

AMIGAVILLE

THE HOME OF ALL THINGS AMIGA

JANUARY 2016 ISSUE 3

DIGITAL ARCHIVING AND THE DARK SIDE OF ABANDONWARE



 **AMIGA**

IN THIS ISSUE
NEWS
REVIEWS
AND MORE

MorphOS  



Anigaville Issue 3

THE FIRST EVER AMIGA SPEECH ADVENTURE

In this revolutionary Speech Adventure you are the prince's mentor on his quest to avenge his father's murder at the hands of Infinity. Inching your way through four vast levels in the chilling castle of Valhalla, you enter a world crammed with logical puzzles and richly interactive characters. The cinematic graphics are dazzling, the spine-tingling soundtrack mesmerising in this magical world of words which redefines the adventure game and leaves you speechless....

- Over 1,000 individual spoken words.
- 30 characters, 4 mega levels.
- A host of brain-melting logical puzzles.
- User friendly icons.
- Atmospheric sound tracks.
- Amazing graphics.
- Handy save function.
- No disk swapping.



94%

“It is possibly the most instantly captivating game ever”



& the
Lord of
Infinity



90%

“Vulcan Software have come up with a groundbreaking piece of software”



HEAR IT NOW ON AMIGA



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EDITORIAL

Hello and welcome to the third edition of Amigaville. I am your host and editor in chief Brian Hedley. Once again I must thank all you people for the downloads.

So here we are in 2016. What does the New year have in store for us. It will be interesting to see the developments that are out there come to fruition.

Well this month we are looking at the world of Digital archiving and the great and the not so great aspects it has caused over the years. As a man who used to work in a computer museum this was always a concern.

It will always be a sticky situation which will never be resolved easily. Hopefully you will find the article interesting and if you have any comments or feedback to give regarding it and any points it raises, then feel free to contact me.

I also tackle a few issues in this article that is not exclusively about archiving but I feel are of interest. However I am not out to upset anyone or to misrepresent the computer industry. It's an opinion.

I originally had an article planned about emulation but after trying many emulators on the A1200 and only getting two actual emulators working. One being a Spectrum emulator the other an MSX2 one. It was not enough of an article. To do this one I need better hardware, which will not be happening any time soon unless someone out there feels like posting me an X1000 for free ... nope thought not.

Don't forget we now have a Facebook group and a Twitter account @Amigaville if you want to get in touch with me via social media. Also the Patreon account is still available if you feel generous this month at <http://www.patreon.com/Amigaville> if you want to support our cause.

I will get around to redesigning the main site of Amigaville.com at some point, so that it actually looks reasonable. I had to put it up quickly so it's a bit basic.

So what is it you are looking forward to in 2016? Heres hoping it all goes well for you and we get much more interesting stuff in the world of Amiga to report about.

If you have any comments, submissions or reviews submit them to contact@amigaville.com

Anyway enough of my waffle ... Onward...



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GRUMPY GIT AND INFO

A CATAclySMIC STRUGGLE BETWEEN GOOD AND EVIL

For the first time, Tolkien's panoramic vision of the cataclysmic struggle between good and evil has been skillfully crafted into a single computer game of epic proportions.

FIVE MAN-YEARS of detailed research and programming have been invested to ensure that this is the "definitive Tolkien computer game." Selected elements of traditional Fantasy Role Playing, War strategy, and animated adventure games have been skillfully blended for a unique computer gaming experience.

Follow in the footsteps of Frodo, Aragorn and Gandalf as they battle to get the ring to the Cracks of Doom. Ranged against you are all the evil forces of the Dark Lord Sauron and the corrupt wizard Saruman. The odds are overwhelming, but you cannot afford to fail. The destiny of Middle Earth lies in the balance.

Room at will across the 36-screen scrolling map of Middle Earth, wherein are contained thousands of digitized locations in which you can control a cast of over 80 animated characters and armies. Test your strategic abilities as you command entire legions to move against the forces of evil.

With the almost infinite variety and multiple layers of play, War in Middle Earth is a game you can finish in days or weeks, or save for months. It will delight and enthrall, and ultimately become a firm favorite in any software library.

May your heroic efforts be met with success, and the forces of darkness be vanquished!



