; Translation: Michał Sroka

What do you think? Why is it that Bomberman-esque games are so beloved and sought-after by a majority of gamers? Well, the answer is simple: they are easy to learn, offer fast action, help develop dexterity and are exciting. After all, blowing up foes and friends-alike while running around mazes is really funny!
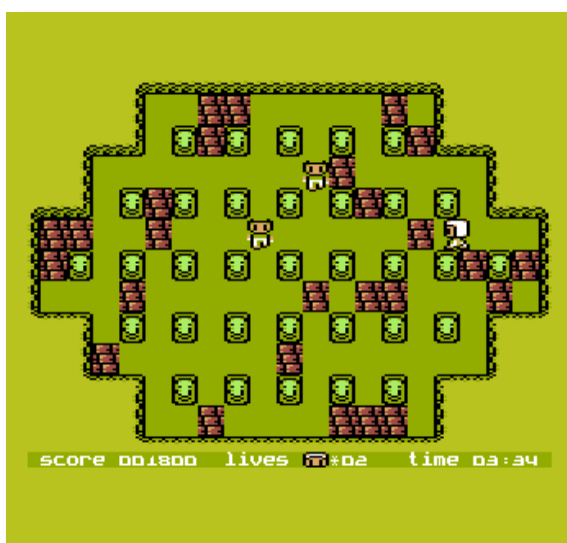
resemble the *Bomberman* series. On top of that, *Xplode Man* makes a very good use of Plus/4 graphical capabilities. Sound effects are also pretty decent, though the shrieking sound of an exploding bomb, which makes background music stop, can quickly become an annoyance. With that said, the game offers a sizeable selection of levels that guarantees the title's longevity.

To sum things up: great gameplay accompanied by consistent audio-visuals allow me to recommend the game even to those who are not keen on arcade genre. If you want to know more about games, utilities and all-things-Commodore Plus/4, 16, 116, feel free to visit *http://plus4world.powweb. com*.

I t all began in 1983 when a Japanese developer by the name of Hudson Soft released an arcade game called *Bomberman*. At the time, the title was mostly known to MSX and ZX Spectrum users. A few years later, the game was enhanced and released on many different platforms and got very well received by the market.

Two years ago, the Hungarian group Assassin Crew released a very interesting clone of *Bomberman* called *Xplode Man*. Many users of Commodore Plus/4 are probably familiar with this title. I'd like to use this opportunity to inform owners of other computers that the "four" still gets new and fun games. *Xplode Man* is, without a doubt, one of these games.

First of all, the game is very well made. The Crew made sure that the game would stylistically

XPLODE MAN

Publisher: **Assassin Crew**
Year of publication: **2014**
Platform: **Plus/4**

👁 9   ♫ 9   🕹 9

Super Silverfish

Review: Komek; Translation: MA

Dear readers, many times we've seen that it can be a good thing to re-create games based on big hits from the past. Isn't reliving the old good times part of the charm? It'd surely seem like it is. The new SEUCK production, created by Alf Yngve and distributed by TND (The New Dimension), gives us such an opportunity. It's called Super Silverfish.

Surely most of you dealt with a game called Silkworm. This engaging shooter was a hit among many gamers, and Super Silverfish pays homage to its spiritual predecessor. I'll try to prove my point.

As per usual with shooters, there is an extremely difficult task ahead of us - a new war, started by an evil and violent terrorist who has a gigantic and extremely dangerous weapon. If nobody stops him, he will use it in various parts of the world. To stop him, a special aircraft is tasked with defeating both land and air enemy units, and eventually completely destroy enemy's weapon.

There we have the first similarity to Silkworm, as in it you must destroy MHC2, an artificial brain of the future that has taken the full control over the world's military, and which is now threatening the whole world. There is also an armed aircraft (or eventually a jeep) that can be used. You don't have to look closely to notice that enemy forces in both games look similar. All those choppers, airplanes, tanks, robots look and move in a similar fashion. Moreover the scenery often looks familiar.

Let me also say something about both good and bad sides of that game. The graphics makes a really good impression, which is not surprising given that it was created by Alf Yngve. It is clear, colourful, simple and stylish. In my opinion

the soundtrack is well made, as it encourages you to fight. Playability – well, that depends on a person playing and their skill level, I felt it was solid and responsive.

That being said, it would have been good if the soundtrack was different for the different levels, as the single one present can become boring and repetitive after some time. Also changing levels seems a bit odd, as there are no warning signs or indication like: "Level 1,2…, Next level, Get ready, etc".

The last problem, but fortunately quite rare one, is that the action is too packed in some moments and makes it feel like the game slows down and becomes choppy in some areas.

In the end, the positive aspects outshine the negatives, which results in a good game that you should definitely give a shot at.

SUPER SILVERFISH		
Publisher: **TND**		
Year of publication: **2016**		
Platform: **C64**		
👁 7	♫ 7	🕹 7

COMMODORE

REVIEW

Jerry's Quest

Review: Komek; Translation: Leopold Tupalski

Aw man...! I'm getting bored of the Giana Sisters, I've stopped having fun with the Super Mario Bros... Is there any interesting platform game that I do not know or haven't tried yet?

Fruit worth its weight in gold

As the old saying goes, he who seeketh, findeth. True to the saying, I've found an interesting, though extremaly difficult, platform game called *Jerry's Quest* for Commodore Plus/4. I've been collecting various items while playing such games, starting from stars through coins and diamonds, and ending with candies.

In this case we have fruits that should be collected on a given stage, in order to advance to a next level of the game. Unfortunately, the further you get, the tougher it is. During the journey, you will encounter the aforementioned diamonds, which perhaps are to underline the genre of the game. Anyway, they are crucial for to stay on course. Additionally, there are also keys that are necessary to unlock the blocked gateways.

Get creatures out of here!

These guys are really nasty! Some caterpillars, crayfish and birds that fly madly around. A minor lack of attention and you are gone! And on the top of that, there are crumbling platforms set in some places. All you can really rely on are agile Jerry's legs to run fast and to jump high. But this may not be sufficient until you gain some gameplay experience! And, by the way, it is better to avoid mushrooms, as eating them shortens the time count being displayed in a grey table on the right side of the screen.

Hidden bonuses

In order to make the game a little bit complicated, the author has hidden some fruit in purple bricks. In this case, you have to stay under such a block, and then jump (what a cliché!).

And now, may I have your attention please! At the beginning of the second level, there is a set of platforms.

Collect the fruit and diamonds placed on them, and then climb on the top platform with a boulder on it. The boulder should be dropped on a crayfish that walks around there. This is how you get one of the missing fruit.

What a beautiful place!

Alright, it is nice and colorful. The graphics resembles the NES port of the *Super Mario Bros*, and that, I personally consider as a great advantage. And how about the music? This tune sounds familiar. Of course! It is Popcorn, by Gershon Kingsley. It is accompanied by nice sound effects. The game has got high level playability, and as I mentioned earlier, it is hell difficult! A much recommended experience.

JERRY'S QUEST

Publisher: **The TCFS Design**
Year of publication: **1993**
Platform: **Plus/4**

👁 8 🎵 7 🕹 7

REVIEW

MY LIFE

Review: Bob8bit; Translation: Grzegorz Sojka

There is such a time in life when one has to grow up. In spite of what you do, who you are or what you have managed to accomplish. Even game characters struggle with adolescence. I'd suggest taking matters into your own hands in advance, since entering middle-age crisis without any preparation may end up with quite a frustration. And this is what happened to the hero of "My Life" - every single day is a trial of survival in a world full of malice.

The authors of hits like *Darkness* or *Guns'n'Ghosts* inspired by the game from 1984 titled *Mikie* created a variation of it. 20 years ago a young Michael was running in the school avoiding obstacles, and tried to deliver a message to his lover. Today, a friend from a parallel class, Eugene, struggling with the middle-age problems, is trying to survive a week. He loses more and more of his hair, becomes wider in girth, neighbours' kids preventing him from sleeping, and gets disrupted at the office by the security guard or the janitor. Even the vacuum cleaner makes attempts on his health! Life's not getting easy on him.

The gameplay is divided into several screens where there are objects to trample. Once we're done making a mess, the doors will open and we may proceed to unleashing our frustration on the next board. Every day we visit places like our bedroom, street or office, some of them several times. Eugene wakes up every morning in the same bed. It is not the time for dates, and with that grouchy character of his, it is difficult to make friends.

In the following days the boards get more crowded, however that does not really affect the difficulty level. Only one of the enemies on each stage can attack us, the others just move around. That is one of the disadvantages of the game. I had a situation a few times where a dog or a cleaner would just circle around the last object, and despite my multiple attempts, it didn't want to let go. Only after losing a life did it managed to "unbug", and walk over a larger area.

The other disadvantage is the lack of possibility for enemies to "meet". This limitation causes the isolation of an area, where the most active person cannot enter. For instance, if a dog with a lame leg wanders around another more active enemy, the latter will be blocked. Thus the hardest enemy becomes partly deactivated. It does not seem like increasing the game's difficulty was part of the author's plan. The graphics are rather high-end. The backgrounds are detailed and colourful, the characters full of emotions. One can clearly see the generation gap between *My Life* and *Mikie*, where the rooms would not repeat, but lacked details. The music listened to by Eugene did not fall into my ear. I spent a few hours yesterday playing the game, but the sounds and music did not seem to make an impact, none were memorable. That being said, I did not have to turn off the music, despite my beloved wife being sensitive to 8- bit cackle. Therefore I'd say the music is generic, but the graphics are definitely satisfying.

My Life is a production which brings nothing fresh. It is a salad made of an old lettuce served in a new bowl. It smells good and is esthetically put on the plate, but the missing taste is significant. In comparison to the source of inspiration, the availability of interaction with the surroundings has been diminished and held back on the characters that kept us occupied. The game looks attractive, and it takes time to reach the end, but I haven't found anything what would make the adventures of the frustrated Eugene more than average.

It may be that the humour did not appeal to me. Maybe the mentioned problems with the opponents and the level of difficulty discouraged me. Maybe the mechanics of trumpling, absolutely bereft of the physical ability of damaging the enemy did not make me feel the right emotions. Maybe I just had expected something more of Storey, Volkers and Cross team. Or perhaps this game is just average, and it's time to look for something different to play.

MY LIFE

Publisher: **Psytronik**
Year of publication: **2016**
Platform: **C64**

👁 **8**   🎵 **6**   🕹 **5**

COMMODORE

REVIEW

Hat Trick

Review: Komek; Translation: MA

Conversions of well known and popular games to other platforms are always a real treat for all true gaming fans. At the beginning, there's this blissful feel of nostalgia, as the age difference between the original and the conversion is generally a few years or more. Then follows the comparison, and a moment of reflection on whether the specific conversion is a great success, or just a silly copy. I'll try to answer that question today.

Hat Trick – a title known to many, if not all, Commodore fans. As a reminder, it's an arcade game, or more precisely, a ice hockey game with one on one mode. C64 users started their adventure with *Hat Trick* in 1987 thanks to Capcom. Good graphics, the possibility to play against another player, and a quick and fast pace of the game – those are the main points that made it popular and gave it a solid fan following.

Now it's the end of 2016 and to a big surprise *Hat Trick* returns to VIC-20 platform. Emotions are at an all-time high as we need to check how the game compares to the original. Let's get into it!

The intro just blew me away, the same great music (albeit technically slightly different if you take hardware possibilities into account). The graphics, well, monochrome display, but it's not a big problem. The sound effects are quite nice too. At the end I felt the taste of fast and smooth action, that's when I could say – we're home.
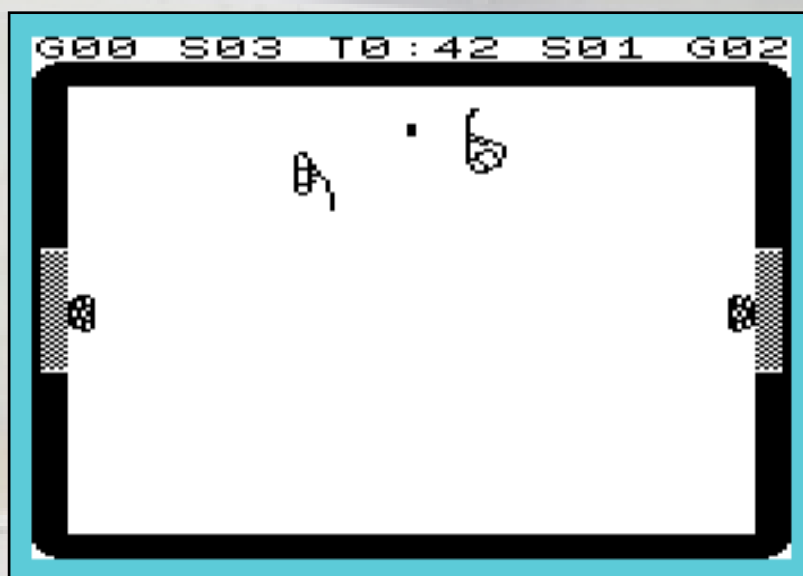
I'm well aware that not everybody will agree with what this review, but I think you should take the different arguments into account, and at least give it a shot. There is nothing left to do but to invite your friend, grab a joystick (or keyboard) and ask the fundamental question: *who's the king?*

HAT TRICK

Publisher: **Vic Porter**
Year of publication: **2016**
Platform: **VIC-20**

👁 6 ♫ 8 🕹 8

PIXEL HEAVEN 2017
RETRO & INDIE GAMING FEST

ASTROMENACE

In a space with no known boundaries, no frontiers, where different nations live in different galaxies, there are times where peaceful coexistence and harmony comes under threat. For today's example, an Alien force (comprised of pirate gangs and a mysterious figure) wants to seize territory for themselves, and to get to their goal, they decide on a simple plan of action: a full assault. The attacked front decides to protect themselves and send their best pilots to fight off the evil invaders.

AstroMenace is another incarnation of good old space shooters, such as Space Invaders or Galaga. There are versions for Windows, Linux and MacOS, and thanks to Covemann's effort, this title has been ported to the Aros system. The player takes the role of the pilot of the ship, tasked with fighting hordes of enemies and bosses. There are a dozen of levels to pass, and during battles you can earn money that can be spent to upgrade, rearm or modernizing your ship. The title has a lot of customization options, i.e. in the level of difficulty. Even poorly advanced players will be able to enjoy the game play, adjusting parameters to their preferred skill level.

Not without reason, the author recommends the use of a dedicated graphics card with hardware 3D support, and version system at least 2.0. This artwork has a hardware cost! Although it's another clone of the classics mentioned above, it is done in full 3D. Vehicles, space, explosions; all of this are made quite neatly, and the use of OpenGL was not in vain.

Sound effects are mostly realistic explosions, and the sounds of the ongoing fighting in space is complemented by a slightly dark and solemn classical music. Everything is done correctly and fits well with the action on the screen, but the use of this kind of music tends to become a bit repetitive after some time. In this type of game, where a lot is happening on the screen, a more dynamic type of music would have a greater impact.

AstroMenace is a prime example of an open source title that still keeps its decent quality. It offers pretty much everything we might expect from a shooter – simple storyline, solid graphics and decent sound effects.

Thanks to AROS developers it's yet another nice game ported to an Amiga platform. And obviously, the more interesting titles released to classic and NG Amiga platforms we get, the happier the communities will eventually be.

AstroMenace

Publisher: **Armin Michael Kurinnoy, Viewizard, Cavemann (Aros port)**
Year of publication: **2016**
Platform: **Aros 2.x, karta gfx z 3D**

👁 9   ♫ 7   🎮 7

GameDev Story:
Jon Hare
We were like a band...

Editing and translation: Tomxx

Jon Hare – founder of legendary studio Sensible Software which became one of the most influential players on the Amiga market in early/mid 90's – was a virtual guest of Amiga Ireland Meetup in Athlone in January 2017. We want to make you familiar with our group interview with Jon, where we talk about his humble beginnings in the gaming industry, massive changes in game development that affected the market in mid-90's and most up to date reports about Sociable Soccer, the newest franchise Jon currently works on.

Your first games featured amazing music, great graphics and unique gameplay. I'm curious whether at that early time you expected that the success will eventually come or you rather didn't have any idea about the future?

Well, it depends on how far you go back. We started Sensible Software in 1986 and Sensible Soccer came out in 1992. We were running the company for 6 years already and released Wizball, Parallax, Microprose Soccer and SEUCK before our greatest hits Sensible Soccer and Mega Lo Mania, so we had a bit of a name that was developed within the first 2 years. Sensible Soccer was the first big success and it wasn't a surprise to us; we were banging number 1 hits with different titles and then instantly managed to create a massive hit with Sensible Soccer. And Cannon Fodder which followed a bit later.

The stuff you produced is incredibly entertaining and we wonder what your lifestyle was back then? Could you tell us about your team and what it was like to work together?

Our group started to form up while myself and Chris Yates were still at school. When we were 15 we created a band together and for the first 3 years we were just writing music, recording it and doing our gigs. We started working with games because we were both

unemployed. Chris was a technical guy, while I was more of an art person but we both needed a job to earn some money. So Chris started coding and I helped him out with the art. We both ended up doing some work for local gaming companies but we quickly realized that they take most of the money while we were doing most of the work. This pushed us towards our own company. The whole time the Sensible Software was like being in a band, to be honest. We added Martin Galway, great musician from Ocean Software, so we were 3. Then we added 3 more people doing the programming, including Chris Chapman, David Korn and Julian Jameson. There was also Stoo Cambridge – an artist responsible for Cannon Fodder and obviously Richard Joseph. People were coming and going and I can say that for all those Commodore 64 and Amiga years it was very much like a band. Yeah, it's a good analogy: we were like a band…

Are you thinking at all about re-releasing your old Sensible Soccer with modern teams?

My interest is in making brand new football franchise and not in re-doing anything old. Sensible Soccer has had its time and it's the best thing I've ever made. Sociable Soccer is very much focused on a new thing for the modern player but older players will love playing it

too. We know it works well; it plays pretty much like Sensible Soccer but with more modern technology and better graphics. So we can't really go backwards, it doesn't make any sense. It's perfect for what it does, why would I try and redo it? The new game that we're connecting up with online play, with VR stuff, with team building is much more pertinent to now and can be potentially a massive game for a new generation. I want to catch the attention of the younger audience, that's the challenge I want.

Developing today is completely different as one can almost ignore the hardware layer. What has the transition been like for you? Did you keep in touch all along the way or did you take a break from the game industry?

I've been making games nonstop for 30 years but the games industry underwent a very massive change in mid-90's. In the old days of Spectrum, Commodore, Amiga, Atari ST all those old machines we had a lot of freedom in what games we made. The publishing community was very healthy in the UK as well, so it was easy to get a deal signed up. From the mid-90's onwards to 2005 it was almost impossible to release an original game. I tried doing 2 or 3 by myself, I helped other people doing theirs, I worked as a consultant, but

it was almost impossible to release a new franchise. The opportunity actually came back to us again with IndieDev, so only since the advent of the touch phones and the Steam platform. Previously we all had a 10-year empty window. There should have been a Cannon Fodder 3 released at that time with Codemasters, which never happened and the chance to come back is happening only now. Most importantly though, to develop Sociable Soccer I'm working in a team again. Really, really great team in Finland and I feel the same kind of energy we had with Sensible – the core team is about 5 of us and some additional 5 helping us on the side, which I quite like and that's cool. Making games is about the people you're working with and you need a good blend of skills in every team.

Is your current role in development similar to this in the past or has it changed and you're now more managing younger upcoming developers?

My role is pretty much the same: I do game design and I do business. So while I design the game I oversee the team to make sure we're getting in the right direction. My style of creative direction is to constantly listen to team's ideas, take the feedback and try to rework that back into the game. I encourage everyone to do their

own thing but I kind of have the final say. I'd push certain things that need to be done, but I'd also give an artist a free way to express themselves. As a team lead you need to strike the balance between being authoritarian and giving your people freedom. And this is the style we had at Sensible: collaboration with leadership. Other side for me is the business side: to get the money and start up the deals, which can be harder these days than it used to be.

How is Sociable Soccer going to be available?

We're making it in Unity3d engine and right now we're debating which platforms to put up first. We're hoping to get it out sometime this year, possibly in August, just before the new football season start, but it depends on how many platforms we go for. We're obviously looking at PC and mobile and all the VR sets that go with them together. And then we have PlayStation and Xbox. The truth is that the platforms that will show up first will be the ones that we get signed up first with publishers. At this stage it seems likely that the first formats will be PC and mobile, but we're not certain yet. From the commercial standpoint the game has been 15 months in development and is actually looking really good. VR is totally groundbreaking and it plays really, really well. The final shape of

the game will depend on the deal with the publishers, so we don't even know whether it's going to be free-to-play or premium. We're ready to take the game to whichever direction. This is the reality of business in games now ;)

Which mobile platforms are you targeting?

We're working with lots of mobile platforms. These are iOS, Android, HTC Vive and Oculus Rift. These are the first ones to be out. From non-mobile we're also looking at NVidia Shield, Apple TV, Android TV, PS4 and Xbox One, but the console versions will be completed a bit later.

Which version of Sensible Soccer is better, the one on ST or on the Amiga?

There is no contest. The ST was a good supporting format, but the Amiga is in my heart, it's my favorite machine ever and I could never go against the Amiga. Sorry, Atari ST fans…

Quick question at the end: which game is better, Sensible Soccer or Kick Off 2? :D

Oh, that's a tough one! So here is my diplomatic answer: before releasing Sensible Soccer I played KO2 a lot. After my game was published I didn't play it anymore ;)

AMIGA

REVIEW

BLADE WARRIOR™

Review: Bob8bit; Translation: Grzegorz Serwin

What is the most important aspect of a game? Is it the game mechanics, that can improve our skills and mindset? Is it audio-visuals, that would satisfy our senses? Or maybe an addictive narrative and a desire to explore the story of characters? There are multiple questions and probably similar amount of answers, as every player can potentially share his own distinct assessment. The following review will focus on the game that deserves our memory mainly due to its unique atmosphere.

Before you start reading please take a look at the screens. No matter what it has been written about this game, each time you hear *Blade Warrior* I just want you to have this dark picture in your head. Once speaking about platform games, my association always follows *The Great Giana Sisters*, when thinking of strategies - it's the series of *Warcraft*. When it comes to the title with dark atmosphere, I always visualize the moon and shadows from the *Blade Warrior* title. What else can I say about this game without refreshing my memory? Not much, as the game itself is quite poor, but the visuals and general mood have permanently stuck in my mind.

At the first glance the game graphics look quite simple. Quite nice-looking background and a lot of blackness. The whole presented world is merely covered in shadows: ground, characters, obstacles, enemies or even our main hero. Everything consists of black elements and it's only occasionally interrupted by a few colored pixels, such as the items of equipment. Now take a look at screenshots once again. Do you see any kind of life, health or any other game indicators? Don't look for them too long – there is no extra distracting elements at the screen. A lot of attention must be paid to the inconvenient fighting system and to the beautiful shades, that create the game's mood, but overall don't really help in the gameplay itself. A skillful player will discover with time that lunar phase is closely related to our hero's health. The closer to the New Moon, the worse for the health. Such a simple solution greatly helps in game's immersion.

The Northern mage
must be given
the pale sister
of the amulet of
the Sun.

The gameplay itself doesn't make a good impression either. Overwhelming blackness makes it easy to miss out our enemies, and such mistakes have direct impact on our health level. A few sword actions are enough to take on the fights, but such system is definitely nothing we could praise or admire. If you reach one of several towers in game, you might notice an alternative movement system. So here is the next surprise: it's not a usual, quick teleport, but rather a slower … flight on a dragon. I came across the opinion that "one has to ride underground in Saboteur in order to know game history", so let me paraphrase this text with: you have not played the *Blade Warrior*, if you didn't fly a dragon.

So why am I wasting my time to play it and feature this average game in the magazine? This is why I asked the above questions at the start of my review. Everyone is looking for something different in games. Sometimes you find it and sometimes not. This elusive "something" is able to keep us in front of the screen or discourage us enough to shut down PC or console, so we won't be able to play anything that day. *Blade Warrior* does include this "something" for me personally.

This "something" is introduced with a great, dark atmosphere. Let yourself get killed several times just to feel this frightening gloom. If you spend a few moments in this game, I'm sure, you will not forget it.