J.R.R. Tolkien's

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MIDDLE EARTH

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HARADWAITH

Near Harad

NEWS

TWO NEW MEDIATOR BOARDS AVAILABLE

Elbox have just announced to new products in their range of Mediator boards. So all you people out there with towered A1200s or A4000s take note. This may be just what you are looking for.

Mediator A1200 TX (Black Edition)

Board features are

- 6 PCI slots (PCI 2.2 compatible)
- Power Management Interface
- 66/33MHz PCI clock (transfer rate up to 264MB/s)
- 32-bit PCI datapath
- 4GB PCI memory space
- Busmastering/DMA in all PCI slots
- SDRAM/SGRAM of PCI gfx card as a fast DMA buffer
- Interrupt controller (4 lines to each PCI card)
- AT and ATX PSU connectors
- Compatibility with 68030/040/060 and PPC turbo cards



The A1200 TX includes a red LED which shows you when the boards can be either inserted or removed.

For the A4000 they have created the A4000 Di 3V(Black Edition)

- 4 PCI slots (PCI 2.2 compatible)
- 3 Zorro III/II slots
- 66/33MHz PCI clock (transfer rate up to 264MB/s)
- 32-bit PCI datapath
- 4GB PCI memory space
- Busmastering/DMA in all PCI slots
- SDRAM/SGRAM of PCI gfx card as a fast DMA buffer
- DMA to A4000 motherboard space
- Address and data parity control support
- Interrupt controller (4 lines to each PCI card)
- Compatibility with all A4000 processor card models
- Simultaneous operation of up to four PCI and up to three Zorro III/II cards

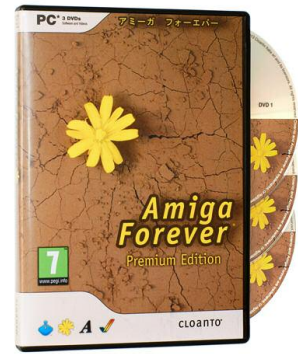


The board has 4 PCI slots and 4 Zorro sockets but one is used by the Mediator 4000 core Logic card so only three can be used. Both come with an extensive driver CD. Available now for 319.95 euros each board and come with a 2 year warranty.

CLOANTO RELEASE AMIGA FOREVER 2016

Cloanto have just released their new editions of Amiga forever which comes in three versions. Here is what is listed on their website about them.

Value Edition (€ 9.95, includes VAT): downloadable installer for Windows, with 1.3 ROM and Workbench environments, and a preinstalled selection of 25+ games and 25+ demoscene productions



Plus Edition (€ 29.95, includes VAT): downloadable installer for Windows (with option to build an ISO image to burn your own DVD with Windows and platform-neutral content), including all (0.7-3.X) ROM and Workbench versions, 50+ games and 100+ demoscene productions, and gallery of historical items

Premium Edition (€ 49.95, includes VAT): physical package containing the Plus Edition software and additional video content on 3 DVDs, combined with an instant download of the Plus Edition installer (in case you want to use it immediately)

Also if you are an owner of a previous Amiga Forever set you will be able to order at a reduced price as well.

This includes being able to emulate a PPC Amiga and run a version of Amiga OS 4.1 FE. However there has been questions regarding the licensing of the CyberStorm PPC Roms used to do so.

Hopefully this is not a major problem and should be resolved quickly. If we receive any further news we will let you know...

CLOANTO LICENSE AMIGA OS 4.1 FE FOR SALE



Following on from our previous news article. Cloanto are supplying a downloadable copy of Amiga OS 4.1 FE for Classic Amigas and boot disk, after securing the licensing from Hyperion.

This will be available for 29.95 euros and includes PDF manuals with it.

However remember if you do use this with the latest version of AF2016 that as it's using WinUAE you will not be able to run programs that use 3D emulation (AmiCraft, etc) as it is not available yet.

In the future a driver may be made possible but that could be a long wait.

Especially since Toni Wilen and Frode Soldheim (of WinUAE and FS-UAE respectively) were looking at how to get a Voodoo 3 driver working which I believe they are looking to extract from MAME source code I believe.

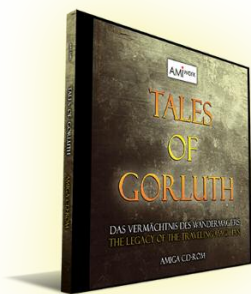
I am sure if I am wrong on this many will comment and tell me. I try to get most of my information right but even I make mistakes.