BLADE WARRIOR

Publisher: **Mirrorsoft**
Year of publication: **1989**
Platform: **Amiga**

👁 8   ♫ 6   🕹 5
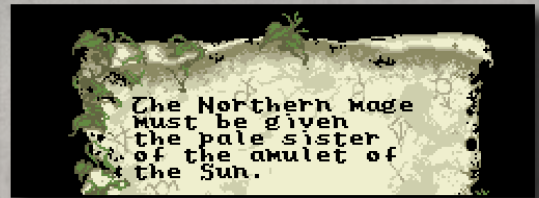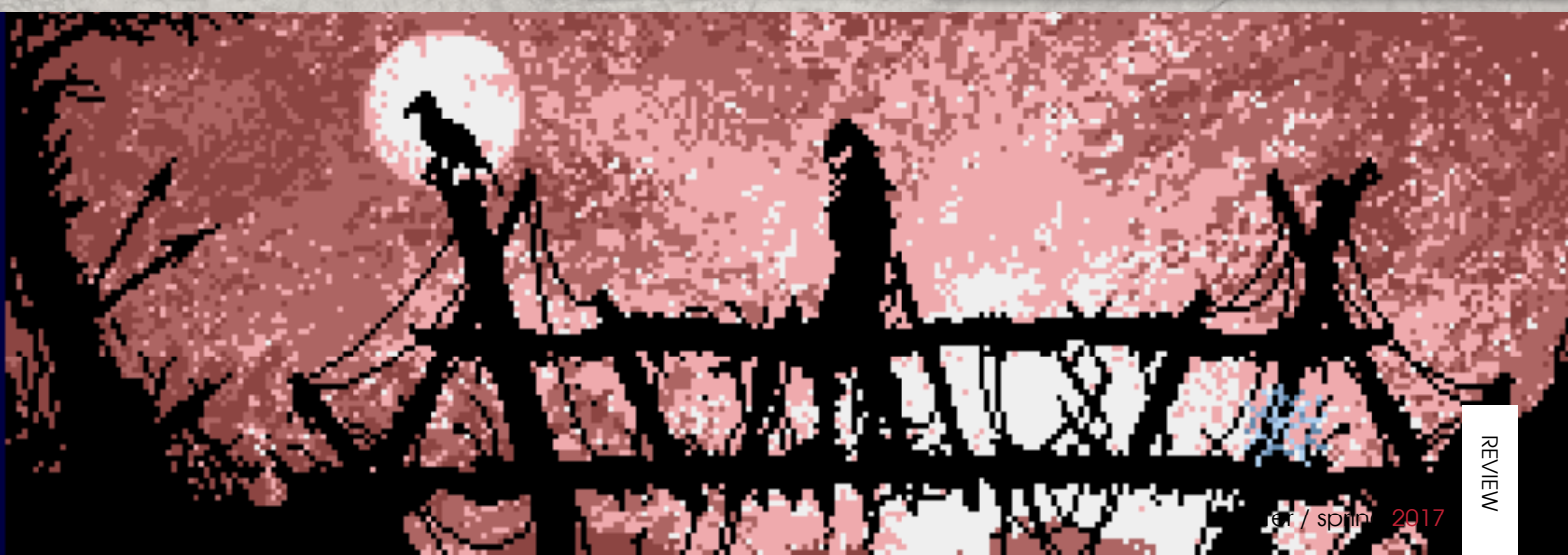
TUTORIAL

Amiga 600 custom painted
case & keyboard

This article is my step by step guide on how to customly paint your retro computers in matte black and gloss white. The tutorial obviously applies to pretty much all retro machines in any color you wish, but in my case the description and all the images come from these two colors of my own Amiga 600 computers. I'm not going to teach you how to spray paint, so don't be expecting to be able to paint a car after reading all of this :)

Step 1: Strip your Amiga 600 down completely naked – it should now look something like in **Image 1** – I took the time to

recap the motherboard and remove RF modulator but it's not part of this tutorial.

Step 2: Take the upper and lower part of the plastic housing including expansion port cover and lightly sand using P1000+

▼ Image 1   ▼ Image 2
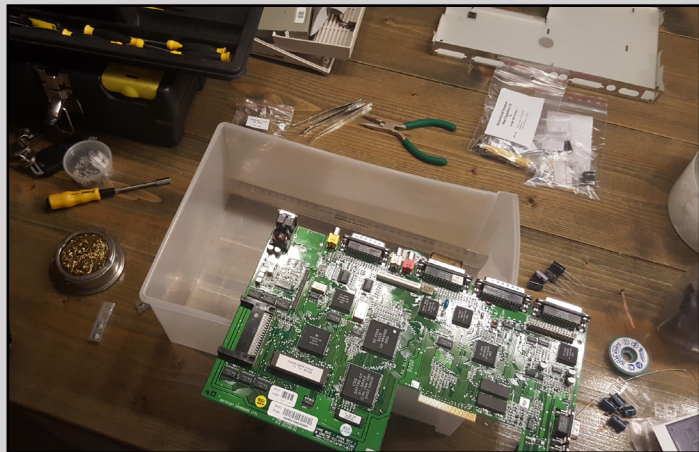
wet and dry sand paper – I did this in my kitchen sink in hot water with a little bit of washing up liquid. Make sure you get in all the corners and creases including the vent holes.

Step 3: Allow to dry for 24 hours+ and keep the plastics in a warm area, eg. next to your boiler.

Step 4: After it's all dry take it to your shed / garage – don't do it inside unlike your single or looking for a divorce. Spray both the upper side and lower side evenly and lightly with plastic primer / undercoat – Using up down and left right patterns. I chose to paint both inside and outside which takes much longer. Raise the plastics up of the workbench using blocks of wood to ensure it doesn't dry to the surface.

Step 5: Sand really lightly again using that awesome P1000+ sand paper you used in step 2.

Step 6: Go back out to your shed / garage again and paint in your choice of colour. I chose matte black and gloss white for my 2 Amiga 600's – I painted mine using 4 coats allowing to dry 30-45 minutes between each coat. Try to keep a good distance away from the plastics - i.e 30cm and paint lightly and evenly allowing it to properly dry.

It shouldn't really go wrong but if you happen to apply too much paint in one area and notice stains or patches, just let it dry completely and then sand down so you remove the paint drips. Once it's all clean just start applying paint again. Any paint defects can be resolved fairly quickly - trick is to take your time.

Step 7: Once dry bring it inside and allow to cure for a minimum of 24 hours (**Image 2**).

Step 8: The keyboard – I have had hundreds of questions of how I have achieved this – so here you go a complete picture step by step tutorial.

Remove the key caps from the keyboard, throw the key caps into boiling water with washing up liquid and allow to soak for about an hour, then dry and arrange on a piece of polystyrene using tooth picks to raise them – ensure they are spaced evenly.

Allow enough space so that the paint can reach the sides of the key caps, top and bottom. At this point I put all the springs, bars in a bath of WD40. It should now look something like in the **Image 3**.

Step 9: Paint generously in plastic primer / undercoat and give it enough time to dry properly (**Image 4**).

Step 10: Once dry, paint in choice of colour – my choice is always matte black – I will tell you why later – hint below. All evenly covered in paint (**Image 5**).

Step 11: Start to re-assemble the keyboard. Really clean – springs after a bath of WD40 look like new (**Image 6**).
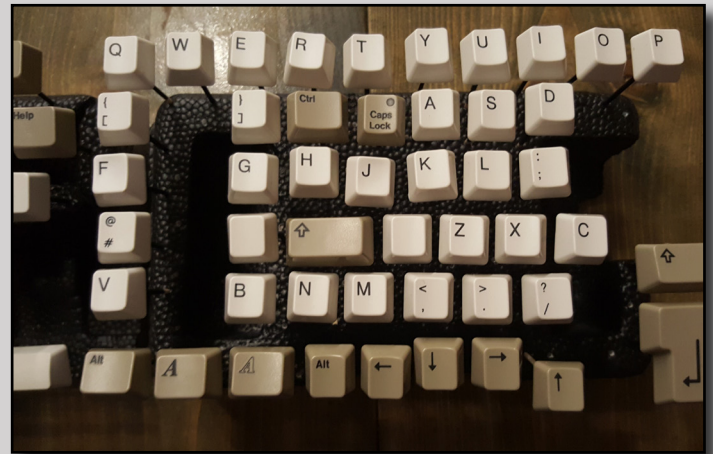
▲Image 3   *▼Image 4*

▲Image 5   *▼Image 6*

Step 12: Then I start to apply keycap stickers. You can buy them for both Amiga and Commodore 64 in the Individual Computers store at *icomp.de*. Ensure no dust / dirt is present when applying these bad boys – keep a brush handy (**Image 7**).

Step 13: All applied. I decided to add a custom badge – these you can find on ebay – really nice badge (**Image 8**).

And that's it, my new shiny computers are good to go! Below are some shots of my matte black and gloss white Amiga 600 – I am really pleased with both of these machines and I hope readers will enjoy this tutorial.

▲ *Image 7*   ▼ *Image 8*

THE SECRET OF MONKEY ISLAND
SPECIAL EDITION™

REVIEW

Review: MrDarth & Tomxx; Translation: Ari

Arrrr! Ahoy there! Take a bottle of rum, sit comfortably and follow us into this unforgettable story of the Monkey Island adventure games! This Ron Gilbert's legendary artwork gives us tons of fun continuously for almost 30 years, and ingenuity and specific sense of humor are characteristic for all five games in this series, from The Secret of Monkey Island developed in 1990 to Tales of Monkey Island produced in 2009.
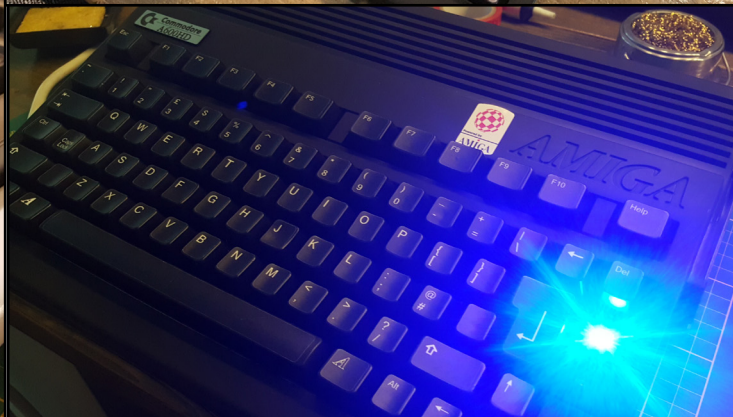
HISTORY

This series consists of five productions. The first four were published by LucasArts (then known as LucasFilm Games), the fifth was brought to light by TellTale Games. This series is well known for its unique climate and sense of humor.

Ron Gilbert, Tim Schafer and Dave Grossman have worked over the first two titles, however, soon after the release of the second part of the game they abandoned LucasArts to work over their individual projects. The third and fourth games were formed without the interference of the original authors, while the fifth one was supervised again by Dave Grossman, and Ron Gilbert helped to create a sketch of the game.

PLOT

Monkey Island is a point'n'click series, in which we follow the paths of the main character – Guybrush Threepwood - and we help him achieve his dream of becoming a bloodthirsty (or at least any) pirate. The irrational uniqueness of the entire project is very well shown just at the beginning, in the intro, where Guybrush steps to an almost blind old man (whose task is to watch for incoming ships) and he declares to him that he will be a pirate. And so, in picturesque night scene illuminated by radiance of a thousand stars begins the adventure of a young dreamer filled with sarcasm and many allegories. But before he'll become a second Jack Sparrow, he will have to know the love of his life, become a cannonball, or dig up a precious cotton treasure.

▼ **The evolution of Guybrush Threepwood. Our hero ages like wine – more handsome with every passing year ;)**

With this production it is impossible to get bored, and this is after all only a prelude to the whole saga. You should collect every possible item, because you never know when you might find it useful. Where can we use the rubber chicken with some roll installed? What can we use as a helmet? What do we need to bribe a troll guarding the bridge? Is it worth to distract others by telling them that "there is a triple headed monkey behind them"? The answers to these questions lie in the labyrinths of the story embedded in the golden age of piracy. So, I invite you, dear reader, for a cruise, where I will tell you a little about the first part of the saga.

IMPRESSIONS

This game enchanted me with the way of fighting. Sabres? No. Swords? No. Cannonballs? Still no. Razor-sharp wit, ladies and gentlemen. As it turns out, this is the most dangerous weapon that mankind has ever invented, at least somewhere in the lost Caribbean island. I was rolling on the floor laughing when I was listening to duels for the best riposte. As for the gameplay, I liked the variety of locations. They were very colorful and with the change of our position, the sound and music setting also changed.

There are plenty of secrets and riddles but you won't find any hints to solve them in the 1990 edition. You will often need the ability of abstract thinking because - as it turns out - the pot is not just for cooking here.

Every player, regardless of age, will have to thing hard when solving seemingly simple puzzles. I'm relatively young player, but I still had lots of fun digging through secrets and mysteries of this production.

AS IT ONCE WAS ...?

There are no problems with controlling our hero, but using found things is more problematic. For example, using acid on prison bars can be very difficult. The graphics themselves are very colorful and detailed so our young pirate's black eyes can see everything on Melee Island clearly. The original version contained only 16 colors and it significantly limited the potential of this game – recalled Steve Purcell – main graphic designer. The unique and characteristic music for this game was created by an employee of LucasArts - Michael Land, so we owe him the climate, and above all very pleasant to the ear soundtrack. If we add some humor on the highest level and a wonderful, funny and at the same time gripping story to the brilliant music and graphics, we get a perfect production. It's fantastic fun for everyone, and it doesn't matter if you're a young or older player.

RESURRECTION

There were two renewed and refreshed productions in 2009/2010. Both were published on Steam and it definitely affected their availability among players of the younger

generation. The graphics were completely rebuilt, handmade paintings, higher quality, just a miracle. A significant change was also adding voice to each character! To adapt the product to the present time a hint-system and a map was implemented.

Another flavor is the ability to switch between "refreshed" and the "classic" graphic style. It's a fantastic option for those, who didn't have the opportunity to play the original Amiga version from the nineties. If you play it on PC, "the transformation" will take place when you click the F10 button, on iOS devices you'll have to move the screen with two fingers.

The Secret of Monkey Island in its new refreshed edition appeared first on the Xbox 360, then on PC, Apple machines and on PS3 and Mac OS. Similar pattern followed the resurrection of the second part of the game – *Monkey Island™ 2 Special Edition: LeChuck's Revenge™*. In the subculture of computer games often we meet with numerous references to the discussed series. For example, you can unlock Guybrushes "skin" in Star Wars: The Force Unleashed II. It may sound funny but you can destroy dozens of imperial storm troopers as a cheerful pirate – this time not with humor, but with light saber.

Ach, this technology. Let's summarize now, classic is awesome and the renewed versions are on still the same – highest – level.

▼ Comparison of original version (left) with remastered (right)

COMMODORE
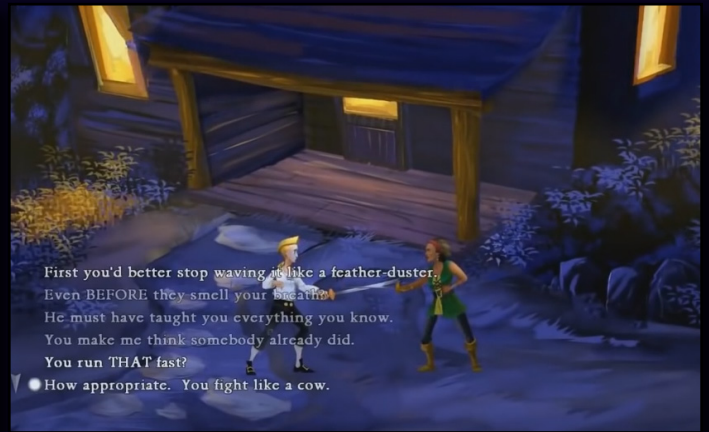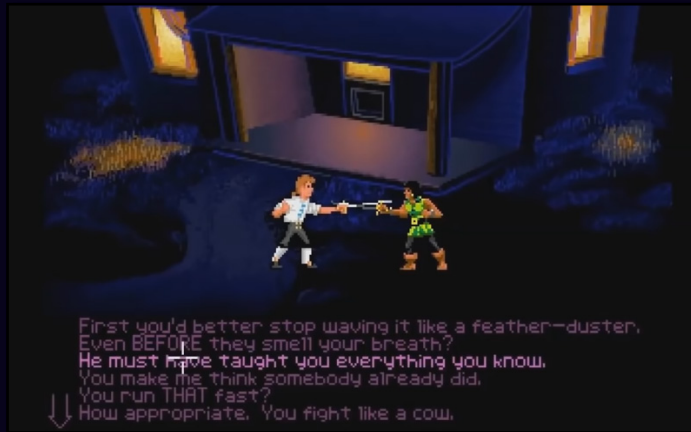
REVIEW

THE BEAR ESSENTIALS

There are days in a man´s life when he needs to leave his place in front of the TV and head off to work. He may dream of heeding nature´s call of the wild to hunt for food and protect his family. Unfortunately, even in these dreams trouble is never far away.

It seems that Mr. Bear has taken it easy over summer and Mrs. Bear is not impressed. Mr. Bear is sent off to forage for food and is not allowed to return until he collects 326 apples for winter. So now it is time for Mr. Bear to lift his game.

The Bear Essentials is an extremely good game capable of entertaining for hours. You just want to continue playing because there are so many great elements to the game.

The first thing that gets you is the catchy game play. The game´s simplicity is its strength but it is devilishly challenging to master. Everyone who has enjoyed a puzzle will know exactly what I mean. There are six regions to explore and the game play naturally develops as you collect your apples. When things get messed up you can use another one of your five lives. There is also a convenient play-on function that gives you an additional set of lives.

The second enjoyable element to the game are the graphics that are bright and cheerful. The developer has really succeeded in creating a picture-book style world to play in. Enemies can appear a little simplistic due to their short animation loop but succeed in looking menacing. The game blends different graphics modes to separate the foreground action from background scenes.

The third element is the music. The soundtrack never gets monotonous as each region has a unique theme. The music itself is not that fancy but it is catchy and creates a joyous atmosphere. The player can always mute the music by pressing RUN/STOP and change the settings using the joystick.

There are many little things to appreciate throughout the game. You can readily identify elements from classic games such as *Creatures*. Another stage has your character moving rocks like in *Boulder Dash*. The final episode is reminiscent of a certain Sinclair-world but you need to discover this for yourself.

As good as this game is, there are some minor niggles. Sometimes the game play becomes too challenging, enemies can be tightly packed and platforms spaced too far apart, making it near-impossible not to lose at least one life. This can feel unfair and takes away from the satisfaction of completing the level.

Overall, *The Bear Essentials* is wholesome fun and I can recommend adding this game to your collection.

Graham Axten's
the Bear Essentials

Help Bear collect fruit for the winter in this new platform game featuring simultaneous music and sfx. Face 60 enemy types while exploring 60 screens spread out over 6 unique areas! Free download from pondsoft.uk - Jewel case disk version £10

"Bear?" asked Hedgehog. "what's that you've got there?"
"It's a new C64 game from POND". Bear said with a big smile on his face. "and it's got a ME in it, look!"
"Oh", squeaked Hedgehog. "Can I have a go?"

pond

CREATURES!   015

A BEARSTALK!   024

THE BEAR ESSENTIALS

Publisher: **Pond Software**
Year of publication: **2016**
Platform: **C64**

👁 **10**   ♪ **10**   🎩 **9**

WWW.C64POWER.COM

ARE
YOU
READY?

COMMODORE
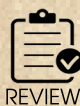
REVIEW

Memories of the Geezer Gamer
Samurai Warrior: *The Battles of Usagi Yojimbo*

Review: Beamhit; Translation: Ari

When I was a little boy, I didn't know what to expect when I first loaded Samurai Warrior: The Battles of Usagi Yojimbo. To my pleasant surprise it turned out to be a fantastic trip through feudal Japan inhabited by anthropomorphic animals. Usagi Yojimbo (allow me to shorten the title) is one of those hidden gems released on C64. The C64's hardware capabilities have been used in this game to the absolute max! But let me first introduce you to our long-eared hero.

Usagi Yojimbo was created by Stan Sakai in 1984 and first appeared in Albedo Anthropomorphics. Usagi quickly gained popularity and by 1987 had his own

series. The samurai-rabbit series has conquered the hearts of many and continues to be published to this day (30 volumes to date).

Now let's return to the game. This is a scrolling action adventure where Usagi walks to the right and interacts with numerous characters and the environment. Unlike other games in the style of "go all the way to the right and kill everything you see", you do not have to kill everything you come across – nor should you. There are two "modes" in which Usagi may pose; peacefully with a sheathed sword or aggressively by waving a katana. It is worth noting that each of these modes has its own musical leitmotif.

As Usagi walks around, he can bow to passing wanderers, monks and peasants, exchange money, enjoy meals in ryokans (a type of traditional Japanese inn) to restore health, and play dice with other travelers. Unfortunately, Usagi's adventure is not always peaceful and sooner or later he will come across opponents looking for a fight. And normally it's sooner rather than later.

There are several types of opponents with ninjas being the most frequent. Ninjas lurk behind bushes, in trees, and sometimes disguise themselves as ordinary peasants. Usagi also meets other samurais that will generally not attack unless provoked. In a novel twist, Usagi can even be challenged to a friendly duel for the first hit. Monks can get a little feisty and their sticks make them dangerous so it is best to avoid conflict with them. Usually it is enough to bow and let the monk mutter a ponderously non-sensical response before moving along. However, the final adversary is a brutal demon who is very hard to beat and, if you are not careful, Usagi can easily lose his hallmark ears in the process.

The game is not linear and Usagi can travel down any number of paths. It is also possible to fight any character Usagi interacts with. For example, if a peasant requests payment for free passage then we may choose to pay him or kill him. But there is a catch. The game scores Usagi's karma throughout the journey, growing in response to honorable deeds

About our new article series and its author

Geezer Gamer is a... geezer gamer. Sometimes, just like here, he has flashbacks from the C64 and Amiga days on: https://www.facebook.com/growydziad/.

And because he is also a great RPG fan, he can be found on: https://www.facebook.com/rpgpiekielko/.

REVIEW

and falling in response to aggressive actions. The problem is that when karma drops to the moral floor our hero commits ritual seppuku.

Graphically *Usagi Yojimbo* is one of the most beautiful games released on the C64. Characters are large and well animated. Our hero has several attacking moves (evaporation, quick and strong) and can even decapitate opponents. At the end of the game there is a Japanese princess waiting to be rescued and a beautiful sunset to admire.

The game is not long. By using your knowledge of programming and hardware limitations you can speedrun it in just 10 minutes. Before reaching the final scene you should immerse yourself in the game's environment and indulge in a leisurely play.

If *Samurai Warrior: The Battles of Usagi Yojimbo* was released on a more powerful machine, for example on the Amiga, it could be a very polished game. The original sketch for the game, written by Paul Kidd, contained many additional elements. Initially there were more routes to go down and several endings. The programmers created more characters, like the ninja-moles, and an added level where Usagi helps a rider

with a horse. The Karma system was also going to have a greater influence in interactions, for example, samurais would automatically attack when Usagi was "disgraced". Unfortunately, due to the limitations of C64, it was impossible to put everything in the game. Such a pity.

And my advice for someone who has not played this title? Have a go.
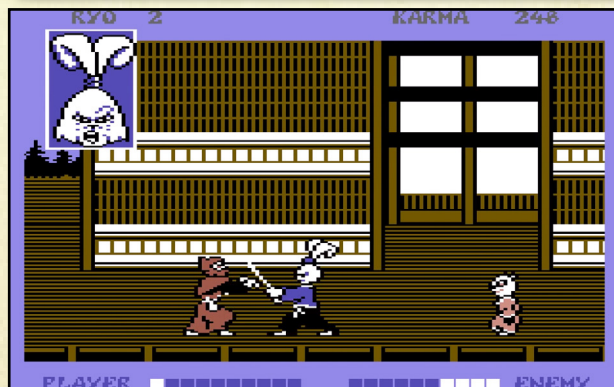
INTERVIEW

Thomas Heinrich

Interview: Komek; Translation: Ari

There are things in life that remain in our memory forever. When they re-appear to our eyes, they are instantly recognized, introducing us simultaneously to the state of excitement. And so it was in my case, in 1993, when I first saw graphics from the game Greystorm on Commodore 64, created by German artist Thomas Heinrich. From that moment on, I started looking for other productions of this artist, and I found them.Games like: Dynamoid, Clystron, Mega Starforce, Parsec, Greystorm, Lethal Zone, EON or The Shogun give me a goose bumps, despite the fact that the technology has changed since then by 180 degrees.

Well, the internet is a great tool. So I decided to find this wonderful artist and make a short interview for K&A plus readers. And I made it! Dear Readers, here is Thomas Heinrich!

Hi Thomas. In the beginning could you tell us, how did it happen, that you became involved with graphic design and what were your beginnings?

I started my C64 career when I was 15 (1985) and painted graphics for my first demogroup "The Electronic Boys short TEB" and my handle was Playboy7007. After a while I got better and better and therefore I met some guys who lived beside my city and we decided to create a new demo group called X-ample Architectures short XAP. I changed my handle to General X. Thomas Detert (Music), Helge Kozielek (Programming) & Michael Detert (Graphics) and me started with our first demo called "Spirit of Art" and got some attention in the demo scenes cause we exceeded some

created some amazing graphics on the C64. From this point we created some more great demos and after a while we decided to create games for the C-64. Michael Detert (now Satzer) and I was responsible for the design and the graphics. We also changed our demo handles to our real names

As far as I remember, you are still a member of a legendary demo group X-Ample Architecture. What has changed in general? How was your cooperation back then and how it is now?

Yes, we were really famous, because we had great coders like Helge Kozielek, Ivo Herzeg (Mr. Cursor) and Joachim Fräder and great musicians such as Thomas Detert and Markus Schneider. Everyone was great in his field and as a team we had a lot of fun together to create demos & games. Over the time everyone had to decide what kind of real work he should do and then the team has splitted up step by step. I was sure to work in the game industry and I worked as freelance artist for different german game companies. X-ample was still not dead, but after the last pro-

grammer started to study, we had not the power and time to create our own games. The last game we created was a C64 shooter called "Parsec".

After some years as freelancer, this business was getting harder to earn money as an individual fighter and I decided to move to another town close to Frankfurt. I worked there in a company called NEON on Playstation 1 and PC Games. After the split of the company we decided to revive the old X-ample label around 1998. We developed a Playstation Shooter Game called Viper for the big game company Ocean. A year later we made the Playstation version of Mission: Impossible and some old friends from the past came back to X-ample. Michael Detert (now Satzer) and Ivo Herzeg (Mr. Cursor) worked again together with me on games. It was a great time till 2000 when we moved to Hamburg with the full team (15 people).

We sold our company, but not the label to an investor and should cre-

ate a massive online world. But that is another story. The team splitted up around 2002 and everybody moved into a different direction. Ivo moved to Crytek and Michael Detert to Bigpoint. I started a career as freelance graphic designer in Hamburg and worked again on games for consoles and PC.

In 2006 I had the idea to make a new label and alliance with some other graphic freelancers from Germany. We created the label Glare Studios. After some year we decided to grow up and created the company Glare Production in which I work until today as a Creative Director.

But also in 2005 I was asked to join the demogroup Farbrausch and I still create some great PC Demos. But this is another story.

Multicolor graphic style, which you managed to create, is great - according to me. How long have you been working to achieve this result??

Yes, we tried to create our own style with X-ample. Michael and I just played many times around to get the style we stand for. It took some time, but after a while we have perfected the style for ourselves. It took some days to paint a full picture, but we liked to get the recognition in the scene for it. Michael and I always had some competition in the team, but it also made us both better and better.

Which one of your works, do you consider the best and why?

Hmm, hard to say. I love many of my pictures and each one has a different story.

My most likes goes to the Clyston Cover, Greystom Cover and the ingame graphics for Another World, Quadrant and Parsec. When I was thinking back, I mostly loved the end picture of Another World, cause it showed something like freedom and survived this whole game :)

COMMODORE

One of the members of the editing staff from the gaming magazine "Top Secret" wrote the following about the game Greystorm, for which you created graphics: "The game looks so good that any Amiga user would be satisfied with it." What do you think about this?

Nice to read something like this, but it is still far away from the graphics of the best Amiga games like Shadow of the Beast and so on. But when someone means that, it is a great compliment. Thank you :)

I noticed that your graphics most often appear in the C64 arcade games or shooters. Is it a coincidence or maybe your favorite style?

Yes, I mostly prefer arcade games like jump´n´runs or shooters. But when I looked back I did a lot of graphic for adventure and sport games or even the good old crappy game shows :)

The graphics for particular games was created together with Michael Martin Detert. How did your cooperation look like?

As I mentioned before, we were big friends but also competitors in the team. This pushed us to be better and better. I loved this situation and we discussed a lot about graphics from other artists how great or how bad they were :) We worked great together as a team and we tried to push the boundaries.

As you said before you are also the founder of Glare Productions. What is its specialization?

Glare is now my new label I founded with Christoph in 2006 and since 2014 it´s the company I work for. We create interactive real time presentations for a lot of different companies around the world. But I love this work, cause it´s really near to creating demos. Not with the limits like the C64 had but also with limits of the actual hardware we use. Currently we create games with our technology for VR, Touch Devices and with the Microsoft Kinect.

Because we are a magazine partially dedicated to gaming, I have to ask you about your favorite

games for C64 and Amiga. Could you mention a couple of titles?

C64 Games are: *Wizball*, *Defender of the Crown*, *The Last Ninja*, *Summer & Winter Games* and many more. Amiga: *Shadow of the Beast, Lemmings, Another World, Xenon, Speedball...*

At the end of this interview, tell us more about your future plans. Would you consider some C64 projects?

Maybe in the future I will do some stuff for the C64. Many people asked me to do something, but I don´t have time for this right now. Currently I like to push the boundaries with PC demos. We will make some with Farbrausch hopefully soon again. We are working on this :)

Everything runs just fine with Glare and I like to create more interactive content for VR in the future. We are also working on some stuff and it makes a lot of fun. The C64 will never die in my heart and it makes me happy to see what people can create today on this machine. Amazing stuff, keep up the good work! Maybe we will see us soon again :)

I would like to thank you for answering our questions and the time you devoted to us. I would like to congratulate you for your past achievements and wish you more successes in the future.

Thanks for the interview and C64 will never die. Keep the spirit alive.

Gallery of Thomas Heinrich's works
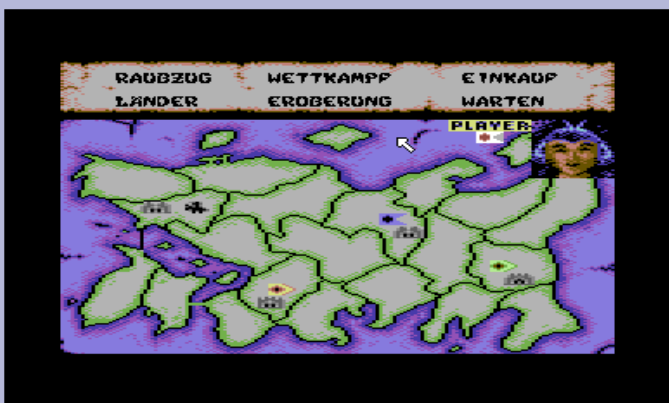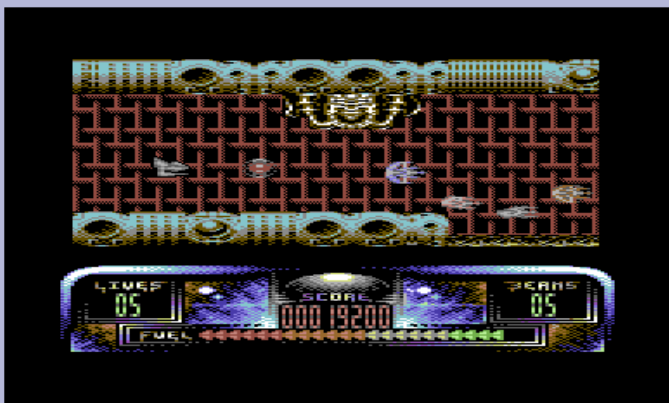
Trevor Dickinson

Interview: Krzysztof "Radzik" Radzikowski; Editor: Tomxx

Trevor Dickinson, a co-founder of A-Eon Technology and one of the most passionate user of Commodore hardware, in a long interview for AMIcast and K&A plus talks about his early days in the IT industry, describes current projects on top with the new shiny AmigaOne X5000 and attempts to foresee the future. Most of all, however, Trevor once again shows his great personality, friendliness and positive humour!

My dream has finally came true. Here is my special guest, Trevor Dickinson, nicknamed a father of modern Amiga systems...

Thanks for inviting me, I know you were trying to schedule an interview with me for some time, but I live in New Zealand these days and the time difference to Europe is less than perfect. It's nice to be here at Amiga Ireland Meet-up and nice to finally meet you in person!

Please introduce yourself to our readers and tell us more about your background.

I got involved with Commodore computers back in 1978/79. It was Commodore PET and when I think back, who would think that I'd be presentation alongside David Pleasance who was the joint Managing Director of Commodore UK? Back in 1979 I got my first home computer and I wanted to teach myself programming, because I had a job I couldn't do ;) The PET taught me BASIC, PEEK's and POKE's, machine language, and it was fantastic as

▼ The PET zone with 8-bit Kim-1 and 64-Bit Nemo (AmigaOne X1000)

there were no home computers, no smartphones, no PCs back then! And then one day I was walking by a computer store in Aberdeen, Scotland, where I lived at the time, and I spotted a Commodore 64 playing International Soccer. I thought this was marvellous: it had moving people, sound, colour, two teams, it was great and I just had to get one. At that time I couldn't afford to have both of these computers, so I traded in my PET to get my C64. And then I got C128, and after that a C128D when I was living in America. One day a lightning from a thunderstorm hit my home in Texas and destroyed my C128D! It was an act of God, I believe, as luckily it was all covered by my insurance policy and with the money I received I bought myself an Amiga 2000. So it was my first Amiga, a big box computer, such a fantastic machine, which totally blew me away... Then the story continues and I upgraded to an Amiga 3000, and later an A4000. All through the 1990's I used them for my own business for desktop publishing and graphics/video works.

Life goes on, Commodore went bankrupt in 1994, ES-COM passed by, Gateway didn't want the Amiga. Amiga Inc. happened in the millennium. These were all the trials and tribulations of the post-Commodore era. By this time I was in London and I had my own small Commodore museum in the basement. At some point I met

Michael Battilana - with help of ex. Total Amiga's editor, Robert Williams. Michael's was travelling through London and had arranged dinner with with a group of Amiga enthusiasts and former developers. Robert's was invited along with Mick his co-editor at Amiga Future. Fortunately for me, Mick could not make it and Robert invited me along as a replacement. With the passing of time Michael and I became friends and later business associates and I helped to fund the continued development of Amiga Forever (& C64 Forever). I joined Michael on a business visit to the Commodore Gaming guys in the Netherlands. They were making super fast gaming PC in beautifully painted tower cases. Anyway, after the meeting we met up with Evert Carton and Ben Hermans of Hyperion Entertainment for a drink. They had just found out that Amiga, Inc were taking legal action against them to acquire AmigaOS 4. During this meeting I made the mistake of saying, "If I can be of any help just give me a call" ;) Around the same time I started to write the "Amiga Retrospective" series of articles for Total Amiga magazine. It started as a review of the Classic Amiga computers made by Commodore but eventually morphed into a series about the Amiga's pre and post Commodore history and all the twists and turns in the Amiga saga. The first two episodes appeared in Total Amiga but when that magazine ceased production it looked like being the end of the road for the series. However, Amiga Future, which was published

in German and English picked up the series and it ran for another 18 episodes and by the time the last edition was published, I was writing about the new AmigaOne X1000 development!!! Who would have believed that I would not only be writing about the history of Amiga, but I'd be also involved in funding a new Amiga computer? I don't think if anyone told me that when I first met Michael in 2007 I would help found A-EON Technology and be involved in releasing a new Amiga in 2012.Unbelievable!

I still write a series of articles for Amiga Future magazine called "Classic Reflections" which reviews the history of key individuals and companies who contributed to the Amiga's success. In the latest issue that was just released, you can read a part 1 of an interview with David Pleasance and Colin Proud-foot, who were the Joint-Managing Directors of Commodore UK at the time of the Commodore parent company's bankruptcy. The UK division was one of Commodore's most successful operating units and kept trading for a year after the parent company went bust. They even put together a proposal to buy out the Commodore and Amiga assets. Unfortunately they did not succeed. This is my Amiga history, it might seem a little strange how things just happened to me? I'm still very active Amiga enthusiasts and often travel to various Amiga shows around the world to meet with fellow Amigans.

One piece of hardware we can see here at the show is the new X5000. What can you tell us about this new computer, as for me personally it is so far the best Amiga in my life.

Oh, thank you, it's nice to hear that. The full name is AmigaOne X5000 and this is exactly what it is: an AmigaOne, a next-generation Amiga computer designed to run the PowerPC version of the Amiga OS. It all started with AmigaOne X1000 back in 2010. Writing all of those Amiga Retrospective articles, I really wanted to see a new power Amiga released. I put my heart and

soul into that project and for me it was the realisation of a dream. So when we finally shipped the X1000 to market I was extremely pleased and relieved (massive understatement!). The X5000 is a follow-on from that first release. I realised there was a pent-up demand from other people like me who wanted a high-end Amiga, even though they are expensive. The high price is caused by the NRE costs associated with developing

> ❝ *AmigaOne X5000 is exactly what it is: a next-generation Amiga computer designed to run the PowerPC version of the AmigaOS.*

and prototyping hardware which are a significant part of the costs in small volume manufacturing- and not because we are making a lot of money! I use my X5000 every day now and it has become my preferred machine as it's fast and stable. To be honest I still use my X1000 having both of them side by side but my go-to AmigaOne machine now is my X5000.

Let's add in that AmigaOne is the official brand name of the next generation of Amiga line.

Yes, AmigaOne is the name we use under license. The X5000 is supplied with a pre-release version of AmigaOS 4.1. It obviously has some limitations which are mainly related to the early release of the operating system. It's actually called "AmigaOS 4.1 Final Edition, Update 1 – pre-release". Its a bit of a mouthful but as the name implies it a pre-release version of the latest AmigaOS4.1 Final Edition Update 1 ;) It's actually quite funny, as many years ago I bought a boat and I called it "Final Fantasy" and my wife asked: So this is your final fantasy? I answered: No, like the

computer game there is final fanta-sy 1, 2, 3, 4 etc :). Yeah, the name might be quite funny, but similarly to Windows operating systems, the updates might indicate the progress. But obviously I'd like to soon see a version 4.2...

Right, I think we'd all like to see AmigaOS 4.2 out one day! I want to see a multi-core support but let's don't forget that beside Amiga developers we have quite active Linux group that already run various PowerPC Linux distros on the X1000 & X500 systems with full access to the multi-core. It's great, but we did not design our AmigaOne range for Linux, but for the Amiga-OS.

So what's your purpose behind bringing us the new Amiga NG line? Is it just your dream? Markets are dominated by Mac and PC, do you think there is still space for another player?

It's much bigger question, to be honest. In my other life I am a business angel and I work with lots of young companies with cool technology, for example FriendUp, where I'm also a small investor. I like technology, but if you ask me whether we could bring Amiga to where it was in the past, I'd say, I don't think we can without investing a lot of money. I had some discussions with the original developers and they estimated it would take at least 10 million dollars to attempt a small relaunch of Amiga on a reasonable scale. I prefer to do what I'm doing, which is servicing our retro and NextGen markets and hopefully building that slowly

▼ The 68K Amiga zone

and organically. Now, it would be much easier if we had clearer picture of the IP and could bring it all together again, because this would give us some potential to create a business plan to attract serious investors. But once we start talking about that, the price inevitably

▼ Trevor in his Amiga workshop

▲ Thomas and Hans-Joerg Frieden testing AmigaOS on the A1222

goes up from the people who currently own various parts of the IP. So I'm not comfortable in doing that, and I'd rather continue what we are doing and let it expand organically on a much smaller scale. And I quite like being a retro geek. :-)

Who is the end-user of new X5000? I think we know the answer from your previous interview: it's people who try to be different, right?

Actually, it might be quite surprising, but the end-users are usually people working in the IT industry

and existing Amiga enthusiasts. They might be running server farms, they might be working with hardware maintenance, so these are usually people that are in the IT business already and they just come back to use their Amiga for relaxation. The user demographic around the world is also very different, e.g. in the States users are generally much older, but in Europe users are usually younger probably reflecting the original Amiga markets that developed in both areas. Obviously X1000 and X5000 are expensive power machines, but the new AmigaOne A1222 – our new, lower cost entry level model which is undergoing AmigaOS 4 beta test at the moment - is trying to enhance and grow the user-base.

What I think is missing in X5000's OS is the manual. There is only a technical reference and some tasks, like partition setup, can be really painful.

I suppose the difference between X1000 and X5000 is that in the past we did produce Quickstart booklet and include the AmigaOS 4.1 booklet, although even to me it was a bit confusing. This time we are using resellers to create their own systems, so I'd expect some improvement over the period of time, but the first systems called "Close Encounters" are supplied with the pre-release software and the retailers are learning their trade, to be honest.

Are you going to improve your store experience? In most cases users see X5000 available, but receive "out of stock" error message and cannot add this product to the basket, which can be confusing.

It's probably my fault as I was really keen to have lots of resellers stock machines to service their own markets, rather than one resellers which

can be a bottleneck for supply of systems. AmigaKit, who is a major Amiga retailer and our main distributor, started supplying all the other resellers first and were not actually selling machines themselves through their online store. We need to resolve this issue, so that Amiga-Kit can actually sell X5000 too.
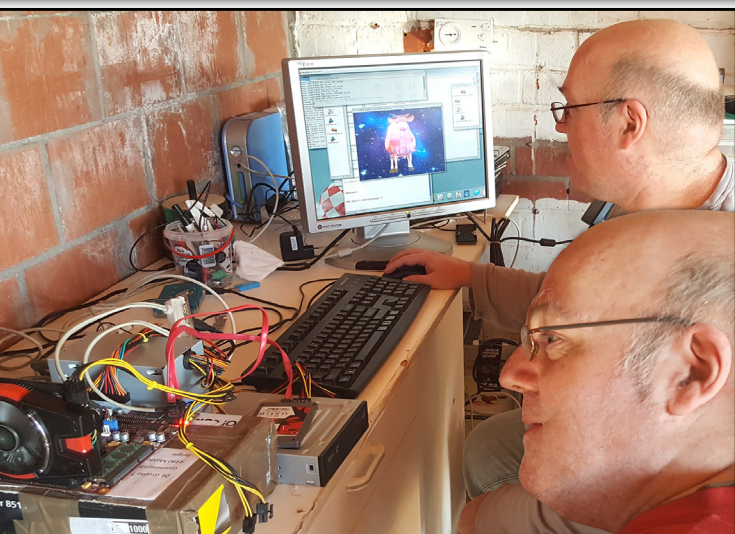
Could you also update us about the Tabor, as it's really important for our community?

The Tabor development is really exciting to me. The new custom designed motherboard is part of the new AmigaOne A1222, our lower cost, entry level next-generation Amiga. I went to a meeting in Brussels with the Hyperion management and developers, and I met with Timothy de Groote and Frieden brothers (Thomas and Hans-Joerg) and Skyped with Costel Mincea, who is also a Hyperion director. Timothy had just received a new test AmigaOS 4.1 Kernel from Thomas and had hacked together a working AmigaOS 4.1 system which was running on the A1222. This was the first working A1222/AmigaOs 4.1 system I had seen (other that running PowerPC Linux) - and I was able to actually do something with it! For example, I was running a Warp3D cow demo, I launched Personal Paint, I downloaded the Enhancer Pack from AMIStore, I browsed the web. I did the kind of things a user would do, not just developers. ;-) I was pleasantly surprised. It needs to be tweaked and optimized, obviously certain drivers were missing, but generally it's coming along. Until now its only been running a Linux distribution but at least we know that the hardware is good and works well, but again - we developed the system for AmigaOS not Linux. So I am delighted the Amiga-OS 4.1 beta test has finally started.

So can we expect A1222 release this year?

Yes, I want Tabor out this year. But we're not stopping the development there, we still have other plans and other irons in the fire. At

the same time we definitely need to be selling our AmigaOne X5000 through all of our resellers, because our warehouse is full and we need to recoup the money we have already paid, so we can put that into further developments.

Is the price already decided?

The price of the AmigaOne A1222 is currently being discussed with my business partner. As you know, I want to sell it at cost, as I believe we should increase the user-base and then try to recover some of the costs with add-on software. This is the solution that does make sense to me personally.

What about the modern web browser for classic and NG lines?

Yes, the new web browser is desperately needed and for me personally it's definitely a weak link! I'm actually impressed by the work that has been done on Odyssey, NetSurf is coming along but it's not there yet, Timberwolf was looking very good, and maybe it can to be picked up and driven further? But I totally agree, we need a modern working web browser.

I totally agree! In my opinion, if your plan is to bring Amiga NG to every household we really need a browser…

I think it's a crucial part of the system's software and I know other folks involved into AmigaOS 4 think the same. To me it's one of the priorities and I know it's definitely something we have to work on. I can contribute to that, but there are lots of good people working very hard and we just need to be working together as a team.

Let's talk a bit about Public Relations. People do complain on Hyperion's PR, while A-EON's is quite good. How can Hyperion improve their public communication?

You can't force independent companies to do anything, to be honest. But I see after my discussions with Hyperion management

that some positive changes have happened and going forward they're looking for better PR too, so I hope to see some improvements in that area. Social media and interacting with the user base is very important and I try to do that as much as possible. I also visit a lot of shows, but that's also because I enjoy them. ;-)

There are a lot of voices recommending A-EON to purchase Hyperion. This is because people are not happy with Hyperion's lack of communication and poor information sharing...

You know, it's an independent company. I'm trying to work closely with Hyperion, because it's in the best interest of the community and business for future support and good collaboration. I think it's important that we improve the relationships with all the companies, e.g. I'm keen to have good relationship with MorphOS and AROS people, and I want to work closely with Amiga Inc. It's a dream of mine to bring it all back together again.

Do you think we can unite again? It'd be so much easier for everyone!

Because there are limited technical resources throughout the Amiga world we should all share the efforts across all the platforms. I think the Hollywood software is a very good example. It supports AmigaOS4, Classic, NG, MorphOS, AROS and even Windows and Android support too. I believe in this approach and I'd like to see more developers working on software like that.

How can we get more developers involved into these projects?

We try to get more developers involved. Today A-EON has over 20 developers and testers working on various projects, but obviously not full-time. They are being paid what

I call - Amiga rates, although they do it mostly for love not for payment. We sometimes pay in cash, sometimes in hardware. We also have an active core Linux group who ensure our AmigaOne hardware supports various Linux PowerPC distros. On top of there is a very

▼ **Trevor at Ireland Meetup in Athlone, January 2017.**

▲ **Trevor with Tomxx holding K&A plus #6 magazine.**

active developer community supporting all Amiga flavours. AmigaOS is being developed, same applies to AROS, MorphOS, so I'm positively surprised by the number of people that are still creating software for Amiga and Amiga-like systems. Retro computing is a big craze at the moment with people who have spare time and money and want to revisit the computer systems of their youth - but we also need to attract younger people, because we need to ensure the Amiga continues and doesn't end with grey haired people like me. ;-)

Do you believe that core Amiga developers could switch to full time in the near future?

Full time job means that developers could concentrate on the Amiga, but I don't think this is possible at the moment. Would it be possible in the future? I'd say no, because developers are expensive and it'd be hard to pay real development costs. However, I think it's possible for them to have their day jobs and do Amiga development on the side. In order to change that the Amiga market needs to be much larger overall. One of the things we're considering is for A-EON to acquire AmigaKit and then we could add more people and resources into the combined business. This would add more technical resource for hardware and software development and support. That's the plan ;)

What's current status of Amiga, Inc. company (available at amiga.com website)?

As of today they still exist, as of tomorrow - I don't know? Can we purchase rights to use the Amiga brand? Well, last time I asked the price was 20 million dollars. Is it worth anything? It's worth something to some people, but as the years pass it's losing its value. It's

different with the Commodore brand. Anyone with a reason, a business plan and money can licence the Commodore name from people who own it.

AmigaOne X5000

I personally believe in the potential of Classic platforms. Are you interested in development of the Classic line, are you keen to invest in this space as well?

I agree. We're investing in the 68k Classic line. The Prisma Megamix music card is now available and that's our first step towards Classic line hardware.

Ok, but was it released without AHI drivers?

Right, the lack of stable drivers slowed down the Prisma card release. So this was just a first release and the project is not yet finished. The hardware has been available for some time and we wanted to get Prisma out to the users. This project is run by Matthew Leaman from AmigaKit. He is working with some coders in Germany and

I expect more upgrades and improvements to the drivers as well as the GUI. I'm pleased to report the Prisma card has been well received by Classic owners and is selling very well.

Can we expect more Classic products from A-EON then?

Yes, definitely. We're working with AmigaKit on both hardware and software. The Enhancer Software pack contains massive amount of software and vast majority of content in the recent SE version is going to be included in a special version for 68K machines which will be released on AMIStore in the near future.

Could you update us on the A.L.I.C.E. (A Laptop Incorporating a Classic Experience) line?

ALICE was my dream many many years ago :) We signed a deal with Alex Perez, who has a small company in the States, and he's going to prepare a test launch of ALICE for the US and the European markets. He actually invested his own money into this project, but Ján from AmiKit was also vital to the project and helped a lot, especially with the AmiKit version. (Ken Lester and Pat Wall helped with the underlying Linux support). ALICE in general boots straight into the AmiKit Classic Amiga environment and with the special rabbit-hole

Classic 68K Towers

AmigaOS

Next Generation PowerPC Towers

AMIGA

features can also run Linux programs from the Amikit Workbench.. ALICE is multibooting and can also be configured to run Windows and even AmigaOS 4.1 Classic through the existing emulation solutions of WinUAE and or FS-UAE. I personally installed Enhanced Software SE version on AmigaOS 4.1 Classic that and despite some glitches it's looking quite good. We presented the prototypes at Amiwest last year, although it's hard to plan forward as Alex has another full-time job. However, he is now in control of ALICE sales and support.

What about LibreOffice, when would it be available?

Oh, well. It's like all these things - you can keep working on it but it takes ages. I commissioned Frieden brothers to work on this package and we had a stable version just after AmiWest that we thought would be the beta release. We started to looking for beta test volunteers around Christmas. At this point I expect beta version of LibreOffice to be out some time in March. (now started)

What are your current plans for all the other software that A-EON purchased?

We have released updated versions of Personal Paint for both PowerPC and 68K. Also new versions of TuneNet and AmiDVD are supplied with the Enhances Software pack. However, we have a lot of other Classic software titles and I want updated versions of all of these to be released (ImageFX, Aladdin4D, OctaMED) but we know it's going slow. OctaMED has been worked on and I expect this one to be released first. Regarding other apps, we need to get our resources ready, as even though we have 20 developers, they all have day jobs and families. As you know, they are not full-time developers and are only able to do the work for us only when they have time.

What do you think about AMIStore? Should it be supported by all of Amiga lines, from Classic to MorphOS?

I obviously want to see AmiStore available everywhere but it's written in Hollywood as a standalone program for AmigaOS 4.1. It should be easy though to port to other platforms, although we need to invest some additional work in the interface to make sure it works well and looks good. AMIStore also

> " *I'm keen to have good relationship with MorphOS and AROS people, and I want to work closely with Amiga Inc. It's a dream of mine to bring it all back together again.*

runs under AmigaOS 4.1 Classic on PowerPC enabled 68k Amigas and also under Classic PowerPC emulation like on the ALICE laptop. The plan is to supply the AMIStore with the next version of Enhanced Software package. Personally I think it's amazing to be able to open AMIStore as an application on Workbench to view, promote and purchase new AmigaOS software. We're also looking for more developers to put their software the store.

So if I am a developer, how do I put my software up in the store?

First you should contact Matthew Leaman and agree the price you're going to sell it for. We charge a small commission for promoting the software and for handling all the VAT collection and payments, including tracking and updates for the developers, so they know exactly where they stand and what they are earning.

I actually think the pric- should be always listed with tax, as their might be a negative surprise while checking out.