RETRO 7-BIT ANNOUNCE SUM A234/CD32 USB KEYBOARD ADAPTER

Yes if you have an A2000 or higher / CD32 the this may be what you are looking for to connect a keyboard to your machine.

Features include support for both USB HID and USB-PS/2 keyboards, A2000/A3000/A4000/CD32 compatibility, included PS2-DIN adapter, built-in USB stack, configuration mode for PC keyboard (activated by R-Shift + Pause key combination), configuration mode for Mac keyboard (activated by R-Shift + F19 key combination), built-in EEPROM memory enabling user preferences storage, "Bootloader" function allowing future firmware upgrades, "Status" indicator LED providing information about device's state

Given it has it's own built in USB stack, no drivers should be required just plug in and go. Price as of yet unknown but it will available from Amigakit.co.uk and other resellers soon.



TALES OF GORNLUTH II NOW AVAILABLE FOR PRE-ORDER

Patrick Nevin of Amiwork has just announced that you can now pre-order this second part of his RPG game the Tales of Gornluth which is due for release in June 2016.

However to celebrate this fact, he has made Part 1 completely Free for download from <http://talesofgornluth.de>

VAMPIRE V2 PRE-ORDER NOW AVAILABLE

The long awaited Vampire V2 accelerator from Apollo Team is now available for pre-order at a price of 150 euros from Kipper2K's website <http://www.kipper2k.com/accel600.html>

Features include 128MB Fastmem RAM, HDMI Digital output, Picasso 96 (licensing fee is extra), SD card for HDD storage (This is a work in progress), 64 bit core, full 32 bit compatibility, Directly update core from the Amiga without need for external programme, FPU and 16 bit Audio is planned for future updates.

Release date to be finalised but at least you can place your order.



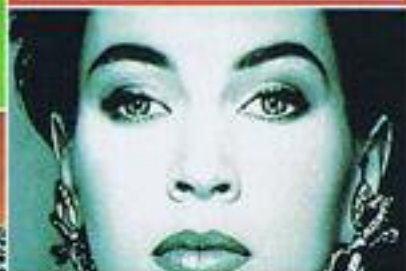
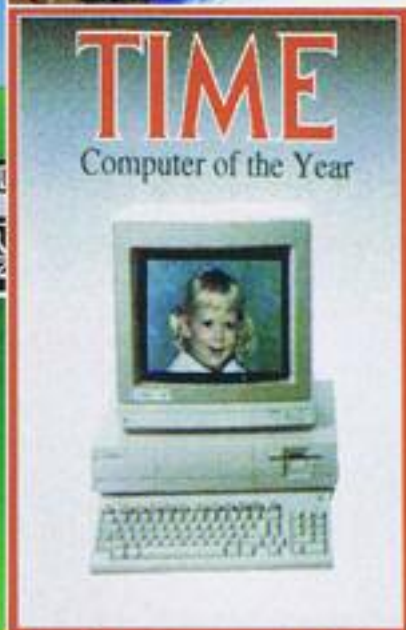
AMIGA RACER UPDATE



Michael St Neitzel is a good friend of Amigaville and has been very supportive regarding the magazine. The game updates often so we are giving him a regular update section.

This month at the time of writing, it is upto to version 2.4d and has had a major update to the ARCS system. Now you can have almost an unlimited number of tracks. Screenshot was a course generated by the ARCS system. He also has made a large number of other upgrades to the set including a very

nice Sunset City Red skyline horizon, new icons, a number of bug fixes and much more.



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Digi-Paint gives you the best Amiga graphics possible — using all 4,096 colors at once! Unleash your creativity with powerful tools and dozens of special effects, including blend, shade, tint and mirror. Digi-Paint is the perfect way to manipulate pictures digitized with NewTek's Digi-View Gold. Create images for printouts, presentation or desktop publishing with the award winning Digi-Paint. Here's what people are saying about Digi-Paint . . .

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AMIGA WORLD

"We've been blown away by the effects and the tools that Digi-Paint supplies. The results can be spectacular."
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"Digi-Paint is the first paint program that makes it feel as if you're actually painting. Digi-Paint gives you unlimited freedom."
COMPUTE!