You see, in some countries there is no sales tax

(VAT) applied while in the other it can vary from country to country. The European Union regulations changed so that companies are required by law to apply the VAT rate appropriate to each individual country within Europe. So the final price calculations are done only when a purchaser selects his/her country when checking out. Where we can, we do show the VAT inclusive price in our advertising, for example the price of X5000 in the magazine advert included the VAT.

Lots of Amiga fans state that we should switch to Intel. What is your opinion about the most effective CPU line for the future?

It's a difficult question. First of all, the idea of switching to a platform that is readily available means that you have to support it. But what are you going to support? Everything constantly changes in the X86 world, every time there is a new hardware release you end up chasing yourself. And if you want to design a custom x86 motherboard the NRE developments costs will still need to be paid. We want to have a system that doesn't change, that is stable and that can be controlled. Hardware is one thing but the cost of software is even more expensive and that has to be seriously considered too. One thing about our Next Generation

Krzysztof Radzikowski, known at the retro scene as **Radzik**, runs two podcasts fully dedicated to various lines of Amiga platforms. You can find Polish *AmiWigilia* project at **http://amiwigilia.ppa.pl** and English *AMICast* at **http://amicast.ppa.pl** website. This is his debut in our magazine and hopefully not the last piece of content he creates for us.

INTERVIEW

Amigas, as long as the drivers are available various mainstream cards all work properly, e.g. PCIe, hard drives, SSDs, cd-roms...

Retro scene in Europe is getting bigger and bigger. Do you think you can somehow utilize the power of it to promote AmigaOne, make new releases or game remakes? AmigaOne could potentially link the retro scene with the entire NG line.

I'm quite keen to see ports of existing games to the Amiga. It's much easier to port an existing game, because you don't have to do all the audio and visual assets from scratch. Seeing all the mobile platforms and the amount of money that is spent is no guarantee of success its almost worse than working with hardware :). Games like Angry Birds, which was a massive success, are extremely rare. They were backed by Venture capital investors and it took them 51 previous games before they created their hit.

How many Commodore machines do you actually own?

You know the answer - I own too many :) It starts with MOS KIM-1, which was the first 8-bit CBM computer. I have the whole range of PETs. (probably around 20); The 8-bit "gaming" series which includes VIC 20, C64, C128, C64 Max, C64 GS, SX64; all the TED 8-bit series. In all, I'd say I have about 50 8-bit machines. I have an extensive 68k Amiga range which includes desktop and tower versions of 16-bit and 32-bit machines. Probably around 60 in total and then there is the next-generation 32-bit and 64-bit computers as well ;) I even have 7 or 8 Commodore PCs and Laptops. I reckon there are about 200 altogether. Eventually I will probably donate most of them to a local computer museum rather than keeping them all in my home museum.

Did you have a chance to meet Commodore Business Machine creators?

There were two figures. Jack Tramiel who left Commodore in about 1984, so he was never part of my life and I personally never met him. All the stories about him are probably true and I'm sure David Pleasance could give you more stories, especially if they could be told after few drinks and no cameras on ;)

The other person was Irving Gould, who was the money man behind Commodore. He was the venture capital investor who helped finance Jack Tramiel and transform CBM from a typewriter company into a pocket calculator then leading micro computer business. Eventually, he fell out of love with Commodore because it was losing money and was no longer giving him the financial return he expected – so he shut it down.

Do you think Commodore could have been where Apple is today?

Yes, off course I think Commodore could have been just as successful. David Pleasance has lots of thoughts about that subject as he was running a very successful division of Commodore and saw the what was actually happening inside the business. What would have happened if he had acquired the company and taken it forward? We will never know. In reality there 3 different technology platforms today: PCs, Macs and mobile. The technology has changed so much in the last 30 years at an unbelievable pace. The internet/world wide web which only really started in 1995 has, in a very short time, completely transformed how we interact with each other and the world around us. So it's much deeper philosophical question, but I'm just happy to be Amigan, I'm happy to be among Amigans celebrating Amiga 500's 30th birthday with Amiga friends!

At the end let me ask you what makes Amiga so special?

I think its all about the people and community! If you've watched the "Viva Amiga" movie, it's not really a history about Amiga computers or the various models. It doesn't go into much technical detail, but what it does portray is the Amiga people and their passion. When I watch this movie it make me feel sad, then happy, then sad again. When I visit Amiga shows around the world I experience the same shared passion and it's great to be among like-minded Amiga enthusiasts. The rest of the mainstream world may talk about PCs or Macs but why didn't they celebrate their 30th birthdays? There is something special about Amiga people. We all have the common bond that is difficult to rationally explain but I like the quote by Dave Haynie "Amiga users makes Mac users look like PC users." I really love that quote ;)

COMMODORE REVIEW

REVIEW

File Managers for SD2IEC

■ Review: Tomxx; Contribution: Skull, Sebastian Kotek; Translation: Ari

In the age of ever-increasing variety of hardware emulating classic microcomputers, we are blessed with a selection of file managers to use. Whether we browse, sort, or launch files on our C64 - an efficient and convenient program will save a lot of time and reduce frustration. This is especially true when working with a memory card reader and managing not a few, but hundreds or even thousands of programs (prg) and disk images (d64, d81, etc.).

INTRODUCTION

This article describes the most popular programs that work with card readers based on the SD2IEC solution. Let me briefly explain this mysterious solution before delving into a detailed description of the available applications.

SD2IEC is a mass storage device that uses SD/MMC cards and communicates with a computer via the IEC protocol. This is a hardware solution based on the Atmega microcontroller (644 version with 64kb is still commonly used) and uses firmware of the same name (for distinction, the embedded software is written in lowercase, sd2iec). Both projects are available on the web, so anyone can design and build the hardware, and also compile the bootloader and software to control the device. The current firmware is 0.10.3, and despite the last update being dated 2012, performs perfectly, works with JiffyDos and even supports some of the most popular fastloaders, such as Epyx and and FC3.

The most important thing from our standpoint is to replace the 1541 disk drive. This solution does not emulate the standard hardware (like 1541 Ultimate, for example) but instead offers access to files and directories via Commodore DOS commands sent via the serial bus.

COMMON CHARACTERISTICS

There are many different SD2IECs on the market (I recommend using professionally produced card readers) and most of them work with the programs described below. File managers usually perform their basic tasks very well and, although there are differences between them, have similar functionality.

The directory listing speeds (dependant on the number of files) as well as file loading speeds (fastloaders can accelerate operations by up to 500%, but I tested on the "bare" C64) are similar.

Applications similarly manage long file names (the Commodore format supports up to 16 characters, though one application in the list below creatively breaks this limitation!). Even though long file names are supported by FAT it is still quite common for names to appear in the abbreviated 8.3 convention, which becomes illegible, especially with several files beginning with the same letters.

Most programs support floppy disk images. Multi-discs images are not a problem: just create an AUTOSWAP.LST file containing a list of all the files and then switch between them using the button on your device.

CBM Filebrowser

Developer: NBLA000
http://www.vic20.it/cbmfilebrowser/

CBM FileBrowser (previously developed under the name of SD2Browse) is the most well-known implementation. This is a small and very fast program that uses standard kernel procedures to ensure programs launch correctly. As many versions are available on different platforms, the appropriate version is loaded automatically after loading a small (only 4 blocks) launch program. Most often it is thrown at the top of the file structure and loaded with an immortal: `LOAD"*",8,1`.

The program is simple to operate (arrows or joystick to control and RETURN or FIRE to accept) and offers the ability to use the keyboard to change directories, fast scrolling and sorting files, and return to the root directory. However, more advanced features are missing: the application does not offer a preview function for SID-files or any of the popular image formats. It is a simple file and floppy image launcher without any fireworks. CBM FileBrowser is also available in turbo version that significantly speeds up file loading times.

FIBR v1.0a22

Developer: p1x3l.net (Alex Kazik)
https://p1x3l.net/26/c64-fibr/

FIBR (named after the first English letter (Fi)le (Br) owser) offers a well designed GUI: the font is legible, the drives are visually separated by frames, the icons symbolize the file type, the long names of the images are displayed up to 21 characters. The screen scrolls smoothly, and files are displayed with their basic parameters next to them. The application works fast and well supports disk images. When loading programs, there is even a separate screen with the progress bar, logo and author page.

At first glance everything looks great, except the contents of the diskettes are sometimes completely unreadable. However, the main disadvantage of FIBR is the lack of support for classic Fastloaders. Only JiffyDos is supported. Unfortunately, the last release was in 2010 and the developers are not expected to provide any further updates.

NAV v9.6

Developer: Redjac
http://www.commodoreserver.com
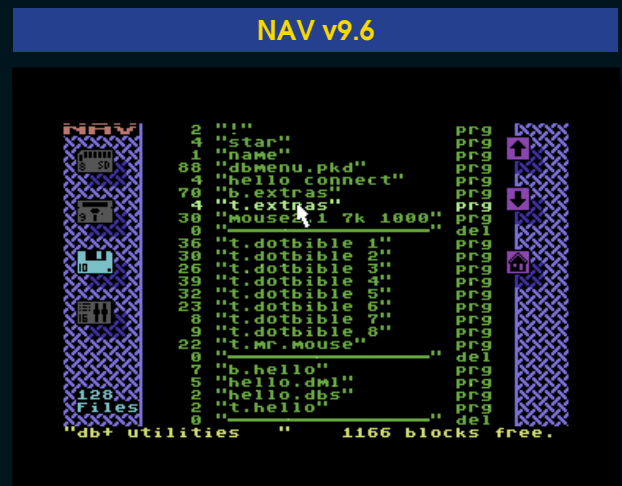
Written in DotBASIC, NAV also looks impressive: nice graphics, background selection, instinctive navigation, keyboard, joystick and even mouse support make NAV a point and click application. NAV works well with SD2IEC (as well as with IDE64-connected media), and also works with physical floppy drives. Nav support up to 5 stations at the same time, reads most images correctly and works seamlessly with regular .prg files. A nice add-on is a command line that allows you to do things that are not in the GUI. You can list commands by typing `@HELP`.

Like some other browsers, NAV also does not offer even the most basic file preview function. Most importantly, it does not support any of the popular fastloaders, so the solution is to upgrade our C64 to JiffyDOS. This is a pity as only a relatively small amount of additional work is required to create the perfect manager.

SDBrowse v.697

Developer: Skull
http://csdb.dk/release/?id=152470

The latest, because released only at the end of 2016, file browser is SDBrowse. The design of the program resembles the classic Norton Command-er. Achieving the widescreen screen is possible by opening side frames, which gives us a 64-column level with 384 pixels! This is a phenomenal solution and a rarity among C64 tools! The whole thing is complete with a 6x8 font, which makes the GUI look quite legible.

The program is fast, offers 2 disk panels, is very good at handling all standard image files, has its own JiffyDOS fastloader, and most importantly, what distinguishes it from other applications - it has built-in file preview capability! We can preview .txt files, standard graphic formats (such as Koala or Art Studio), and even the SID files. There are extensive instructions (F1 key), and a progress bar embedded directly with the loaded file display-ing a pleasant-looking "LOADING" text. The next element that rises SDBrowse above the compe-tition is its long filename capability. The program correctly displays up to 64 characters (enough to fit on the screen with open frames and a reduced font) reading them directly from the SD card's FAT structure.

Another great feature is the fast copying of flop-pies from d64 images or vice versa - d64 image creation from a real disk. You can also copy indi-vidual files between devices as well as between directories or even d64 images (creating your own image before moving everything to a real floppy).

During testing I had trouble running one or two disk images. When returning to the parent directo-ry, the font sometimes became unreadable (a low memory issue for program fonts and buffer). I have also not been able to preview every SID file due to memory limitations. This does not change the fact that SDBrowse is a fantastic program that has become my primary tool for working with SD2IEC.

DraBrowse v1.0d

Developer: Sascha Bader
http://www.mobilefx.de/html/dracopy.html

DraBrowse is a file browser that you can download "bundled" with DraCopy - another program of the same author that supports file transfers. Both ap-plications have supporters on the scene because of their simplicity of operation and support for different platforms: from PET, Plus4, C64 to C128. The programs use kernel procedures and work well with most IEC-compliant devices. They allow, for example, using the command line to send com-mands to an external device.

Both programs support long filenames (up to 16 characters), they work quickly and for years they have provided users with a full set of features, such as copying floppies, although it's worth mentioning that without any acceleration, such duplication could take up to an hour (with Jiffy-DOS - copying time was shortened to 7 minutes). I do not use these programs because of the lack of support for d64 images.

SUMMARY

The list of file managers available for 8-bit Com-modore computers is not long, although this article does not contain an exhaustive list. There are several similar programs on the network (eg CBM-Command, sd2brwse, SeaBrowse and so on), and I am sure that every SD2IEC user can decide the best application for their own need. You can even go one step further and use menu-programs (like C64 Ultimate Menu) which, after loading, offer quick access to most of the applications discussed above.

All of the described file managers can be found on the #7 K&A plus coverdisk. Just unzip the pack-age and upload the files to your SD card.

Anaglif in games
Amiga and 3D glasses

■ Review: Don Rafito; Translation: Joanna Jawor

Virtual reality, expanded reality, 3D holograms etc. The creators of films and computer games have repeatedly reached for technological solutions for their products to give consumers more and better impressions of their work. These impressions are getting closer to the reality, but is the introduction of these innovations only domain of modern times? Is it reserved only for fast processors and thousands of gigabytes of memory? Definitely not. The breakthrough of the 80's and 90's in the last century, and appearance of home computers also has something to say in this field.

Regarding of manufacture of games on 16-bits platforms; the Amiga, in particular, was in the lead at these times. All this performance was possible with the use of the Anaglyph technology, which was applied in video games. On the Amiga's catalog are a few interesting applications that were made with this technology in mind, which I will discuss below.

3D-Motorrade

I'm starting this list of examples with a memory of mine – I simply must write about it. 1984, Kolobrzeg, 4.5 years old kid, along with his parents on their first holiday together. The sea, sand and Soviet MiG above our heads. A small pub, in the corner was a video game machine, with a large steering wheel like in the Star 660 (polish military trucks) – a large box, which showed on the black screen some belts and line that reminds a road. Probably that was my first contact with computer games.

Let's return to the title. We are seating behind the steering wheel, before us is a route full of bends, ramps, tunnels, advertisement boards in the middle of the road, and careless people which are crossing the road. Our goal: to drive the farthest way with achieving the best result. Each crash stops the race. We can play until our credits run out. After that we need to start again from the beginning. We steer the vehicle with the computer mouse.

The graphics, as I mentioned above, are simple lines and belts (NB: this type of graphics is called "wireframe", meaning, that you can only see shapes of contours on the screen – in this case there are outlines of 3D lumps), but in the version for 3D glasses, it renders quite poorly, although it gets the job done. The ride, after empathizing with the action makes positive visual impressions. The impression of the motorbike working (speed up, slowing down, lurches) fulfills the rest of the immersion. There is a sound gap in this game so I am not going to write about it. The game on the first quick peek is quite poor, but due to mentioned physics and applying the anaglyph, gains with the close recognition and offers quite good game play.

3D-Motorrade

Publisher: **Armin Harich/ Amiga Mania, Amigo!**
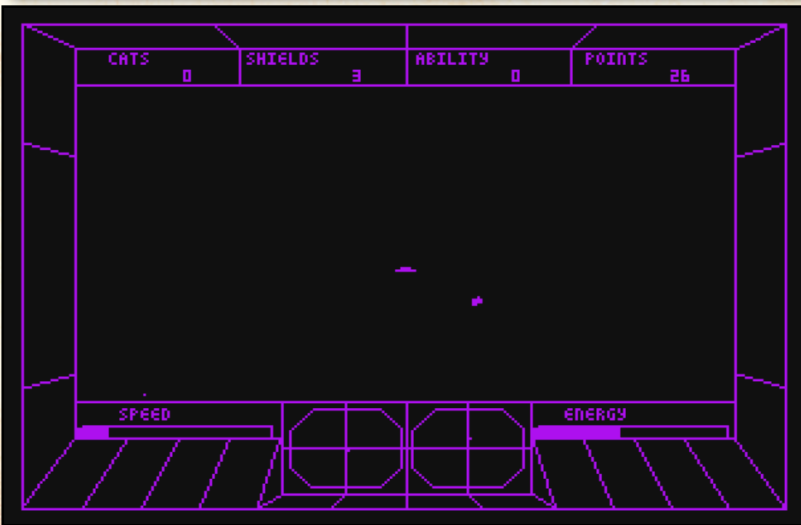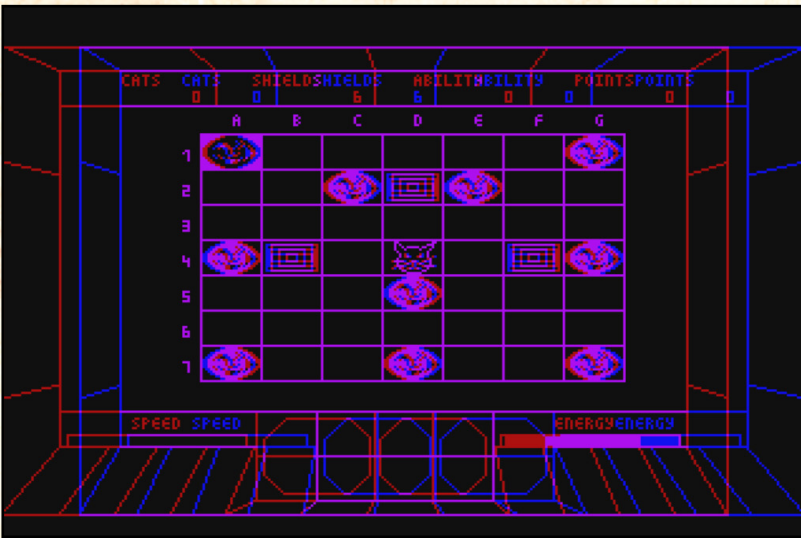*Year of publication:* **1991**
Platform: **m68k, OCS**

👁 6 ♫ 0 🕹 7

Wanderer 3D

The title character is a mercenary from the ten planets federation. Following a proper payment, he decided to get even with the local dictator going by the name of Vadd. The player's task is to demolish the tyrants' army, and to collect the proper amount of resources in order to be able to enter Vadd's space zone and sort him out. The player has a ship equipped with laser cannons, and goes from sector to sector fighting duels with the next objects. Navigating takes place with the joystick. Before beginning, we need to choose if we want to play with or without the glasses. Graphics, the same as the predecessor, is a 3D "wireframe" reflecting depths and vastness of the outer space and the black space filled by stars and whistle objects as opponents. The animation in this game is quite smooth and the outlines of the objects are legible. However, the use of the anaglyph here is a minus. Programmers badly located the distance between the action happening in the outer space, and the view of the pilot's cabin. It is impossible to see the foreground and the background at the same time, so for instance you aren't able to look at your ship's cockpit while still seeing the enemy, or look at the enemy and still see your cockpit. The sound in the game is mostly sounds of shots and explosions. Samples are made quite correctly and they are
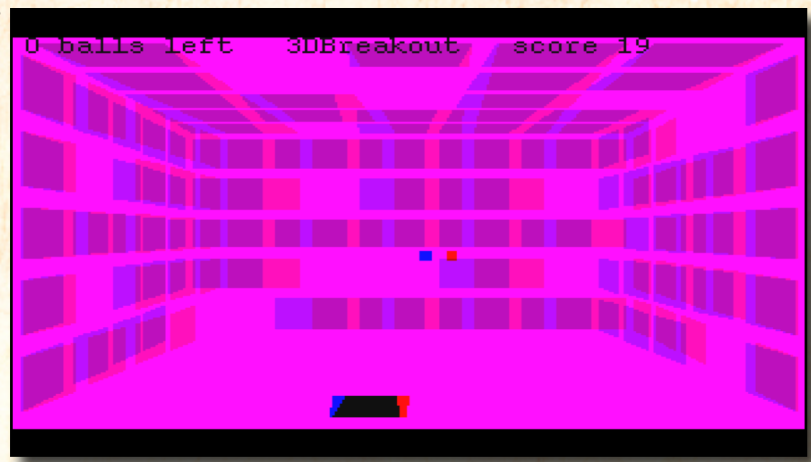
with the viewing angle. The audio side here is similar like in the first described title, which means it doesn't exist.

The game is well made, has a good gameplay, splendidly cooperates with the glasses and offers to the player the impression to play in box or a room. A fun experience to have. But pay attention! At the beginning, the use of anaglyph is a bit difficult, it's not always easy to measure the distance of the ball trajectory and coordinate with the platforms movement. But as we say, practice makes master!

3DBreakout

Publisher: **Tim Kemp**
Year of publication: **1986**
Platform: **m68k, OCS, C64/128**

👁 9   ♫ 0   🕹 8

KIN

Once upon a time, a guy called Kin was placed in the old castle. Very quickly, he realized that he was not alone. Various types of demons and monsters decided to keep him company. As time goes on, he realizes that this company is not a pleasant one and and can be somewhat onerous. He discovers that he has got the power of shooting with some sort of fire balls, and decides to use this on the creatures. Defeating enemies can result in item drops, such as keys from the destruction

harmonizing with the action quite well. It's a fairly typical cosmic shooter game. The atmosphere of the video game is definitely from the 80's and resonates well with this time period. It is a quite cool game if you manage to overcome some of its shortcomings, and it becomes interesting to discover what kind of the space ship we will meet in the next stage. Applying the anaglyph in this case unfortunately isn't to the game's benefit. Not much comes out of the 3D reception, and it can even hamper the beginning when picking up the game for the first time. However, I can recommend this game for satisfying impressions and the curiosity.

Wanderer 3D

Publisher: **Elite**
Year of publication: **1988**
Platform: **m68k, OCS, C64/128**

👁 6   ♫ 5   🕹 7

3DBreakout

I've seen a lot of clones of the Arkanoid game, but nothing like this one. It's not much to explain: the blocks, flying ball, and our movable platform, which we can move with the computer mouse. But when we put the glasses on, we can feel that the game play takes place in some room. We aim at the bricks, located on whole walls and ceiling, with a little ball. That impressed me - the graphics are very simple, but it sells the setting quite nicely. Its charm is in the simplicity of the title, which opens up completely when we put 3D glasses on. The anaglyph is well made, no distortions or problems

of a demon, while other floating objects might give him food, and possibly the thought that there is a chance of getting out of there. You just need to pick up the keys and other useful items, open another dungeon doors and leave the building in one piece. So take a joystick in your hands and off you go!

The colour scheme is dark and rather poor, but very well adjusted to the atmosphere of the castle. The animation of characters and objects is quite fluid. Anaglyph is the most important thing here. The task of anaglyph is different than in the previously described titles, which is putting the space's depth and close-up to a realistic 3D. The point is to create the bulge effect of certain elements of the boards (e.g. shelves), which the

The castles and monster climates are often good material to play. That being said, it's the only platform game on Amiga that I could find which is using the anaglyph. The computer programmers probably tried to focus too much on the use of 3D glasses, which affected to some imperfections. The result was the platform shooter with a touch of horror in the background, and not a platform game with a horror atmosphere with elements of shooter game. The Publisher announced that KIN is going to be a new stage in the creation of games, just by using the anaglyph. It's a shame, because the next parts could have been even better.

Summarizing: While collecting the materials to this article, I found a short description which focuses

find a title that was uncredited, make sure to let me know!

P.S. Thanks to TechNineWonder and to Norbert from PPA.pl forum for help in finding a KIN game.

Anaglyph

Anaglyph – is the name given to the stereoscopic graphics, giving the illusion of 3D effect achieved when viewed through the use of red-cyan (turquoise) glasses. This technology dates back to the early XX century.

On internet you can find the first pictures from this period made by this method. The Anaglyph realization consist in putting together two images or animations with a slight horizontal shift, corresponding to the images for the left and right eye.

The advantages are: easy technique and low price of the filter glasses. Defects are blemishes during the viewing and unmapped spatial details, which often give the impression as they were cut out from the cardboard and put in space. Source: *en.wikipedia.org/wiki/Anaglif.*

title character can move, or bricks from with which the castle is built. It's quite well done, although I was hoping for a bit more.