"We have personally seen \$40,000 computer graphic terminals that couldn't come close to Digi-Paint's power."
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"Digi-Paint is remarkable."
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"Digi-Paint is a \$60 wonder. Using the dizzying menu of features, the results can be startlingly realistic."
VIDEO MAGAZINE

"Digi-Paint is a new generation paint program with exciting and unique features you will simply not find anywhere else. It is extremely powerful, and at its price, it's a steal."
AMAZING COMPUTING

Digi-Paint is available now at your local Amiga dealer or call 1-800-843-8934.

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Attr: CFONC

REVIEWS

Here we are again at the Reviews section of the magazine.

This month I have decided to go to the arcade when it comes to the reviews this month.

Conversions of popular arcades is nothing new, and it is interesting to see how they compare to the arcade originals. I used to spend hours in arcades as a kid, as probably did many of you out there.

I was never any good at them, just as I am not exceptionally good at games now. However that never stopped me from trying to improve, which never really happened but the arcade guys got their money so they were probably quite happy.

Someone commented at me I was being a bit harsh regarding sound scores. I admit I probably was this is due to me spending many years with the likes of Soundblaster and GUS32 cards long before I became interested in Amiga. Also funnily I much prefer C64 Sid Tunes as opposed to Paula music it's nothing personal I will try and be a bit more generous this month.

Remember do not be upset if I review one of your favourite games and the score is not to your liking.

I review a game on three main criteria

Graphics - Is the game pretty to look at? Are the assets in the game varied and well used. Are they large and blocky, small and hard to distinguish details. I think you get the general idea.

Sound - Has the game a good soundtrack, are sound effects used to increase the ambience of the game. Do they have more than one tune. If they have only one tune is it long and varied or short and repetitive and going to drive you up the wall. Just like sound in movies, the sound in-game can be crucial to some titles. Some not so much.

Playability - Will you spend hours playing this game, or is it a casual game you will spend five minutes with once in a blue moon. Obviously this is a rough figure as it quite subjective and I can only give so much time to review titles. Its more or a guide than an actual time spent playing.

Finally we have an Overall score which is determined from all of the above scores and maybe a few extra points if I find innovational quirks.

So hopefully that has given you enough insight into the way I review the titles I do. I will try and give them a fair crack of the whip if I have to. I'm not a monster...

If you want to submit reviews to Amigaville then I will provide contact details on the back page.

Blood Money



BLOOD MONEY

The ultimate arcade game

Hold it right there. Are you REALLY ready for this one? Have you got the courage to load up the experience that makes all the other games you've played seem prehistoric?

Because **BLOOD MONEY** is simply the best arcade game you've ever seen. It has a staggering 1 megabyte of bit-mapped graphics, an amazing 400K of sound effects and music and the most gripping gameplay you've ever tackled in your life. **BLOOD MONEY** just leaves the competition for dead and takes you into new realms of arcade action.

But it's going to be tough. From the instant you hear that driving soundtrack you'll be plunged into a maelstrom of sheer destruction, as you plunder the four Outer Planets in a kamikaze quest for gold and glory. The aliens in **BLOOD MONEY** set some vicious traps, and it will take all your skills just to survive.

Use your awesome firepower wisely and you'll turn those aliens into blood money that can earn you extra weapons and equipment. And you're going to need them, because there are no easy screens in **BLOOD MONEY**. It's a life and death struggle that demands all your tactical genius and shoot-'em-up know-how before you battle through to confront the four planetary Guardians.

With its vast bit-mapped graphics, superb animation, blistering sound, devilish obstacles, awesome firepower and 1 or 2 player options, **BLOOD MONEY** is the greatest challenge yet faced by any games player with a passport to outer space.

It's here. It's ready and waiting for you. But are you sure you're ready for **BLOOD MONEY**?

Two joysticks required for two-player game

Screen Shots are from the Amiga version

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R-TYPE

TM



© 1987 BY IREM

Released 1989 - OCS - Published by Electric Dreams

The year is 2163, and it seems the evil Bydo Empire are set to try and conquer the world. You are sent out in the R-9A Arrowhead ship to wipe out this threat and save humanity.



Well that is a simple enough plot for what is in my opinion, one of the most influential shoot em ups of all time. IREM made a major fortune from this game and its sequels... if you forget about R-Type Leo that is...

Now R-Type was a regular in most arcades so when they announced they were going to make it to home machines and consoles. It was an exciting prospect. It made it to virtually every available platform it could from the humble Spectrum right upto the XBox360, anyway I digress what was it like upon our faithful friend the Amiga.

Well I have to admit the game is very faithful to the arcade.. even including the sequence

when the ship is first put on screen of being pushed all the way right than back to the left.

The game moves fluidly and smoothly, and to be honest the graphics conversion is absolutely spot on. Music is a little jangly for my liking but overall it's a pretty good rendition.

R-Type is one of those games I don't know why but even though I know the patterns of enemies I find myself making stupid mistakes. I really don't know why that is, maybe I am just stupid.

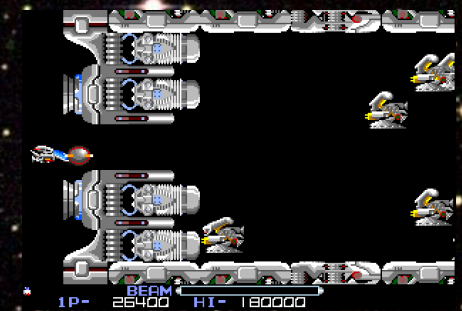
When I first got playing the Amiga version I really thought that the aliens were far too keen to shoot at me. Thinking that the conversion was overtly keen.

Then I pulled up the MAME emulator and tried the actual arcade and some of the patterns were exactly the same. However then I got to the middle section of the first level and got through the arcade pretty well.

The Amiga version was considerably more bullet heavy in this section and far less forgiving. The missile from the arcade could be shot meaning

you could get through, the Amiga one I could not hit them for love nor money and they seemed much more accurate

In the arcade I managed to get to the first level boss and defeat him reasonably easy... however on the Amiga it was a nightmare and I could not get to him.



All of the power-ups are present here although the missiles when fired only seem to fire straight they don't home in on targets like the arcade. Which would make the game a little fairer. It is common when you die, it puts you back and these are the one of available power ups. Which are useless.

The arcade seemed to give you a fighting chance the Amiga seems to punish you for it.

The arcade obviously will give you as many credits as you are willing to cough up but on the Amiga version you are given 5

credits to continue with and then that's it back to the title screen for you.



Maybe it is wrong to compare it to the arcade version but given that is the source material I will do so. Now don't get me wrong Factor 5 have done a marvellous graphical conversion and it looks absolutely on point.

They really have managed to give it and incredibly good take, the game scrolls well it has reasonably detailed backgrounds and sprites move incredibly fluid.

Now some would say I am being rather picky and to be honest I probably am. From the bits I saw it seemed to be a very well converted version of the game.

As I said I am not one of the best gamers out there and one of my things I am not good at it's twitch reaction. One thing I did notice is you can't seem to fire as fast on the Amiga version, which also accounts as to why the enemies get time to spawn shots.

Later levels which I admit I have seen mainly from screenshots seem to follow the game exactly with it's complete six levels. Maybe I am just getting old and I have the responses of a dead sloth.

However R-Type is one of those just one more go type of games so although it seems to have gone a bit bullet happy it is still rather fun. As in the arcade you could sort of sit back a little, the Amiga version whacks up the intensity a few notches.

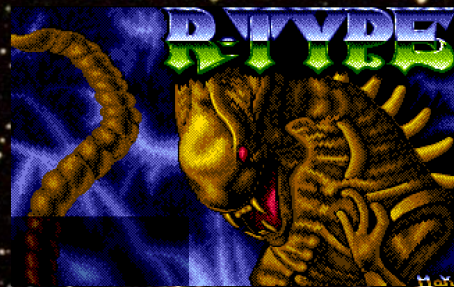


You really need to be much more aware of your surroundings. Sometimes the guns will not hassle you then suddenly it becomes a rainstorm. Now it's not a bullet hell shooter by any score but it does put you a little out of your stride as it does not follow the arcade route ad verbatim.

However some would say this is not a bad thing and I would be inclined to agree with them. I am sure I will get the hang of this version and I will eventually get to the next set of levels.

Many will think I am being overtly harsh here but I actually do like the game. I never was exceptional good at the original R-Type even in the arcades for some silly reason I just never could seem to get myself in the right place at the right time as I admitted further up in this review, so it's probably me not the conversion at fault.

Factor 5 have been known for incredible games and this is far



from a bad game. The thing is with games like this, is people will pick it apart if it does not play exactly like the arcade does.

It does however make me wonder as surely they must know this so you would think they would push it so they can get it as exact as they really can. I know I would maybe that's why I don't write games.