The audio side are mostly shots and sound effects. Everything is done quite well, but it doesn't seem to fit the sound of a fireball, which the title character hurls around – it is rather like a blast from a Dirty Harry's Colt. 44. The second issue is the lack of the module in the background; dark castle and demons begs for some horror track with a silent howl of rotting prisoners imprisoned in the dungeons.

on the discussed issue. Somebody wrote that there is only a handful of productions, it is unfortunately true. We shouldn't lose the scene productions. In December 1990 for example, established a good Third Dimension demo by theCrypto-Burners group, which now you can see on YouTube. But I think it's still not enough. It is nice that Amiga and related systems constantly produces something, but it would be even better to occasionally develop a title, which we could use the red and turquoise googles, but understandably, it is of small appeal to the computer programmers. If you, dear readers,

Final Writer 7.0. demo
Aros version

■ Review: Don Rafito; Translation: Grzegorz Sojka

There is still a lack of appropriate office applications for "modern" Amigas. The situation is a bit better in the case of the classic Amiga and a few sensible programs. However when it comes to Aros, MOS and AOS4.x the situation is very unsatisfying. So we keep waiting, using the leading platforms to write an application, CV or make a simple house budget to check which one spends more: Mum or Dad.
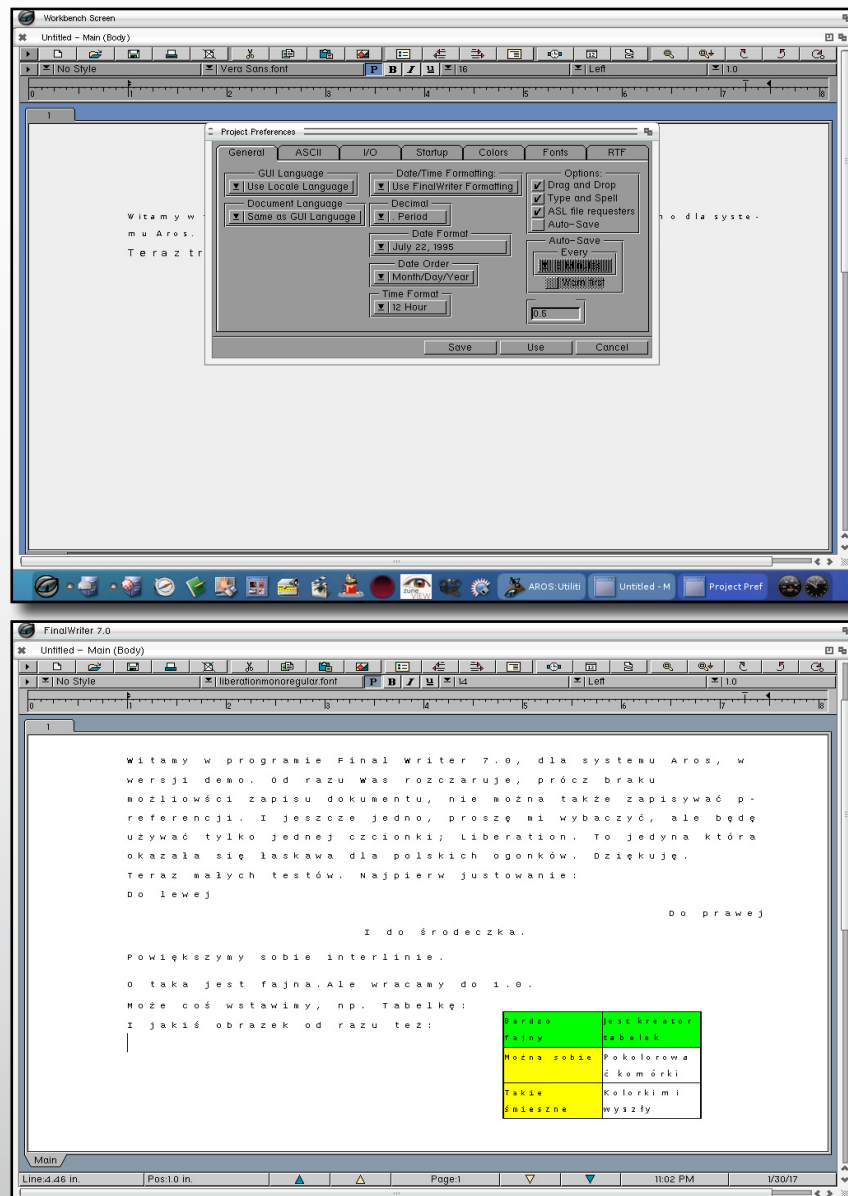
When I found out that Final Writer, one of the foremost text processors for the Amiga Classic breached Aros's system, I figured it was movement on solving that problem. My attempt at launching the programme, which in the demo version is assigned to the latest *Icaros Desktop* distribution, got on my nerves. *Icaros Desktop X-Mas Edition*, its full name, has a few imperfections. Issues I've heard are to be solved in the next release. The cleverness of an Amiga- man alongside tips from forum users eventually led me to set up a stable system and comfortably start the Final's demo. Comfortably, since this would get things moving even with the mentioned errors.
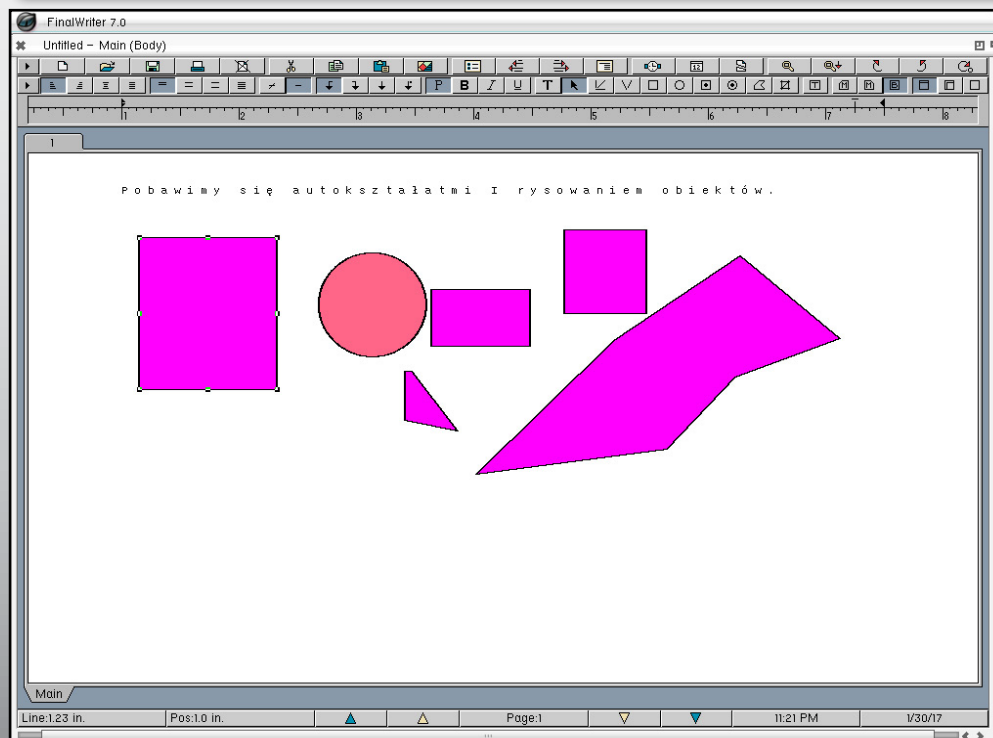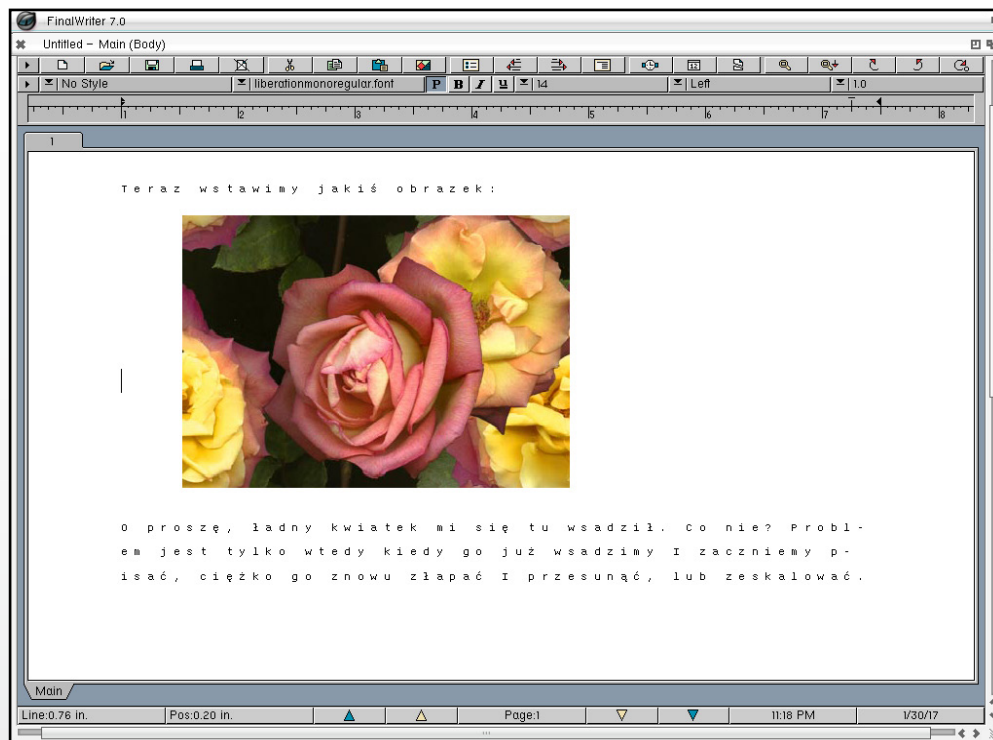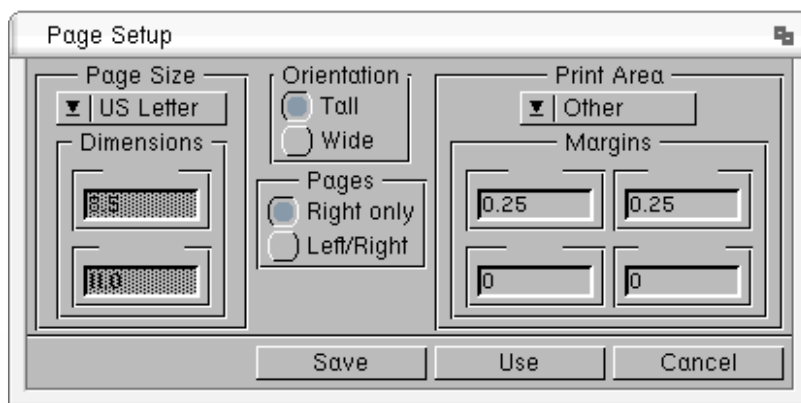
The programme we received is a demo version with a 7.0 number. The authors informed that it is impossible to save documents in this application. I have also noticed the inability to save settings. Every time I close the editor it needs to be set up from scratch; the window's view, the handling of system's requester (the one provided is hopeless), fonts...

Fonts are quite a problem in this program, well, not if you type in English, at least. The application operates defaultly with the fonts with .type, .otag extension and a format called NimbusQ. The last one was created with the aim of our program, also for Amiga Classic. As for the rest I was able to force some of the Liberiation fonts

to cooperate using polish "tails". It is included in the distribution of the operating system and offers polish phonetic characters with ISO-8859-2 coding set up. By the way this type has an .otag extension and is operated by Aros's *Cinnamon Writer* (described in *K&A Plus #5*), howether, it doesn't show the polish characters. Weird.

After aquainting myself with the program and forcing it to polonise, I started writing and inserting basic objects. Editing the text, like in the "Classic's" version with the same issue number, went quite well. The function of aligning, inserting objects including a table or graphic did not cause significant trouble. Indents and tabulators also worked fine. Bullets, footer entries also had their correct functionality. Many other functions are availa-

ble directly from the icons on the borders of the window. They may be also brought about from the right side menu or change their availability exactly at the level of window's borders, in program preferences.

As this is a demo version I did not go deeper into the program's advanced tools, yet I managed to notice a few mistakes which hindered the text edition.

The first which had come to my eyes was the inappriopriate colour display of the working box when one chooses to work on top of the Workbench screen. I am used to writing with black letters on a white background (do not confuse with the leading brands, rather with main "Classic's" rival, but we will get to this soon enough). The colours of the box worked correctly only when I launched *Final* on my own screen.

Then another issue cropped up, after closing the text processor its screen remained open. The system wasn't able to shut it down. The other disadvantage was the graphics importing I'd written to the created document. If the image hadn't been too large, lets say from around 800x800x24 to 1200x1200x24 pixels the inserting and playing with the scaling would have gone well. An attempt to load a shot taken from 5 and more megapixels camera and then adjusting it to the text size, meaning no more than A4 page, ended up jamming the entire system.

With fonts being so important it's worth discussing further. Other types of Aminet were also tested, with no further consequentions. Bushes and brushwood etc. The table corrector also let me down a few times. Supposedly it put them with the right size (defined number of lines and columns), however, I wasn't able to move it around. Only after making another one and deleting it enabled me to do so. The last drawback I want to men-

tion are unsuspected crushes of the entire system during the document creation. Just like that: Icaros froze and after that only reset helped. Once upon a time *Final Writer* was the leading editor for Amiga Classic. Then the *Word Worth* overcame it and became its main competitor when it comes to text processors working in WYSIWYG. I used the second one myself many times, at least to write a job application or a CV. There were tries of making a sensible editor afterwards, even if for Classic with 3.9 system in shape of Amiga Writer. And then... nothing for a long time. Afterwards, postamiga systems showed up alongside *Cinnamon Writer*. Despite the fact that the last one was created with the aim of "modern Amigas", the described version of Final, even if it is a step back, overmasters it in any consideration.

It may seem as if this opinion was more of a confidence, but I think, it should be given a try. If the programmers release a full version of this program and correct not only the said errors, Aros and maybe the other postamiga platforms will gain a decent text editor, which could be used in every day life instead of the leading brands. Most of all: it will be possible to create fonts not only with Polish characters but also the ones which could be used to make different kinds of projects.

By the way, this entire article was created only using Aros' text editors. But if it would be made completely in the described program, it would look similarly to the last image on the right.
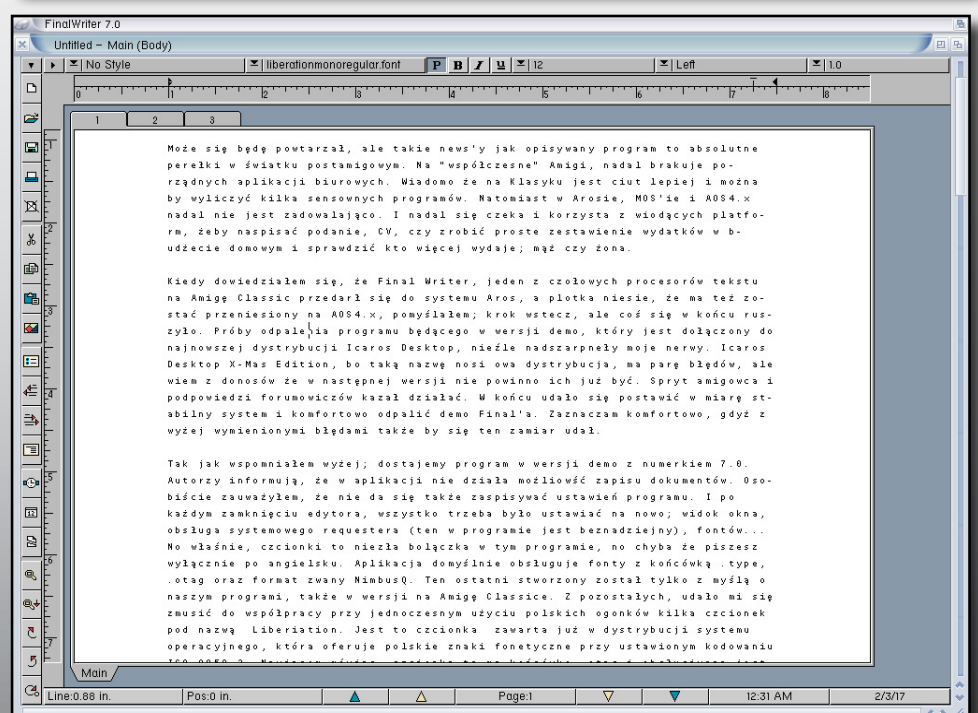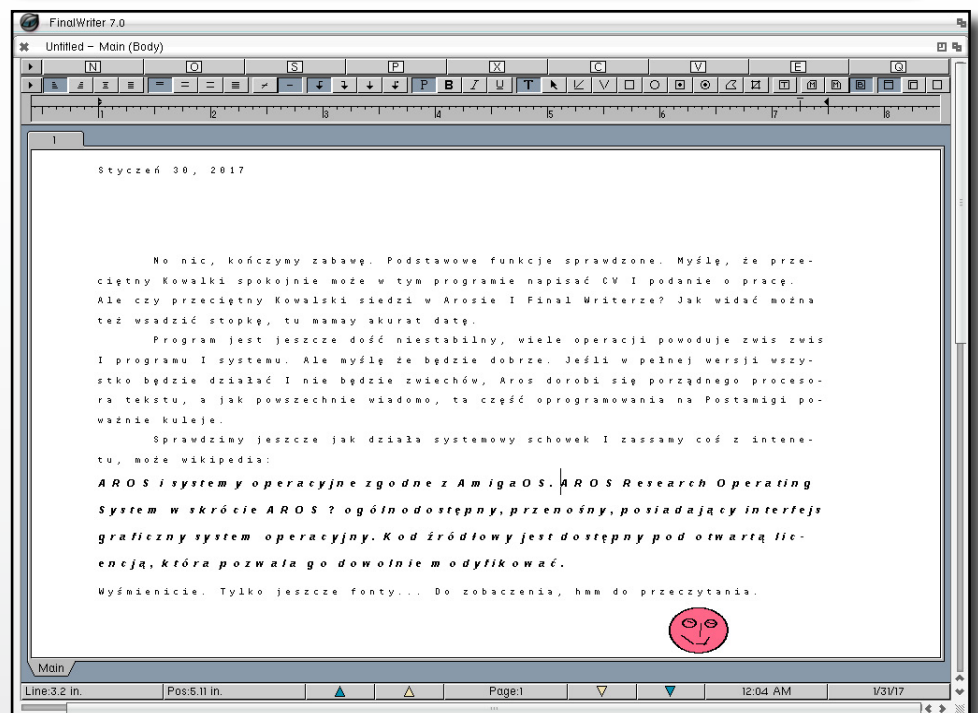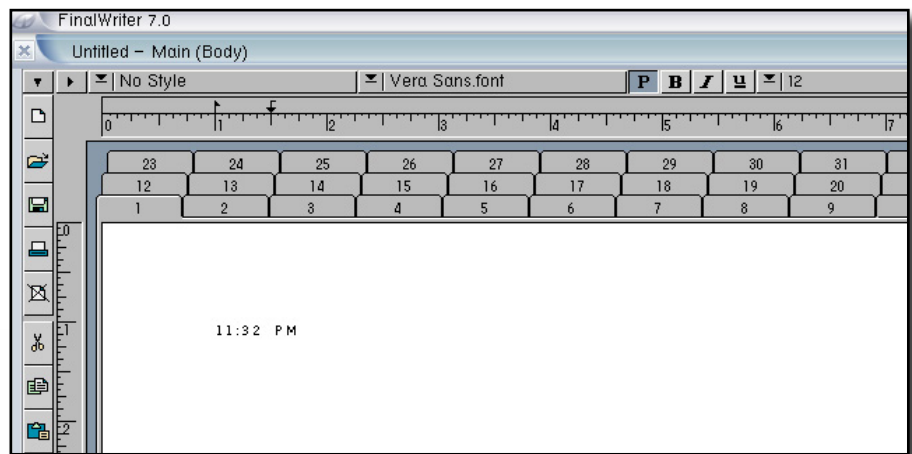
Final Writer 7.0. demo

Publisher: **Timothy "Terminills" Deters**
Year of publication: **2016**
Platform: **Aros**
Score: **7**
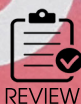
boomerang

Gamepad
B432L

Review: Łukasz Jeglorz; Translation: Ari

REVIEW

In the nineties, precious to me because of the long love affair with the Commodore company, buying a joystick was as simple as going for shopping in a grocery store. Like mushrooms after the rain, shops with small electronics and software appeared, especially near Katowice, where, besides shops, there was a Baildon, a dynamically working exchange. The choice was large and hardware was cheap, so replacing used joystick didn't seem to be a problem, and I only wondered about the choice of plaques, micro-sticks or rubber bands. Today, these wonderful times faded into oblivion, but fascination with the Amiga or C64 remained.

A new problem has occurred – more and more unreliable equipment. I learned about this when my old, used Amiga CD32 pad after a few, soldering's and applications of glue, refused to work. I tried to look for an original pad in Poland and abroad.

But when I found some interesting auctions, the price turned out to be ridiculously high. Lack of this kind of equipment on the market makes prices of used equipment often several times higher than the original ones. So I gave up hope for the Amiga original. And then I recalled about our native polish company Matt. I have in my collection old, worn-out Amiga 1200 joypad. Its durability and performance leave much to be desired. But everyone deserves second chance. After a short telephone conversation with an employee of the company, I bought a gamepad for the Amiga CD32.

Matt company, present on the market since 1982, is one of the oldest and still existing electronics manufacturers in Poland. It is also probably the only manufacturer of joysticks, gamepads and cables for retro machines such as Amiga, Atari, Commodore or once popular in Poland Pegasus. Dedicated hardware is produced in its unchanged form. As the producer noted, production is a niche.

My exemplar came to me in a carefully packed carton, which prevented damage. There was a second box with pad inside. Joypad Boomerang B432, designed for the CD32 is available in two versions: B432P – popular version with one-meter cable, without adapters, in foil package, B432L – deluxe version with two-meter cable, in a cardboard box, and two adapter types: hemisphere and the stick. I chose deluxe version, slightly more expensive - 80PLN plus shipping; it's not cheap, but most importantly, the equipment is new and with warranty.

My first impression was mixed. At first glance, the quality seems to be poor (30 years have passed and nothing has changed?).

Boomerang is very light, and during the tilting buttons are shaking, while the cross is coarse. Ergonomics also does not impress. Perhaps my feeling is due to the fact that in recent years I got used to the Xbox 360 pad, which I consider to be exemplary. But the most important thing is to check it in action. Quickly I plugged it into the console. A big plus for deluxe version is the length of the cable. Two meters allow you to sit back in a chair and keep you away from TV. The cable itself is stiff and reliable. All seven buttons are equivalent to the original, each of them is assigned the appropriate function. You can easily control the multimedia, for example activate the encyclopedia or listen to music from CDs. Finally, I was able to return to browsing the discs from the once popular newspaper Gamer CD32, (they used the keys of the original CD32 pad that were not assigned to a function in other models), and I have got lots of them in my collection. The most important things in consoles are games, and that's where Boomerang had to show its value. Did it succeed?

Let's start with *Diggers*, which does not require much skill, but uses numerous buttons. Here the pad was a superb choice. Amiga, however, was the queen of platform games, which were created in hundreds. I must admit, that it was very hard to play without the adapters. D-pad is coarse and sometimes I lost a life, because I could not perform precise jump, especially diagonally. The problem disappeared after adding a stick adapter. It was not perfect, but so much better. I would feel enormous frustration, if I bought the basic version, because I could not fully enjoy my favorite platform games: *SuperFrog, Zool, The Lost Vikings* or *Fury Of The Furries*. The hemisphere adapter is quite another matter.

A separate test for the pad was the *Sensible Soccer* tournament. I can't even imagine playing with non-adapter pad here. When using a D-pad, I was not able to make a precise shot or dribbling. Once again with the help of the stick adapter everything started to work flawlessly. I immediately felt more confident, but if you used to play *Sensible Soccer* with the classic joystick, it will take some time to get used to it.

This gamepad can also be used in all other Amiga models. Thanks to numerous function keys we will use its additional capabilities in such games as: *Alien Breed T.A., Gloom Deluxe* or T*urrican series.*

Summarizing, the Amiga CD32 users do not have much choice if they want to fully use their equipment. They can look for the very expensive original pad (often in questionable condition), do some alteration of the Playstation pad (it's also an interesting idea) or choose equipment from Matt company. After three months of using it I can say that my initial concerns about the quality did not materialize. Apart from the D-pad, which for me is not very precise, the rest is impeccable. Thanks to adapters we don't feel any discomfort while playing. I think the price is fair. If you're wondering what to choose, I recommend you spend a few pennies more and buy the deluxe version to enjoy your favorite titles again.

COMMODORE

REVIEW

PENTAGORAT

"WELCOME TO THE CASTLE OF PENTAGORAT"

Review: Minimoog; Translation: Michał Sroka

Darkness, loathsome dungeons, secrets… and a cute ball. That's how one could describe Pentagorat: the Castle of Fiends, a game developed for fully upgraded VICs. This dark adventure for C64's older brother is a refined product, but not devoid of flaws.
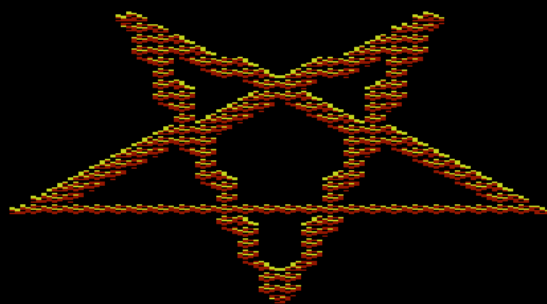
Released last year through The Future was 8 bit, Pentagorat: the Castle of Fiends is an isometric adventure game. At the beginning of the quest, it is revealed that we are locked up in a dungeon and our soul is to be soon sacrificed. It quickly turns out that our dungeon-traversing protagonist is a cute little guy who resembles a ball. On top of that, most of the enemies are more funny than scary-looking, which shows that the game mixes horror with humour.

The isometric view, which is a good way to imitate 3d, poses some problems in case of this game. It's difficult to get used to the controls, instincts suggest we move in a different way than the game author intended. One pixel is often enough to miss our desired destination and unintentionally lose some health points.

Sound effects are scarce in Pentagorat. Some of them are good, some are irritating, while others are a little bit scary (since it's a dark game after all). Thus the sound effects balance each other out making it impossible to clearly describe the game as having good or bad sound effects. While the loading track is very atmospheric, in game the nfrequent music leaves a lot to be desired. We do have to remember that we're dealing with VIC-20.

Design-wise the graphics are decent. Bicoloured world is very clear. Objects are properly outlined, which enables our yellow protagonist to stand out from the yellow background. Additionally, generous usage of black pixels in the game helps create an atmosphere of terror.

All in all, the game fits well its genre. Isometric view and monochromatic world characterise similar adventure games, like Nosferatu the Vampyre, Farlight: a Prelude or Pentagram (it is likely that this game served as an inspiration in terms of title and motif for the author of Pentagorat). Because of that we got a solid production with similar flaws to the aforementioned games.

I can recommend Pentagorat to those who like to traverse castles and evade enemies. Just be warned about the controls and lack of sound.

REVIEW
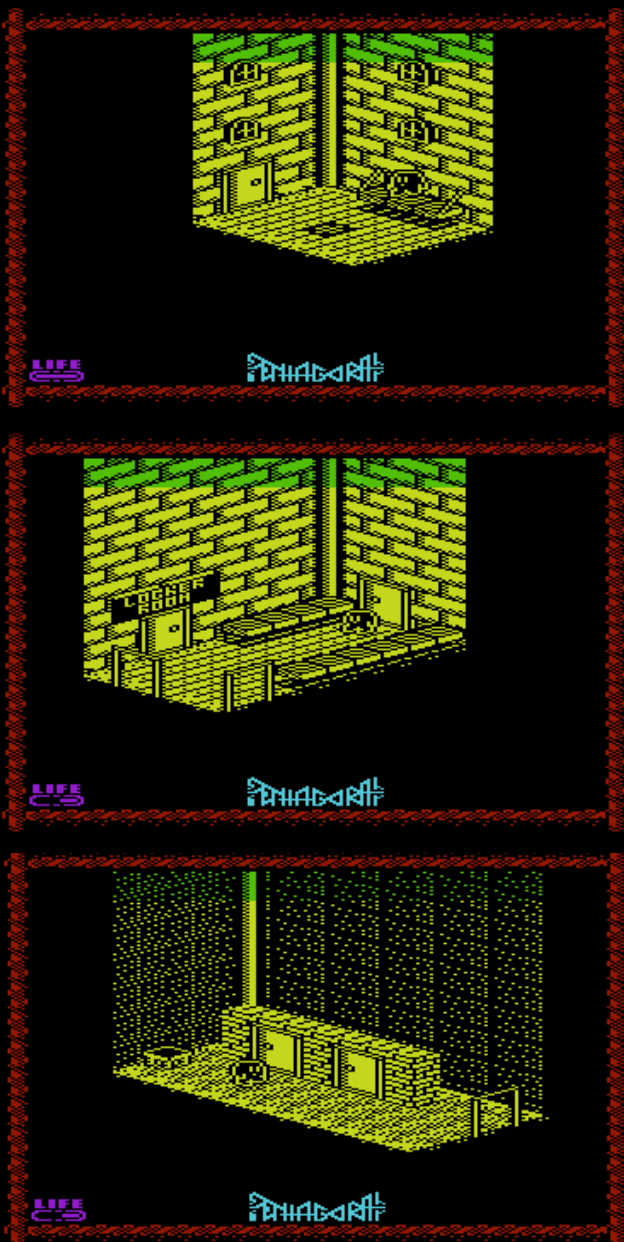
1024 bytes: *The German GameDev*

EDITORIAL

Editorial: Neurocide; Translation: Grzegorz Sojka

I would like to mention Germans without mentioning the second world war but even now, 72 years after its end, a Polish writing a column for a niche magazine cannot do this. That war comes up in our relations to this day and occupies the back of the mind, however, it affects grandchildren and great grandchildren of the ones who under the maleficent banner that did disgusting things. Resentment calls. Let us talk about that happened next, about children and grandchildren of people who used to run in uniform in the feldgrau colour.

Bruno Faidutti once said: "Like novels, games don't come out of the blue. They come from a given designer, at a given time, in a given social situation"

"*I noticed a dependence. Distribution of thematic in German games differed from ones derived from Europe or America. It was clear as day that Germans preferred economical games much more than other nations did.*

results of this settlement are present in German legislation and covers broadly defined entertainment, games or toys market. Yes – that is why the German games market censor's violent contents, forces publishers to transform blood into green fluid,

people into robots. Violence is not welcome there. Yes – it is censorship. Yes – it is a limitation. The creators and publishers of computer games or even

When at the beginning of the 90's I had received my first computer, after playing through around three hundred games, I noticed a dependence. Distribution of thematic in German games differed from ones derived from Europe or America. It was clear as day that Germans preferred economical games much more than other nations did. It is noticeable today too, in a different domain, however- enough to mention the popularity of simulators of boring activities, work of: a truck, agricultural or construction machine. Why?

After the war the German children and grandchildren had to face the truth and settle the deeds of their parents or grandparents. Up to this day the

board games are bound to remain in some restrictions. Yes- that is what the simulators of work derive themselves from, the great eight- bit economical games with *Vermeer* at their front, board games so different from the overseas ones. Is it the effect of this cruel war? No, it is the examination of conscience, the objection and disagreement of children and grandchildren to their grandparent's mischiefs.

In my opinion a creative mind cannot be stopped. Creative minds (in a free world) sooner or later would explode with an idea and the limitations put on it. Instead of restraining it they will guide or even force it to move into places up to that moment bypassed. That may result with something extraordinarily positive.

EDITORIAL

POWER GLOVE

REVIEW

Review: phowiec; Translation: Ari

The world's natural resources are exhausted. Two underground thermal reactors barely meet the increasing demand for energy. When a huge explosion in the North Pole reactor destroys all main and secondary energy links, the whole staff and rescue bots are cut off from the world...

Without efficient energy sources, the death of billions of lives is unavoidable.

There are five controlling diamonds to run emergency systems. To find them, we'll make our way through some dangerous corridors. If we don't want to be completely doomed to failure we're going to need a special suit and Power Glove to defend against this most hostile of environments.

Remember, success is our only hope. Those billions of lives are in your hands.

The story, as you can see, is not to deep. But that's good. This game should offer pure, relaxing entertainment, and an overly complicated story would interfere with the gameplay.

All you need to do is jump, shoot, jump, shoot and – from time to time – jump and shoot a little more.

Somehow I missed fascination of the *Metroid* on NES. I lived in a place where having an Atari 2600 was like winning the lottery.

I knew *Metroid* much later, when I thought I was an old hardcore player. Thought, because *Metroid* painfully verified flaws. When I was younger, I played every C64 game possible and games like *Metroid* or *Powerglove* were not my favorite. They played on my nerves, requiring diabolical precision in jumping to the next platform.

Powerglove was a blind shot. I picked it from several other games to review. I didn't know any of those games, so I chose the best looking title. I did not know what I was getting into.

It's a run'n'gun game, lots of shooting and jumping on platforms, over enemies and around the landscape elements. Nothing foretold disaster, until I started the game.

I'm such a poor critic, because there are only two possible ratings for me when it comes to movies, books or games. Good or bad. Very often something bad for others is very good for

me. When it has that something, that spark, then, even some Atari 2600 crap can be a masterpiece for me.

Powerglove is a good game, even though, there's a lot of joystick-weaving and precise jumps.

This game is so good, that others agreed wholeheartedly with me! This time I'm not in the minority.

The gameplay is hard and demanding but that's what makes it work. The game punishes mistakes, but also allows us to learn from it. It becomes addictive. It reminds me of the best C64 times, when you played games so long to finish them, because that was it. I learned from my mistakes just to be better and I tried to get further and further. Just like in *Metroid*.

I was a little bothered by repeating places and still the same localisation of enemies. But it's a detail very typical for this kind of game.

Poverglove is a brilliant piece of code. It caught me from the beginning, from the first melody, first nice looking environment and gameplay to the… no, not to the end, but only to the point where at the moment I finished playing. But I hope it will be so good until I'm done. Because it is worth. Buy this game, if you haven't already.

You can find further information on this page: *https://rgcddev. itch.io/powerglove*. There are also a PC, Mac and Linux versions if you need one..
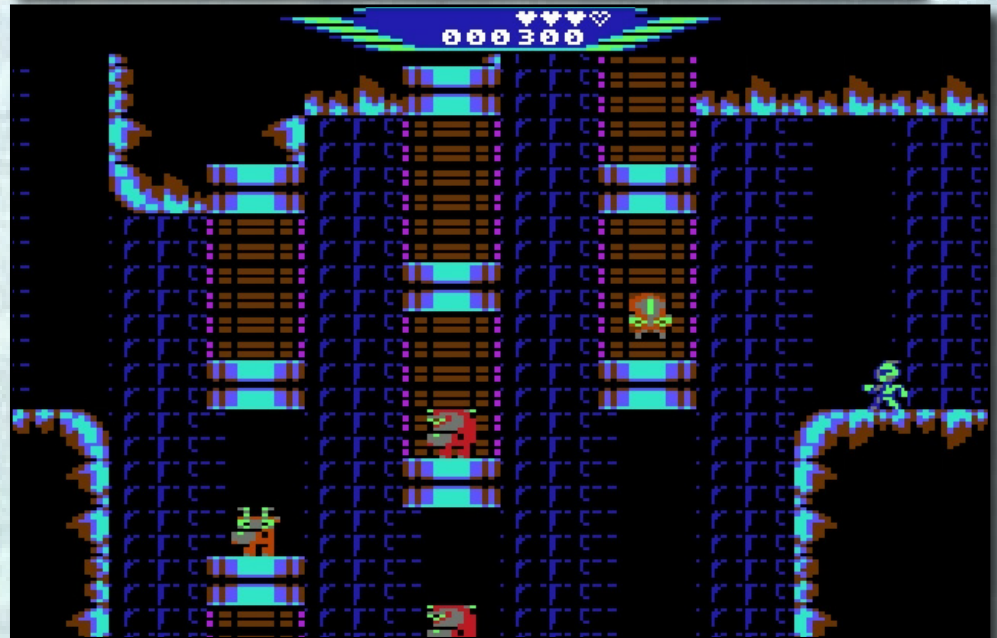
POWER GLOVE

Publisher: **RGCD**
Year of publication: **2014**
Platform: **C64**

👁 8   🎵 8   🕹 9

The Original 8-bit Memes

Editorial: c00k; Translation: Ari

There is one rule in politics; It doesn't matter what people say as long as they are talking about you. The authors of these games probably had that same thought in mind when their games went viral. Some authors made it their mission to change our habits. Some authors wanted to express their fantasies. They all represent the iconoclastic avant-garde aiming to reach the largest possible audience. After all, art is nothing without an audience.

Nowadays reaching out requires little effort when internet portals connect you to millions of people in the blink of an eye. However, it was only a short time ago when reaching people was harder, much harder. Before the Internet, software had to be distributed using physical media such as floppy disks. But physical media's unavoidable limitation was storage capacity. It became a popularity contest to decide which file people copied onto the next disk.

Let me introduce you to some of the more strange and unusual games that have caused a sensation over the years. Some of these games are too unique to categorize or give in any order but each of them is worth mentioning for their own reasons. And if someone asks, no I didn't just escape from the funny farm :).

Dancing Monster

Let us ease into this list by introducing Dancing Monster. The aim of this very simple game is to help a monster to dance. Well maybe helping isn't the right word as all we do is click on the screen and the monster shuffles. The author of this game has a unique sense of humor and the dancing monster really elicits a smile...
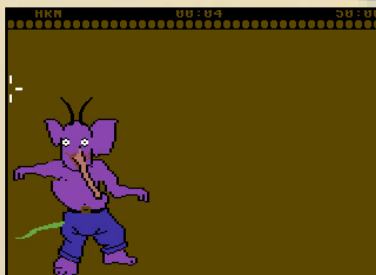
Di's baby

Little babies = big poop. The developer obviously had this truism in mind when writing this game. The birth of a royal heir (let's not mention their first poo) is a very important event in the United Kingdom, almost as important as Doda's divorce in Poland. News of such events are unavoidably splashed all over the media whether you care for it or not. So it was in 1984 when Prince Henry was born (you know the one with the Swastika-band at the party). No one expected the young prince to be more scandalous than the creators of the game, Bad Taste Software. The game is a Space Invaders clone where chamber-pot shaped invaders shoot (is this the right word?) royal doo-doo at the player. It isn't clear what our ammunition is but looks to be some kind of velvet toilet paper. Adding to this challenge is a platform level where the player must get to sleeping Charles. The player can be killed — ironically — by a camera.

Killer games

This is an excellent party game with up to 8 players completing over several mini-games. Each mini-game is different and balances out players who are strong on individual challenges with players who have a good overall performance.

The player with the highest combined score wins. The first game sees players escaping from a mental institution and brandishing a knife to murder anyone who gets in their way. The second mini-game has players hiding behind a low wall and shooting children as they leave school. The third challenge is to rid an unfortunate character by means of grinding him up and feeding him to the pigs. The fourth game has the player, how shall we say, fishing. And the final game has something many people have often contemplated. In the room someone, may be a neighbor or wife, is screaming their lungs out. The player's task is to break through the door and silence the screamer with a sharp object. This game is circa 2001 so it is relatively new but before Facebook became popular.

Harry der Fensterputzer

It is true that the European capital of the porn business is Hungary but most films get dubbed into German. And not without reason this game comes from Germany. Well maybe game isn't the right name for this software. The instructions fit on one A4 sheet mostly filled with illustrations. The aim of the game is to help Harry clean windows (not Henry, he probably does not know

how to use a window washer) to earn some cash. What we see through our freshly cleaned windows is our bonus. Pornhub wasn't around in those days so we had to make do…

Commie Bob

This "game" is more like a political manifesto that was ahead of its time. What we have here is more or less a prelude to today's Internet. We know from the title that our protagonist, Bob, is a Communist and therefore according to the game's author, needs to copulate with a cat. It's not clear why it needs to be a cat and not a bear or an insect. But before Bob can achieve his purpose he must first catch the cat and just like real life this is not an easy thing to do.

### International Wheelchair Soccer

I would like to believe that the author of this game was genuinely showing respect to Paralympians. However, I am afraid that the author may have had a sly sense of humor or was just bored with the proliferation of traditional football

games on the C64. In fact, much of the game follows classic football game mechanics with the one exception, players use wheelchairs. What makes this game silly is that the football field is on grass.

Rape an Ape

I can't resist imagining that this game is an allegory of the developer's life. Many of the levels are purely symbolic and the text is only intelligible to a chosen few. As far as I can tell, the aim of the game is to reach the monkey's hideout. Along the way, the player goes through a zoo infested with crocodiles, a cemetery brimming with reanimated corpses, and a blonde firing AIDS (literally). In the end the monkey doesn't even appear to resist. The game reaches a climax… that is all I'm going to say. And with reason the game aroused interest on the 8-bit version of the SACP (Silesian Amiga Classic Party).
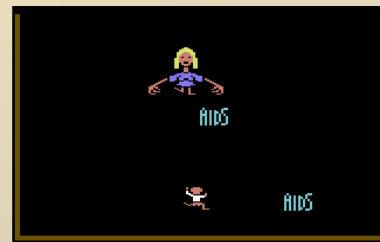
AMIGA

EDITORIAL

Amiga fighting games guide

Editorial and translation: Petrichor

There was a time in Amiga´s history when we could see more and more fighting games appearing on our home computers. You know, the type of games where two guys face each other and fight with their legs, fists and fireballs (or other "special attacks"), until one of them is beaten down and turned into bloody mess, or something else...

It´s a super short and simple description of the genre, just in case you never played these kind of games before, but you would like to know more. There´s a long list of fighting games available for Amigas, some of the productions were created specifically for home computers, for example *Body Blows*, *Shadow Fighter* or *Elfmania*, some of which are the so-called "arcade" gaming ports, for example, *Street Fighter 2* or *Mortal Kombat*. As there are plenty of these games on the market and we have only 24h in a day, I thought it would be

by Capcom in 1991 on arcade machines; A year later the game appeared on home computers, including Amiga. *Street Fighter* has really started the whole boom for fighting games. The game allows you to play one of eight different characters. Every warrior in game has their own characteristics and a set of special moves, for example: Russian Zangief is very slow, but his strikes are very strong, Guile, the American dude, focuses on blocking all attacks that are coming from jumping opponent, Chinese warrior Chun-Li is very agile

similar characters, which, like Ryu and Ken in *Street Fighter* are life-long rivals; brothers which have a common history.

One of the games that became the direct competition for the *Street Fighter* is **Body Blows**, originally released for Amiga in 1993. In game we can pick one of 11 characters, although there are only four fighters in Arcade Mode. The game draws from the Capcom´s production. Like in *Street Fighter*, here too we have two friends with similar range of skills and are connected by a story. We can also play an equivalent of Zangief, a slow but powerful wrestler from Moscow, or a quick and nimble warrior from Spain - a copy of Chun-Li. What distinguishes Body Blows from *Street Fighter* is the speed and dynamics of duels; the gameplay feels better, there is plenty of action on the screen, the characters are quicker to take the blows, and after each strike you won´t notice this temporary stop characteristic to *Street*

▲ *Body Blows: Galactic*

useful to gather in one place all the titles that are really worth playing and those that need to be avoided at all costs.

You cannot talk about fighting games without mentioning a godfather of the genre. **Street Fighter II** has been released

and fast, but her strikes are not too powerful. These warrior patents are most often copied in other games. Every *Street Fighter* clone has a character that is more or less a mirror image of a character from Capcom´s title. It is thanks to this title every other game has, among the available heroes, duo of very

▲ *Elfmania*

EDITORIAL

Fighter. The game also looks much nicer than its predecessor. The success of *Body Blows* contributed to the creation of the second part of the game, equally good *Body Blows: Galactic*.

The title that has set a new direction and new standards in terms of fighting as well as the "motion capture" is **Mortal Kombat**, a widely known and well acclaimed game from Midway studio. Created with the use of real actors, *Mortal Kombat* is also famous for its unprecedented brutality. In the game the blood sprays right and left, and at the end of the fight we have the ability to perform a special move called Fatality, which ends the life of the opponent in a very spectacular and bloody way. There are nine players in the production, including two ninjas, Scorpion and Sub-Zero, again (like Ryu and Ken) examples of characters who, apart from their rivalry, have a dark, shared history. The gameplay in *Mortal Kombat* is just awesome - it is fast and spectacular, and the thoughtful special moves perfectly complement the standard moves. The success of the game was so great that few years after the premiere of the first part, we could enjoy *Mortal Kombat II*. The sequel improved every aspect of its predecessor, adding new characters, new special moves, much better graphics and even better and more fun gameplay. *Mortal Kombat* is the title you have to play! Well unless you do not like gore.

Among all the games that originally appeared on the arcade machines, you cannot miss the **Shadow Fighter** title, created exclusively for Amiga. The game does not really introduce anything new

▲ *Body Blows*

to the genre, but it stands out with its amazing graphics, very good animation and with the number of playable characters. There are 17 warriors in game who are all well designed. Obviously, there are some patterns that are copied from other games. Again, there is a slow wrestler-policeman or nimble cat-acrobat, but there are few new heroes we can control, like samurai with the katana sword, or a kid warrior. As I mentioned before, the game stands out from the crowd thanks to its good and smooth animations – on the Amiga with AGA chipset the game runs on 50 frames per second! If you're still not sure if you want to play this game, maybe the fact that *Shadow Fighter* has appeared on the 20th place of best Amiga games in the Amiga Power magazine will convince you to give it a try.

Now, let's look on the opposite side of the fighting games spectrum. Unfortunately, there are also some rotten apples in the basket of fighting games, so you should avoid them and enjoy other games. If you want to focus on pure fun and if you want to save a lot of time and nerves with juggling 11 floppies avoid **Rise of the Robots** game.

The list of the worst fighting games in history must be opened with this title! Famous before its release, *Rise of the Robots* was set to take the genre to a new level. The creators promised that players would face opponents with amazing AI, who

would memorize and learn how to counter player's move and strategies. If they would play aggressively, the enemy would also start playing aggressively, if the player focused on defense, artificial intelligence would adapt and try to outplay the player. Unfortunately, while all this looked nicely in theory, the reality was quite different. Cyborgs in the game behave in a strange and unexplained way, and their movements are predictable. You can finish whole game using one move only! Graphically the game looks amazing, but the price for that would be a very choppy and poor animation. The only good thing about *Rise of the Robots* is the music, composed by Brian May, guitarist of Queen band! Unfortunately, *Rise of the Robots* is a huge failure, as demonstrated by the fact that in 2014 Gamesradar placed this title on the 100th place of "Worst Games Ever Created".

Another game you should avoid at all cost is **Shaq-Fu**. It was released on Amiga in 1995. History in the game revolves around the famous basketball player Shaquille O'Neill, who in addition to playing basketball is also master of martial arts (at least in the game). Although

the animation in the game looks very good, and the graphic looks really good, the biggest pain and the problem lies in the actual gameplay. Small looking warriors combined with the strange delay on how the characters in game respond to the joystick moves gives a feeling that what you see on the screen doesn't match what you, as a player are trying to achieve.

This is very annoying and unacceptable in fighting games. It is difficult to trigger all the special moves and often if you fail to make this special move your character will freeze for a quick moment, just because the game didn't register your move. Last but not least, the game lacks any music and all the sound effects are terrible and sound like one from a cheap 80's action movie.

Shaq-Fu, just like the aforementioned *Rise of the Robots*, also ended up on the list of worst Amiga games. This time, however, it was the GameTrailers magazine list.

The list of fighting games available on Amiga is much bigger and I'm sure that if you like this genre you already built your own list of favourite games. If you are new to these games, I encourage you to also play *Elfmania*, *Pit-Fighter* or *Brutal Paws of Fury*, which are worth your attention, but remember to avoid the robots and Shaquil O'Neill at any cost!

▲ *Rise of the Robots*

▲ *Mortal Kombat*

▲ *Shaq-Fu*

2017

On another subject
Maldita Castilla

Editorial: Komek; Translation: Ari

"I'm a brave knight in sturdy, shiny armour. All evil shall kneel before my blade. Neither ghosts nor demons I am afraid of. My life shall I give to protect the Kingdom and the crown. My oath is to serve my motherland. After I gasp for air one last time, take my sword and stop for nothing…"

Following the column's name, we're wandering off the subject of Commodore and Amiga and taking a closer look something different. This time it's *Maldita Castilla*, a cross-over between *Ghosts'n Goblins* and *Castlevania*. The game reeks of an atmosphere straight from arcade machines. When one of my friends saw the game, he said: "My god! I feel like I'm standing in some kind of 80's arcade. What an amazing feeling!". Now let me give you my own impressions, of course in a bit more words.

Maldita Castilla was made by Locomalito, a Spaniard who's known for his love of pixel art, chip tunes and classic video games. The story of Maldita… takes us to the medieval Kingdom of Castilla on the Iberian Peninsula. The brave Don Rafito is the protagonist of the game. Oops, my bad, it's Don Ramiro. ;) He has a very dangerous mission to undertake, as Castilla was attacked by vicious demons, which our hero has to slay. In order for that to happen, we must guide Don Ramiro through the acursed lands of Tolomera. That's the only way to cleanse the evil that invaded the Kingdom.

The game offers amazing experiences from the very beginning. The very first introductory sequence shows that the game pays homage to the great arcade productions from the 80's. You'll probably smile when you see the classic map of the playing area just before the game begins.

The visual presentation of the game is definitely its strong point. The sprite of our protagonist is very well drawn – the knight manages to maintain a unique look, while simultaneously resembling the hero from *Ghosts'n Goblins*. The backgrounds are kept in a dark, devilish style that constitutes the unique atmosphere of the game. A wide variety of enemies, from foul-smelling zombies to bloodsucking bats, perfectly complement the atmospheric backgrounds. It seems that the creation of every asset was meticulously planned, which once again proves the great love of the author for the arcade era.

Of course, graphics are not everything. A round of applause should go to the Spaniard who goes by the nickname of Gryzor87, the sole creator of sound effects and music. He made sure that his work would resemble Yamaha YM2203 sound chip as accurately as possible.

It's hard to believe that I stumbled upon *Maldita Castilla* by accident, while browsing retro longplays on YouTube. I'm a little bit ashamed that I came across this game four year after its release. But as the idiom goes, "better late than never"! You mustn't miss this game, especially since the author and other people involved put their hearts in Maldita's creation. You just have to feel it!

To end this piece, I'll just mention that the inspiration behind the game was an anonymous Spanish romance named "Amadis de Gaula".

You can visit: *www.locomalito.com* to download the game for free.

Locomalito, 2012
Platform: Windows, Ubuntu, Ouya, Mac OS

COMMODORE

REPORT

Exhibition Game Start/Game Over
The history of computer games in Poland 1985-2000 at the Museum of Municipal Engineering in Kraków

Report and translation: Tomasz Kubisztal

Exhibition "Game start/game over. The history of computer games in Poland 1985-2000" was held from November 2016 until April 2017 at Museum of Municipal Engineering in Kraków.

According to organizers, the aim of the exhibition was to present technological progress of computers and video gaming in the last few decades. Among the hardware presented for visitors usage we could find - of course - Amiga and Commodore 64 (invit-

ing us to play with classic titles such as *Pinball Dreams, The Great Giana Sisters* and a few more), as well as couple other no less canonical

games like *Pong* arcade console, *Berzerk* on Atari 2600, *Legend of*

Zelda on PSX, PC with *Starcraft* or *Super Mario Bros* on local NES variation: "Pegasus". There were also a couple of information stands presenting following stages of progress in computer history, as well as video presentation (especially with focus on Poland).

It doesn't take long to realize that the exhibition itself is mostly a small supplement to the regular offer of the museum: there is a total of 8 interactive stands and it takes no more than half an hour to acquaint yourself with everything on offer (that is, not including remembering all hidden areas in *The Great Giana Sisters* or that one last *Pong* duel). All things considered, it's still a nice and pleasant addition, especially considering you can still experience the Museum itself. An interesting runthrough the history of local public transport, automotive and municipal engineering. You don't have to be a car junkie to get the feeling of longing or excitement while admiring auto-

mobiles from the past, shining like new: like, FSO Syrena or Trabant, as well as trams and wagons radiating true 20's nostalgia. While frequent guests of retrogaming events might not find any new and unknown history of their beloved hardware here, it is still an interesting way of tapping into rising popularity of gaming nostalgia and breaking out of the "retro-fandom ghetto" to get more casual bystanders involved in this hobby.