However I guess those who play the arcade should equally have a bit of understanding that the arcade probably has custom hardware and tricks that the conversions will not have so fair play.

So if you want a reasonably high quality version that has a few more bullets than the arcade then buy all means feel free to give the Amiga version a quick blast. You may end up sitting there longer than you intended.

If you you have never played R-Type in your life this is a pretty good one to start with.

Graphics : 75%
Sound : 70%
Playability : 70%

Overall : 73%

R•TYPE™ II

Released 1991 - ECS/OCS - Published by PC Hits



The year is now 2165 and it seem the Bydo empire is back. this time you have the upgraded R9-C Warhead model ship at your disposal to once again fight back with.

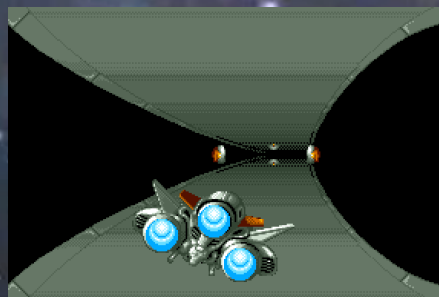
This was my favourite of the the two classic arcades from IREM and for some reason I was much better at this arcade than I was the original. It seemed to be fairer and more than willing to help you power-up and also there was new power-ups in the equation.

Now if I thought I poured money into R-Type it was nought compared to what I funnelled into this machine. The only machine I think I ever played more than this was Knights of the Round from Capcom and I completed that game about four times.

In fact it was also one of the

first arcades I found an emulator for in the form of M72 for DOS as MAME did not play it at 60fps at the time. Eventually M72 was put into the MAME codebase but I am now starting to drift into the realms of obscurity.

So I loaded up the Amiga version of R-Type II and it starts off exactly like the arcade, with a launching sequence animation, sprites look exactly as the should. Moving slightly slower but it's a conversion so I will let it slide.



Yep opening set of aliens all good first power-up picked up and in front all good. Every thing seems great, then the creatures started jumping out of the water. Now on the arcade they take about two shots and die, on the Amiga they seem to only die if hit in the right place.

Once again I am complaining about slight differences from the arcade source. Sorry if this annoys people but in the case of R-Type II I have spent a lot of time playing the game.

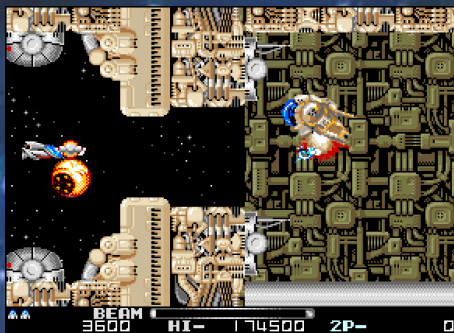


OK after losing a few lives I seem to manage to avoid them enough and get onto the next section, once again the guns seem to firing more shots than the arcade but I managed to get through once I figured the timings.

Now all conversions have slight quirks and I am able to forgive their eagerness so far. Then I hit the major payload difference if I thought they were rather keen to shoot in that little section I was not prepared for the joy of the conveyor section.

Even with the pod in the front which can absorb bullets there was so many shots being

volleyed at me I was hit rapidly. They also seemed to take more hits to destroy than the arcade.



Then the guy who falls from the roof firing lasers now he seems to take too many shots to kill and I never did get to the end of level boss before feeling frustrated and wanting to stop.

Take into account that this is my favourite of the two games. Now in the arcade I can normally get to Level 2 before I even lose a life. Here I could barely get through the first stage.

ARC Developments who made this for Activision have done a fine job with graphics but it is the fundamental things they have got out of sync. Also the pod seems to get in your way and stick to the back of the ship which is not where you want it, when you launch it off, it takes far to long to return to get around it.

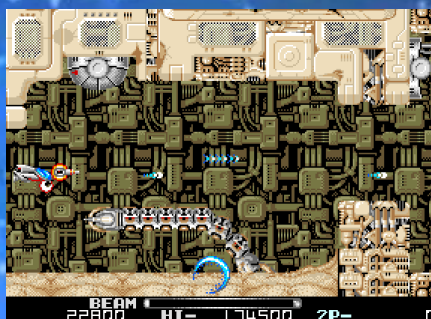
It is niggly and some would say I am being pedantic. But it's little factors like that, which make the experience just that side of annoying.