I hope more museums and other cultural institutions not connected directly to computer science. will follow on from this and we see classic computers and consoles appearing more often at such events outside the traditional environment. It's encouraging to see a whole family squatting together with rising fascination in front of one of the computers and games of the past, only to hear an unexpected plea "Dad, how about buying one of those for home?", met by a hesitant protest "Why, don't you have an X-box already?"

REPORT
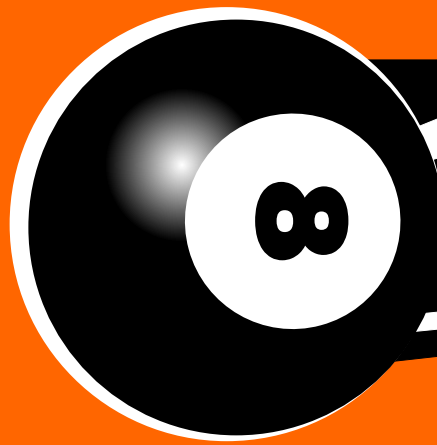
SILESIA-PARTY.pl
INFINITY

THE BIGGEST DEMOSCENE
COMMODORE PARTY IN POLAND

23-25 JUNE / TYCHY / POLAND

REAL COMPETITIONS, GOOD DRINKS,
AWESOME LIFE GIGS
REAL DEMOSCENE FEELING
8 BIT RULEZ
BE THERE OR BE SQUARE!

WE ARE THE ROOTS.

www.silesia-party.pl

SEUCK COMPO 2016

Review: Minimoog; Translation: Ari

Like every year, this time we have another edition of SEUCK Compo! SEUCK Compo 2016, but in 2017 - funny how that happened. But anyway, let's get back to business! 9 productions were presented in this edition and they were separated into two categories: Back to Basics (games without any improvements, simply done in SEUCK) and The Mod Squad (with improvements such as in-game music, larger sprites etc.). There was also The Full Works category (full games, many improvements), but there was no productions here.

In order not to prolong the wait, I will present the games that have entered the competition with a subjective evaluation:

1917

This year's representative of Slavia in the competition and at the same time a playful tribute to the 100th Anniversary of the October Revolution. The player's task is to take control of the character who is the very leader of the Revolution, Vladimir Ilyich Lenin, get through the Winter Palace and defeat Tsar Nicholas II. The task is not easy, because all the way our hero is attacked by armed men. The humorous play will allow for a moment of relaxation and a little bit of laughter. Note that compared to previous Slavia SEUCK games, this product has better graphics quality.

Antarta

One of Errazking's productions. Sweet penguin is going through the arctic world, which, as usual in games, is full of enemies. Fortunately, the amount of obstacles is not discouraging, as enemies are as comic as our main character, and life can be lost, for example, by getting hit by a bird dropping. Clear and nice graphics make this game very playable and the game looks just fine. The penguin by its appearance arouses sympathy. Sound effects in the game could be a bit more original. Antarta is a pleasant pastime though.

Begbert 3

Phremetic Software production. This is a very good example that in SEUCK you can create not only shooters, but use it much more creatively. The player takes on the role of a plumber, whose task is to turn off deadly taps. We do not have any weapons at our disposal, but we have to be quick, because it is very easy to die here. And it's a very funny death, because our Begbert dies with a curse on the lips. The graphics are fine, but the contrast between the different elements subtracts from its aes-

thetics. And Begbert could move a little faster. The main advantage of the game is, as I mentioned, the original idea of using SEUCK. It's very commendable.

Border Blast

One of Alf Yngve games. Military shoot'em up. The gameplay does not bring some great originality, although it does not take place in outer space. On the other hand, the special advantage of the game is the graphics - made very aesthetically and legibly, with multi-frame animations and interesting features of the shadows that flicker! Sound effects in the game are pleasant, and they are much better than in most SEUCK games. They are going to rate the game up.

F-Clash 64

SShooter made by Canseca. We fly to the left by plane and shoot at incoming enemies. In fact, the only positive of F-Clash

64 is a nice and simple graphic, although compared to many other productions in the competition - it's only average. Even the loading screen isn't great, but it is definitely worth appreciating its presence. Gameplay is crooked - our aircraft is moving too slowly towards opponents, rarely succeeding to shoot down enemies and as a result the game is not great.

Matador16

Second game of Errazking. It was the first participant in this year's SEUCK Compo. I appreciate it for the humor that the creator served us. We land on the screen as a bullfighter during a Corrida show (the author is a Spaniard) and we have to avoid charging bulls. We have a sword at our disposal, but I do not advise using it. It's worthless. From the arrival of UFOs everything takes on a weird turn… I won't tell you everything, play yourself! Graphics and sound effects are simple, yet legible, but that's not the point. There is a funny auto-ironical mood there, and that's why I recommend this game.

Night of the Valkyrie

Eleanor Burns production. In 1942 a mysterious female figure of extraordinary strength emerges from the grave, fighting against … Germany (perfect game for Poles!). The author attached to

his production a PDF-file with a broadly outlined game story and instructions. The game has very fine graphics and animations. All those gray tones show the realities of war and the mystery of the storyline. Sound effects are very well made. It's one of the best games of this contest, but it should be mentioned that it was created not without the interference of the programmer and therefore it qualifies for a higher category.

Split Second

Second game of Alf Yngve. Our hero has problems with space-time, so he appears in two persons. In such a form he has to cross the world, full of enemies. The game has a colorful graphics, but everything is ruined by one important element: Split Second has this typical SEUCK complex, when too many sprites appear on the screen, everything slows down. That is why I do not recommend this game because you can be disappointed and playing is not fun.

The Hunter

Third Errazking's game. We sail in a submarine on the Spanish waters as secret agents. You can play with a friend! I like such underwater adventures, so I liked the game. It has a nice graphics, well reflecting the climate of the underwater world. Sound effects

are quite ordinary. The game combines real world with fantasy - besides other enemy submarines, we are also attacked by mutated fish!

So there were some predictable games, but also a little original - so we got a perfect balance this year. Voting took place in February, the results appeared already in the first week of March, and they look like this (number of votes):

SEUCK Compo 2016 results

BACK TO BASICS
1. Border Blast 3 – Alf Yngve (58)
2. Antarta – Errazking (55)
3. 1917 – Slavia (54)
4. Bergbert 3 – The Blue Knight (52)
5. F-Clash 64 V1.1 – Canseco (47)
6. Matador16 – Errazking (45)

THE MOD SQUAD
1. The Hunter – Errazking (60)
2. Night of the Valkyrie – Eleanor Burns
3. Split Second – Alf Yngve (55)

The best games have been rewarded with improvements - music, loading screens, scoreboard, etc. In the previous years, three podium games were highlighted in this way. This time, taking into account the division of production into categories, three games deserved for it: The Hunter, Border Blast 3 and so called organizers choice - Night of the Valkyrie. These and all other games are collected in three disks SEUCK Compo 2016/17 Compilation. They are downloadable from here: http://csdb.dk/release/?id=154527.

We look forward to the next edition, which will take place in January 2018.

TUTORIAL

Emulation Zone:
PS2VICE v.1.22b
Commodore 64
on Playstation 2

Tutorial: Ari; Translation: Mateusz Skotarski

The idea to write this article was spontaneous and coincided with getting my hands on the good old PS2. Some time ago my friend, owing me a favor and knowing I'm a retro-maniac, gave me an old console he didn't use in years. I gladly accepted, as it was missing from my collection. During it's days of glory (and my youth) it was sadly unobtainable with my limited budget. Later, when the budget was no longer an issue, other things were – work, family, lack of time etc. Once obtained, The Black Gem quickly found a place under my TV.

Two days later I've had a chance to experience just how fortunate I was. Upon returning from work I saw my entire family playing through a small collection of games I managed to assemble from neighbours and friends. Anyone who had the chance to own said console knows how much fun it offers. Moreover, it earned me at least +5 charisma points in my household ratings.

Over the next few weeks emotions gradually diminished, games were completed and I could finally sit by the box myself, without a queue, too! As the hours flew by, my inner tinker spoke: what else can I do with this one, how can I squeeze 110% efficiency and use out of it? Recent forum I've visited came to mind, and within it an article about emulating Commodore on PS2. "That would be something!" I thought, "To play Tekken 3, then move on to Bruce Lee; enjoy some Colin McRae Rally right before Crazy Cars 3; while a session in Final Fantasy XII would be followed by less demanding Archon, all of that without swapping any cables, joysticks, pads, or moving from my seat at all...!" Worth a shot.

I've quickly implored the help of Uncle Google, providing necessary knowledge needed for the ambitious project. Let's start with the most important thing: the method I'm about to describe won't work if the model you own is PS2 SCPH-90004 or higher. There's an exception: SCPH-90004 revision 8A or 8B will still work. In other words, all Fat models and around 75% of the Slim models are compatible, while owners of the newer ones must obtain a ModChip.

The secret lies in a little piece of code called Free McBoot (FMCB), the main protagonist of the adventure. What is this software? It's an alternative to the original console's operational software, which dramatically alters it's capabilities. Sure, it's main function is handling and running backups, but let's not forget the powerful tool that is file manager – exactly what we will use

to run custom programs such as PS2 VICE – Commodore emulator. Let's mention how to obtain FMCB. The easiest way to is buy a PS2 memory card with software already on it, from an online source such as eBay or Allegro, which should be less than 10 bucks for a 64 Mb card. You can also use online tutorials to learn how to make such a card yourself.

Suppose you already own such a card. All you have to do now is simply insert it into first slot available and start the console. A new, more advanced and extensive menu will be displayed and within it it's main function – File Manager. From that point onwards, we may run homebrew software. It matters not which medium or storage we use, it can run USB pendrive, MC0/MC1 memory slots, CD, DVD or a hard drive – yup, those can be connected to the Fat PS2 if you wish. Another thing worth mentioning: the cards you can obtain from Allegro, FMCB comes with a whole package of emulators accessed from the menu (at least in 1.95 version I own), including C64 emulator which I advise to avoid due to it's outdated version 1.14. It's not particularly bad, but you can simply obtain much better version 1.22b online (some services refer to it as 2.2) and that's the version we'll use. It's better in many respects: more robust, compatible and contains additional , helpful option I will mention shortly. It's easily accessi-

ble on most portals concerned with the subject.

After unziping the archive, place it on pendrive along with our facorite games, and that's pretty much it. Nothing stops you from writing the files onto a CD, which will also be detected both by the file manager, as well as the emulator itself, the latter being turned on by opening x64.elf. That *.elf file is an equivalent of *.exe known from PCs, in other words it's an executable file. Here's a small tip: USB drives are represented on console as "mass". Use these methods to run any homebrew software.

Once you overcome all the technical challenges, you're free to play the games. Upon running the emulator a familiar, blue screen will be displayed. Press START on pad, which should open main menu divided into sections. Autostart takes you directly into the games' directory and X will let you run individual titles. Drive, Video and SID should be left alone, since they're preconfigured to provide best performance possible. In case of any issues related to individual title, you can use the "True Drive Emulation" option found within Drive section. Supposedly it improves the compatibility of the titles, although I've never tested it myself. Speaking of compatibility, PS2 VICE effortlessly runs any Commodore formats: .d64, .t64, .prg and .tap, with some issues related to individual .crt files.
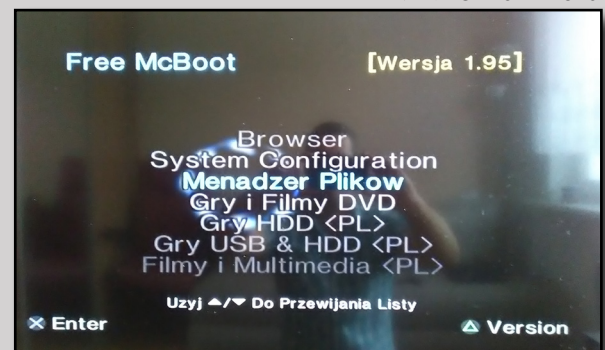
▼ *File Manager*
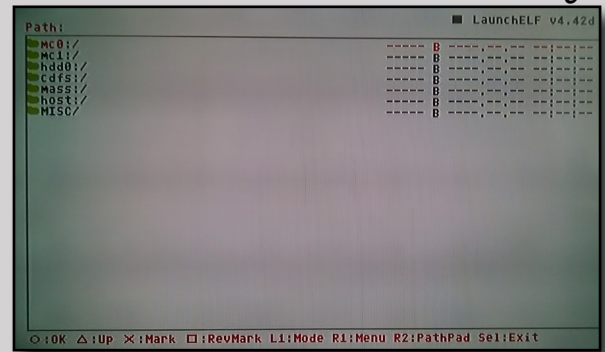
▼ *PS2VICE emulator menu*
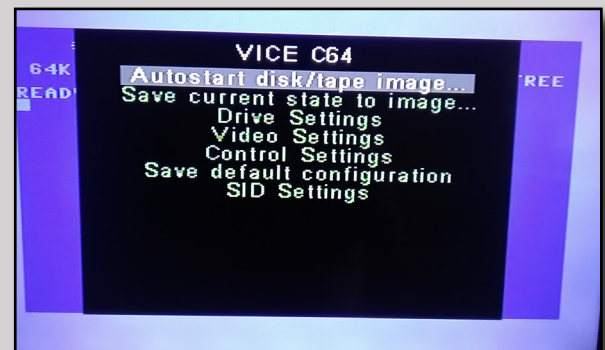
▼ *FMBC main menu*

▼ *Professional C64 emulation zone*

▼ *Virtual keyboard*

Another curiosity I should mention is the aforementioned additional option within **Control Settings**:

Swap joysticks – which switches between joysticks in ports 1 and 2

Enable analog joysticks – allowing the use of left analog instead of D-Pad (feels more fluid and comfortable)

Snapshot location – default location of our save file (pendrive, memory card, HDD or console's default memory)

This is where 1.22b shines over it's older release – we can save our game progress! I cannot overstate how important this is for comfortable gaming: you no longer have to organize 3-4 hour gaming sessions to finish a title, you can dose your fun and continue at your leisure. Saving and loading has been assigned to the L1 and L2 keys.

Alright, let's assume everything's done and fine, the game loads and we're welcomed by pretty colors and pleasant music. As you know, you might want to skip the intro using space bar, to get to the meat of things faster. Although where do you get the spacebar on a pad? Here's the trick: R1 opens an on-screen keyboard, which allows free typing (right analog to navigate, O to select/choose). In addition, you may use a USB-connected keyboard if you wish – the exact same you likely use for your PC, even wireless one. From now on you can safely play all those text based games. Fantastic solution!

Let us be fair and mention the downsides. Emulator wont work if the console is connected to TV using Component cable. To ensure everything works, you have to use Composite cable which negatively impacts the quality of display. It's not exactly a big deal – thats exactly the cable provided to PS2 by default, but it's a deal nonetheless. It's surprising, since the SNES emulator from the same FMCB set works with both cables. Truth be told, thats the only thing worth complaining about.

As you can see, the emulator is supremely functional, designed with utmost care and dedication and brings lots of nostalgic joy to the user. It's a great way to try Commodore 64 without having to buy it first, even on PC, although if you have a PS2 under your TV you may as well breathe some new life into the old circuits. Big TV screen, ability to save progress, support for wireless pads and in general, using your hardware in new, innovative ways are all the reasons you will need to give it a shot yourself.

▼ *PS2 Serial Number*

AMIGA

Turbo Card
Furia EC020 for Amiga 600

TUTORIAL

▪▪ Tutorial: Leopold Tupalski; Translation: Ari

Small Amigas, despite many unquestioned advantages, were not suitable for more ambitious applications due to relatively small computing power. Turbo cards speed up the operations of those models several times. Despite passing years on the market, there are still new extensions that allow us to operate the worn-Amiga again. One of such product is the Amiga 600 Furia EC020 card.
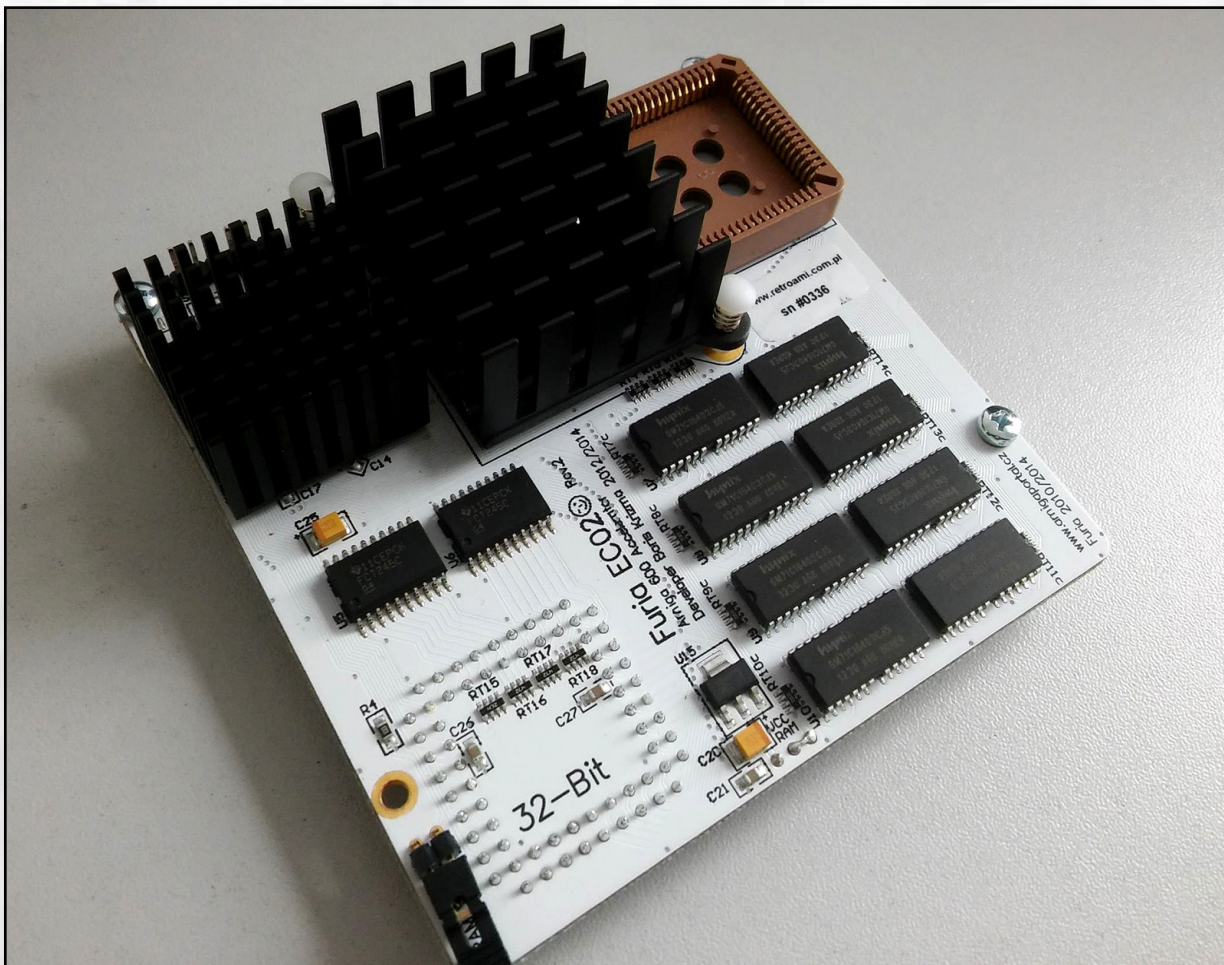
▼ *Turbo Card Furia EC020 Rev2 for Amiga 600 (photography by: Marcin Królikowski)*

The Amiga 600, due to its compact design or even the lack of the A500's 86-pin expansion slot, has been recognized for years as a computer that is not suitable for expansion. Basically, in this model, you could at most increase RAM by extensions hidden under the bottom flap of your computer or plugged into a PCMCIA slot. In addition, the MC68000, clocked at 7.16 MHz in the A600 as standard, was already outdated at the time of the machine's launch in 1992. Because of this, the smallest Amiga model was known rather as a computer for gamers. Electronic entertainment, however, has also forced increase in processor power. The A600 users could only dream about the processor cards used by other Amiga owners for a long time. Only at the beginning of the second half of the 90s some A600 accelerators appeared. There were cards like Apollo 620 or M-Tec 630 among them, described in the Amiga press at that time. Other constructions of that kind have appeared in the new century, when Amiga was revived once again by collectors and retrogaming enthusiasts. A few years ago, coming from Slovakia, Boris Krizma created the EC020 turbo card for the A600. This article describes a variant Rev2,

TUTORIAL

equipped with a processor MC68EC020 33 Mhz, coprocessor (FPU) MC68882 40 MHz and 9,5 MB of Fast RAM.

Installation

KThe card was purchased in the RetroAmi store and delivered in tightly filled with foam box, which, however, has fulfilled its task. Unfortunately, the package did not contain any instruction, so I had to find the installation guide on the internet.

In order to install the card, the 2.5″ hard disk drive holder needs to be removed, if it's still there.

Mounting the Furia accelerator is done by applying it to the MC68000 processor on the Amiga board. At first, three M3x8 plastic spacer sleeves should be stocked to keep the card firmly in place. Sleeves are inserted through the openings on the card. By the fourth hole in the left bottom corner of the card, next to the slot with a new processor, you

can finally screw in the mounting screw. This screw, coming in on the bottom of the hole remaining after removed HDD holder, protects the card before it eventually falls off from the motherboard.

All operations should be done with determination and with great sensitivity to avoid damaging the card or motherboard. Before starting Amiga, you need to make sure that the socket with the turbo card 020 processor closely and evenly adheres to the MC68000. Only in this way will the new processor be able to take control of the computer. The more experienced amateurs or electronics, especially those who service old computers, should come to the rescue if some problems occurred.

Properly installed Furia should immediately be detected by Amiga, as seen on the upper panel of Workbench, which should show about 8 MB of additional memory. The turbo card can also be found using the CPU com-

mand, ShowConfig application, or benchmarks such as SysInfo or AIBB. These programs identify the processor installed on the card as 68020 or 68EC020, clocked at 33 or 36 MHz. If the card is equipped with FPU, the system is detected as 68882 with a clock of 33.3 MHz.

Interestingly, the software sometimes detects Fury as a Zorro II or III card, although the A600, of course, does not have such a connector. In the case of Kickstart 3.1, the card is also visible in the Boot selector menu, triggered by pressing both mouse buttons at the same time, after the reset, in the Expansion Board Diagnostic section. Of course you need to take into consideration, that some discrepancies and atypical indications may be visible in the software..

Configuration

After successful installation, you must copy program furiatune to the system volume C:, which controls the card. This tool can

▼ Furia with FPU installed inside A600. Three M3x8 distance sleeves made of plastic are required for installation.
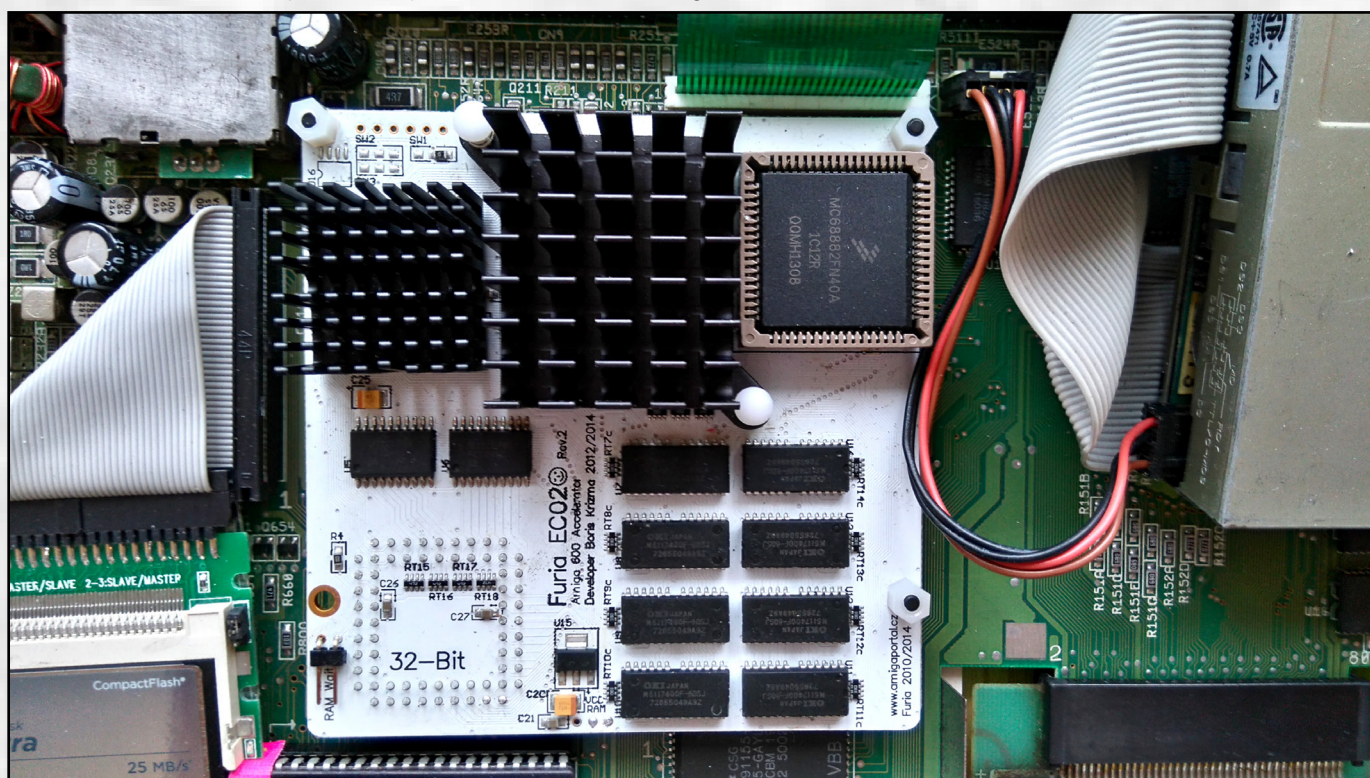
be downloaded from its author Martin Kuchinka site:

http://www.kuchinka.cz/furia/

The program options along with the description are available after executing the command:

```
furiatune ?
```

The following features deserve attention:

• Operation on math coprocessor. When the MC68882 is turned on, it can hang some programs, although there are some applications that require its presence (MacBzone – Apple Macintosh clone of Battlezone – which can be launched in ShapeShifter emulator). Switching it on and off is performed using the following command (every change of the FPU mode resets the Amiga):

```
furiatune fpu on
furiatune fpu off
```

• Turning on and off processors cache:

```
furiatune cache on
furiatune cache off
```

• Boosting IDE controller. With the SanDisk Ultra CF card, working as a hard drive, this increased data read speed from 1265 KB/s to 1391 KB/s. These results refer to partition in the FFS file system with 128 allocated buffers and scsi.device version 40.5. The command to start and cancel this function is:

```
furiatune ide on
furiatune ide off
```

• Access to 32-bit memory, resulting in a slight increase in computing power:

```
furiatune shadowrom
```

• Loading the ROM image specified by the file parameter:

```
furiatune maprom file
```

For example::

```
furiatune maprom DEVS:kick-
starts/kick39106.A1200
```

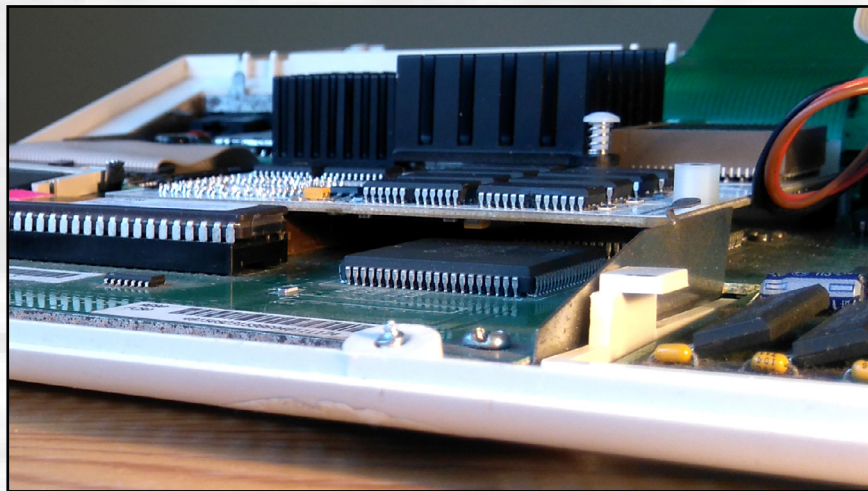• Disabling 32-bit memory access and ROM mapping:

```
furiatune boardrom
```

• Extra 1,5 MB Fast RAM:

```
furiatune addmem
```

In addition, furiatune can run with arguments, which restores the factory settings (default parameter), reboot the computer (reboot), or display the current status of the card (status).

Some of the features, or their results, are debatable. It is certainly worth trying the furiatune with different settings, choosing the ones that suit us the most. Most optimal set of options can be saved as its own boot sequence, for example, in User-startup file, which through the system command Execute, will run during the

main boot sequence.

In addition to the described functions, there is another one that unlocks access to the PCMCIA connector. As standard, the A600 with Furia does not detect this port, which can be a big inconvenience. However, there is a way: to unlock PCMCIA, press and hold Amiga + Amiga + Ctrl for 3 seconds during reset. The price for this is a decrease in the amount of Fast memory down to 5 MB (seen after resuming Amiga´s work in two blocks of 4 + 1 MB).

Performance

The Furia EC020 is advertised as an extension that accelerates the A600 more than 10 times. This is confirmed by the results obtained in computer performance testing programs such as SysInfo 4.0. With standard settings, they are as follows:

Parameter	Score
Dhrystones	5622
Mips	5.86
MFlops	0.93

The program has shown that the A600 with Fury is more than 10 times faster than the standard A600. It also has an advantage (about 20%) over the A3000 with the MC68030 25MHz.

By enabling access to 32-bit memory (shadowrom function) the performance shown in SysInfo 4.0 increases as follows:

Parameter	Score
Dhrystones	5713
Mips	5.96
MFlops	0.95

Usage

Test result is one thing and the actual speed of the system is a second matter.

▼ Properly mounted Furia should strictly cover the old MC68000 processor on every side. The card should be parallel to the A600 motherboard.

AMIGA

The increase in speed is immediately apparent in Workbench, and in many programs and games that were barely noticeable on the non-accelerated A600. Simulators, such as Red Baron and the A-10 Tank Killer from Dynamix, start to run less or more smoothly. The ten-times faster speed also has a direct impact

Macintosh emulator ShapeShifter. Here, the speed is far greater. In the tests performed under MacOS using Speedometer 3.06, A600 with Furia on board achieves better results than some newer Macs with 030 processor!

We can play now in more power demanding games, not reach-

that sometimes limiting level of details or reducing size of the screen is still the only way to play smoothly. However, many excellent games, including released last year - Tanks Furry, which requires 020 processor awaits for the Furia owners. Flawlessly working WHDLoad will also be a good benefit.

The turbo card will be also very helpful for all those users, who would like to install many Workbench add-ons or realize their creative ambitions in Lightwave 3D or SceneryAnimator. Furia also gives you the opportunity to play with Linux via the uClinux distribution developed for MMU-free processors.

▶ Dhrystone's SysInfo 4.0 test confirms more than 10x the A600's speed increase after the Furia EC020 turbo card is installed.

▶ The results obtained in AIBB 6.5 for this type of test are less optimistic and show only 7.5 times faster computer speed.

on the PC-Task emulator, where Wolfenstein 3D, which can run on the A600 with the MC68000, has an estimated frame rate increase from 0.15 to about 2 fps. On the accelerated A600 you could also afford to run the famous classic

able before, such as the great helicopter simulator COALA. Also the FPS games won't be a problem now. Nemac IV, which on A600 systems with ECS started in 64-color mode EHB is very playable, but to be fair, I must admit,

Summary

For nearly a year and a half, Furia 020 accelerator performed well and did not cause any major difficulties. There were no problems with overheating of the card, despite many hours of work with software requiring high computing power. It was annoying to switch Furia to PCMCIA compatibility mode though. Some extra function would be required for that. It would be also nice to include some instruction with a description of the card installation and ready-to-use assembly kit.

Despite these inconveniences, Furia has definitely more advantages. Let us list the most important: stability, small size that does not disturb the A600 design, software configuration, the ability to use PCMCIA, decent performance and significant memory expansion. The presence of an optional co-processor is also the advantage, but its application is sometimes debatable. Another

TUTORIAL

▼ MacOS 7.5.3 launched on A600 using ShapeShifter 3.11 emulator.
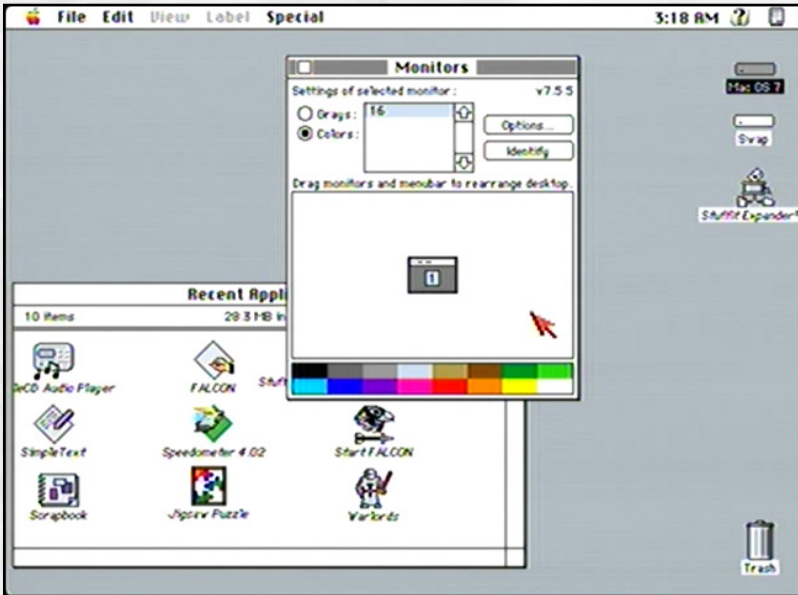
▼ Nemac IV: Director's Cut. With the turbo card Amiga 600 can enter the world of 3D gaming.
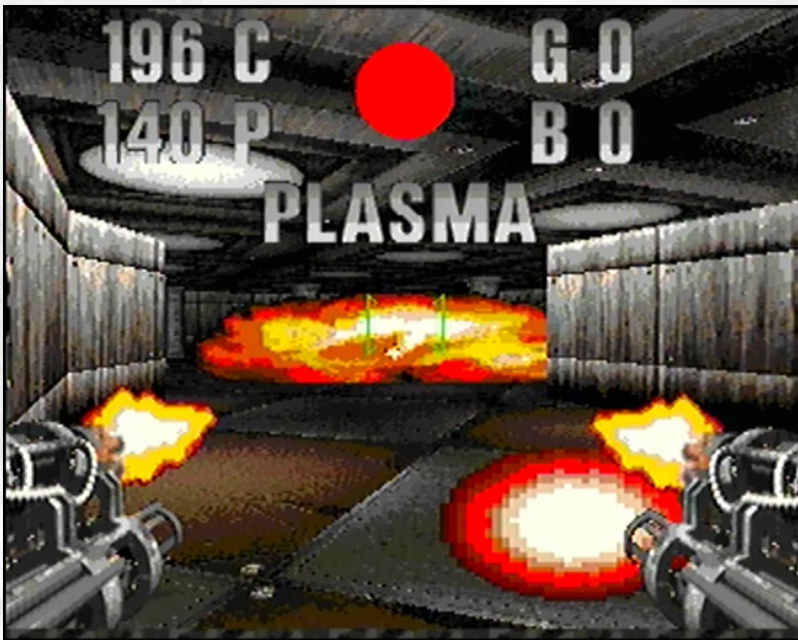
great advantage is the affordable price: 429PLN (March 2017). When considering a purchase, it is also worth noting that the card is still being manufactured and that it is granted a two-year warranty. This is a big advantage of this expansion over the 20-year-old turbo-cards still available on the secondary market.

By enriching the A600 with Furia 020, it is worthwhile to replace the Kickstart with a newer one, such as 3.1, expand the chip memory, get a hard drive or CF or SD card, and then maybe try to get some scandoubler Indivision ECS. With such an armored Amiga 600 you can confidently move on to conquer many corners of the world of electronic entertainment, closed previously before this magnificent machine.
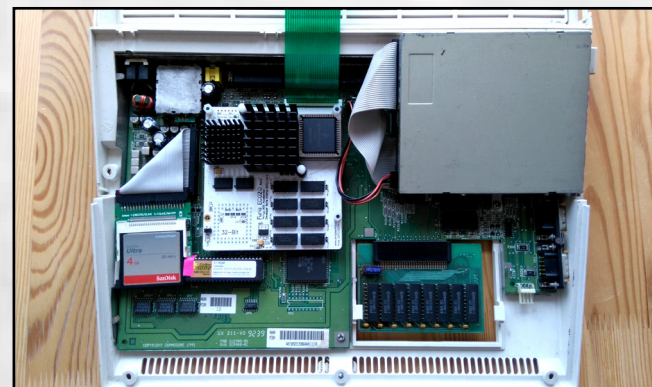
▼ Enhanced by Furia resources allow you to comfortably use the Amiga system.
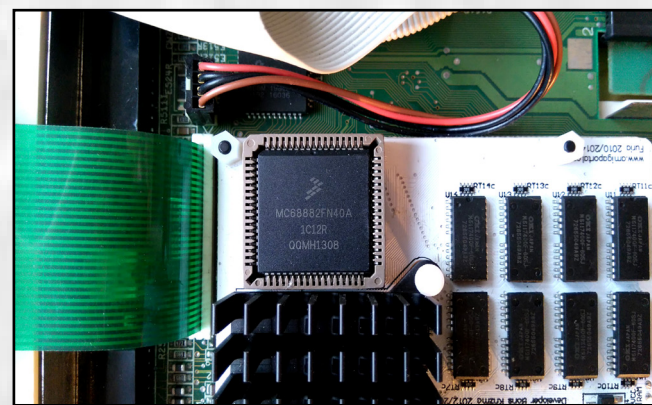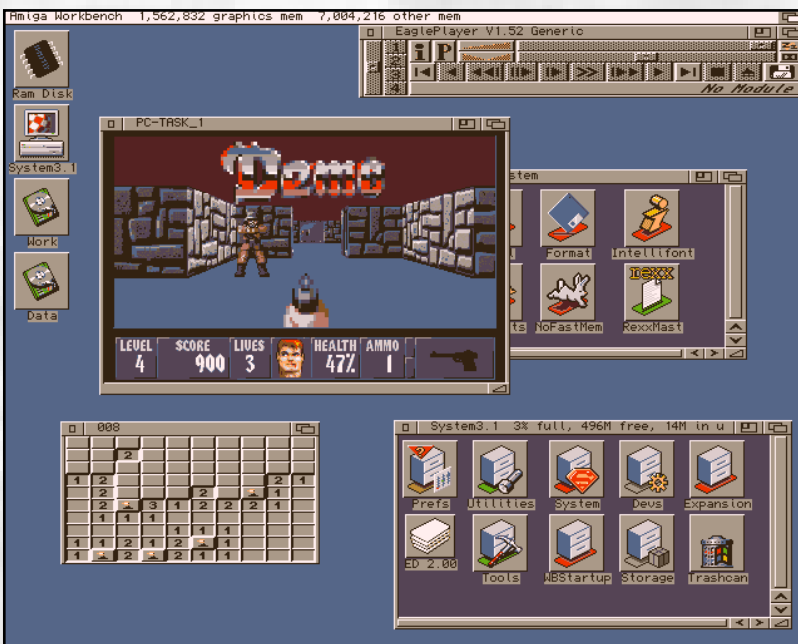
TALKING HEADS

War, war never changes, Commodore vs Atari

Petrichor: As some of you know, I was born as... an Atari fan :) Although I loved Amiga with the same love as my first computer, I will always be an Atari fan deep in my heart (you know, old roots and things like that). Coming from the Atari camp, I want to talk to you "with a pint of beer" about this whole war between the platforms, which never really ends. Nowadays, the fight among console users is: what's better, Playstation or Xbox? What's more ridiculous, console users lead a parallel battle with a common enemy – PC.

And how was it with our little 8-bit war? Why did it start? Can you answer the question of what is better: Commodore or Atari?

As for me, I sincerely admit that I very much envied your Commodore games: Great Giana Sisters, Rick Dangerous and Ghost'n'Goblins; I envied the speed with which your games load (after buying a Turbo2000 modifier I stopped envying you). But I was really happy with what my computer offered me. Sometimes it seemed like C64 graphics were a bit better, perhaps more readable. From the point of view of the kid, loading games was also easier.

And what is your outlook on this platform conflict? Was the "soap dish" really better than the Atari made of wood and steel, or was it just a backyard war we fought merely for principle?

Komek: Oh, yes I remember! These were good times. I'm a C64 owner since 1993, but I've never been involved in this war. I had an Atari-fan neighbor. We often met together and played for many hours. My colleague was glad he could play C64 games with smooth scrolling and good graphics, and I was glad I could get a taste of Atari games such as Crystal Magic, Valdgir's Swords, Smurfs and Hans Kloss. Together we even tried to create the "8-bit" paper mag about C64 and Atari XL / XE games, but we ended up with only the cover and several pages finished.

I remember those times very fondly. And I must add, that there has never been a dispute between us about our computers. We have never tried to prove which computer is better or worse.

> I'm a C64 owner since 1993, but I've never been involved in this war. I had an Atari-fan neighbor. We often met together and we played for many hours.
>
> – Komek

Don Rafito: I was a simple boy from a village in the south of Opole and this war did not concern me. The beginning of the 90s was rather a good time of consoles. First fake Atari 2600 called "Rambo", then Pegasus. Yes, I've had a regular contact with the C64 since the late 80's, when me and my cousin were playing together forever. Indeed, some residual information about the scene, about the war with the Atari users reached me. But neither I nor my cousin was concerned with the topic on regular basis. I joined the C64 camp for good (I bought my own piece of hardware) only in the mid-90s, that is, when this war moved already to another plot: Amiga vs. PC. Then there was the A500 and just after it – A1200. At that time, a huge collection of "Top Secret", "Amiga", "Amiga Computer Studio", "Amiga Magazine" and "Bajtek" magazines reached my hands, and only then I learned more about this war.

Ari: As far as I am concerned, I have to admit that I missed this war for a simple reason – there was not a single Atari owner in my neighborhood – so there was no one to fight with. Yes, I knew about the conflict from computer magazines of those years, I knew more or less what these machines were, but somehow I wasn't interested in them. I even think that if one of my buddies bought Atari, it wouldn't make him my enemy, on the contrary – I would visit him to see and play something that was not available on my computer. So there could be no war. I was, however, involved in Amiga vs PC conflict. But this is a completely different story.

Neurocide: It all started in Ancient Greece from the Blues and the Reds, and so it followed: Canon or Nikon? Samsung or iPhone? PC or console? PlayStation or Xbox? Sega or Nintendo? The War. The War never changes. Us against them. We are better, they are worse. Mine is always better than yours.

Because I spent some money, so it cannot be worse, it cannot be equal, it must be better. "And if it is worse?". No, no, no... it is not. Because it can't be. Shut up, don't ask.

In fact, it all comes down to reducing cognitive dissonance, confirming the rightness of one's own choice and identifying with the group. The C64 and Atari 65 differ in details – they are just 8-bit machines with similar limitations. C64 had a great sound, but only 16 damn colors, Atari – more choice of colors, but a lousy sound. During this war I was 12, maybe 14 and could not say much about the opponent's equipment. During the exchange of arguments I could lie to him, and he could lie to me. It was not a war of equipment; it was a war on who would catch a lie. Yes, I remember that war. My neighbor on the upper floor had Atari 65, the neighbor to the left had Atari 2600. They both quickly became lonely, because after the fall of the Communism regime in my block C64 triumphed immediately. But it lost quickly. No, not with Atari, but with Amiga and Sensible Soccer – neither Kick-Off nor Microprose Soccer could compete with it. Later, Amiga was also gone, and it didn't lose with Atari ST. First came 386, then 486, then the Pentium. Today in my block the war still wages, but now PS4 is at odds with XBOX One. War never changes.

Bobikowoz: Neurocide, what can I add to your words? As it was in the primary school, where heated discussions about the superiority of Commodore over Atari took place, so today we discuss whether combos in Mortal Kombat are better made using the XBOX pad, or maybe with the Playstation's Dualshock. In both cases, no matter the fury of the verbal fights, at the end of the day you can meet your friend and play with him on his machine. If the meeting was held at my place, we assisted in the mission of Flimbo's Quest hero or we played a match of International Soccer. When Mom agreed to visit some of my Atari owner friend, we were admiring the digital nudity in the AD 2044 or

> The War.
> The War never changes. Us against them. We are better, they are worse. Mine is always better than yours. Because I spent some money, so it cannot be worse...
>
> – Neurocide

we picked up the screws in Robbo. Shoutout to Pustak, who still owns this old Atari and buys new games for it. It was fun to play Yoomp! on real hardware.

Minimoog: I will return to music. In my opinion POKEY will not beat SID (probably nothing can beat SID :). Whenever I listen to good C64 songs, I'm impressed by their depth, this apparent multi-channel (we all know how it's done), something Atari didn't have, as POKEY only offered those characteristic monotone waves. Although I admit that in the Atari sound, I am fascinated by its ubiquitous square bass – there is something special in those sounds. In my opinion, 16 colors in C64 mentioned by Neurocide are not that bad against palette offered by Atari.

It's no secret, that skilled programmers could and still can perform graphical miracles on a "soap dish". Looking, however, technically – in the age of 8-bit machines, Commodore was always one step behind. While Atari released 2600 model with 128 colors, then model 400 with the same number of colors, CBM had its PET without graphic mode and VIC with 8 colors. C64 users also enjoyed less colors than the XL series. However, they can always be comforted that in 1984 Apple released a monochrome Macintosh.

Tomxx: My private war with Atari began with exchanging courtesies with my best childhood friend. Łuki owned Atari 800XL and that was my first contact with games displayed on the monochrome green screen. It was 1987, in a few months we had to go to primary school, but these games turned our worlds upside down. Ninja, Boulder Dash and River Raid – they were loaded most often. To this day I have a huge sentiment for these titles. Later, when I had the C64 with the disc drive and then the Amiga, Łuki and the rest of my neighborhood buddies were sitting at my place. Afterwards we just moved on and rath-

er gathered at pubs making fun of our naive childhood times.

There is one additional thing that I recall from my very first years with C64. I used to spend a lot of time programming in BASIC. My first project was a flickering screen made out of contrasting space symbols (PETSCII 32). During that hot summer of 1991, I had only one message to convey to the world: "ATARI DET". It was only after some time, that I learned, that the word "dead" spells a bit different, but it was too late, and for a short time I became the laughing stock of the entire computer world in our neighborhood. However my C64 helped me defend my honor, its graphics and sound capabilities were at a significantly higher level than those from the little Atari ;).

> My private war with Atari began with exchanging courtesies with my best childhood friend. Łuki owned Atari 800XL and that was my first contact with games displayed on the monochrome green screen.
>
> – Tomxx

Atreus: In my case, this whole war came and went without much impact. In 1991, I got a C64. Actually at that time my village was dominated by the C64. Colleagues had neither Atari nor Spectrum or other computers. We played different titles on cassettes. At the turn of the 95/96 years I bought a disc drive and I got into games, and later I wanted to master the program "Amica Paint". I learned about this whole war at the turn of the 97/98 years from the "Amiga Magazine" and "64 + 4 & Amiga" when I became an A500 user. Along with this computer I've obtained a decent collection of magazines. From what I can remember, at the turn of the 94/95, I got some information on this subject from the magazine "Commodore & Amiga", which my friend bought (shout out to Dr. Jaaaco). In fact, in my neighborhood there where only C64 and Amiga machines. Previously, I saw the Atari 400 and 800 only in "Bajtek" magazine, I couldn't see them personally until 1998.

phowiec: By reading previous statements, you may come to the conclusion that the Atari vs. C64 war is an urban legend, like a Yeti; every-

one talked about it, but nobody has ever seen one. Neither did I. Friend of mine from the same floor had Atari 800 XL, three floors below – 65XE, two entrances further lived an Amstrad CPC 464 owner, next block – Atari 2600 clone. And everyone was playing every available game. I envied the Atari titles like H.E.R.O, Montezuma`s Revenge and Super Cobra. Although these games were available on C64, the first impression counted. Later a friend with Atari 800XL explained BASIC and assembler basics to me, and because he was a lot older, I listened with respect.

"Kick the Atari-Fan if you see one", Krzyś Kubeczko, and "Atari is not powered by electricity, just put some coal to it" – I met all this only after several years, reading "Top Secret" magazine. Someone in this great newspaper tried to describe the Yeti, one he had seen, heard, hunted ... From all this confusion, the Yeti probably became the driver of the Black Volga, because I still hear that he appeared somewhere, from time to time :). To this day, Atari is still in my heart and I'm quietly hunting for a good copy just to add it to my collection next to C64 and Amiga as another wonderful computer from my childhood.

Minimoog: "Kicking Atari" or "coal supply" things are still up to date. When I was at the RetroKomp party last year (you can read about it in previous K&A plus), when one of Atari machines broke down someone shouted "Give it some coal!" As you can see, these themes are immortal! To be honest, I have to mention, that at this event the C64 also failed, when Sławomir Łosowski answered my ques-

tion about the biggest technical problem during the concert. It turned out that it was C64. The whole room exploded with laughter...

GeoAnas: This question brings to mind the bitter taste of the end from a glorious era. I still remember with nostalgia, all epic struggles between fans of one or the other company. My personal point of view was that both were children of the same family. We shouldn't forget that the exchange of scientific personnel and technical know-how was quite common, a widespread practice back in the day. I was lucky enough to enter at the crack of the dawn of 8-bit revolution, together with my cherished C64. When the time came, I nearly jumped on 16-bit bandwagon by the help of a ST. I used `nearly' as a term, because this purchase never meant to happen. Some years later, I bought a 386 PC so I totally missed all the magic that only an Amiga or a ST could grant their users. Nevertheless, I always preferred number 6 as initial, just in front of the processor type, rather putting it on its end!

To summarize the discussion: a clear resolution of the dispute between Commodore and Atari is not possible. There will always be camps of one and the other, with different outlooks on the matter – it's sentimental, it's technical, it's "for principle". The safest thing to think about it is that the fun, not the platform, is the most important thing. Times have changed, and no one is going to knock someone out just because he's an Atari user. But if, on an evening walk, you meet a bunch of guys with baseball bats telling you to choose between Atari and Commodore, you better answer: "Sorry, I don't know, I own an Amstrad."

JOHNNY PRESENTS

City map

Today´s drawing is related to comic books. Heroes can have various superpowers, but there is still a chance they might face a pretty ordinary obstacle.

Thanks to Jakub Kijuc for his help in finding the font.

Jan Lorek