I really hoped to see how the Amiga handled the water stage of Stage 2 but I got so frustrated at the quirky over zealous bullet rain and things being unnecessarily hard to kill

I never got there which is a shame.

Who knows I may go back and see if I can get there but it was just such a chore. I love this game and have spent many hours on the emulator and arcade version at one point I could get to Level 4 before losing a complete credit.

This was probably due to M72 had quicksave/quickload states built in and I mastered the game at the time using them, but that is besides the point.



I really wanted to like this game and once again the graphics and sound are well done. It just has too many little things that annoy me.

I did not even get to see the first stage boss even though I was literally a screen away from him. This was a real disappointment for me. Maybe it's because I had so much invested in the arcade version that I am being scathing to this one.

Many probably believe I am being far to harsh to it. My theory is this, I accept that a conversion will have odd factors that will be slightly different. I don't expect 60 frames per second but I do expect enemies if hit to react the same way.



As I said graphically it seems first class absolutely spot on, sound is also on the ball. It uses the sound assets incredibly well it. I guess given it is a home conversion I really should give it a break. It could have been a hell of a lot worse.

Overall if you are playing it for the first time as someone who has never played the game, then it is more than adequate to whet your whistle. It's not a bad conversion, it just has a few issues if you are an experienced arcade player.

As I said in the R-Type review, people who have played the arcade will sit and pick like I did. It will always happen with arcade conversions of this nature. Especially shoot-em ups don't know why?

I wonder if we will ever see someone make an R-Type Leo for the Amiga. Especially now as coders seem to have learnt a lot more tricks to make it pretty accurate. As much as it would be nice I won't hold my breath.

Graphics : 85%
Sound : 75%
Playability : 55%

Overall : 69%

BY D.J.
BROADHURST

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BUBBLE BOBBLE



PROGRAMMED BY
SOFTWARE
CREATIONS
FOR
BRITISH TELECOM



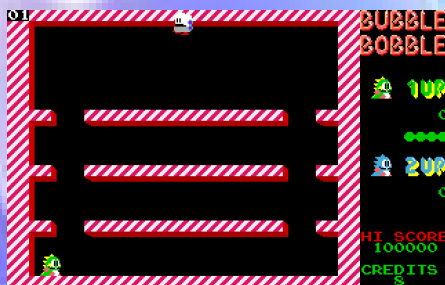
Released 1989 - OCS - Published by Firebird

One of the all time classic in the arcade, Bubble Bobble was an incredibly popular game when it was released in the arcades by Taito. So it was not a great surprise when it was announced it would be converted to home computer formats.

Now I did play this at the arcade but it was not one I would go back to much. That's not to say it wasn't enjoyable it was it was just one I never sunk hours and hours of play into. Unlike a friend of mine who became obsessed with it and most of the arcades in the North East had to reset their machines because he had completed the game and set it into Super Bubble Bobble mode which although it was the same levels it was harder.

The arcade owners liked it as it killed your game much quicker and got more 10p's for them.

Ultimately people stopped playing the machines as it was too difficult for the average player and they had to reset the boards.



Bubble Bobble has a unique story that two princes Bubba and Bobby are turned into Bubble Dragons of Bub and Bob and they must fight their way through 100 levels to rescue their girlfriends from the evil Baron von Blubba.

It was one of the first arcades to have multiple endings. To be honest they were not always good. For example if you complete the game with only one player the other one

sat crying feeling left behind. If you brought them both you got a better ending but as I said earlier you then got Super Bubble Bobble where you had to do the same again but harder in order to rescue their parents.

Taito were known for their notoriously strange endings to games and this was not the only one to have an odd ending.

Bubble Bobble was converted for most of the home machines out there and here we are ready to go.

The game on the Amiga is a very faithful conversion and to be honest it is almost arcade perfect. The soundtrack is its usual jingly self which will drive you up the wall, but that happened on the arcade too. At least on the Amiga you could turn it down.



The game starts off easy with a few monsters wandering about the level. To complete the level you need to catch the monsters in a bubble then it will float off. You then have to pop it for them to go.

Bubbles will only hold monsters for a little while so you have to make sure you get to them in time otherwise the monster escapes and gets angry and moves a lot quicker making them harder to catch. Also if only one monster is left to wander they tend to charge around incredibly quickly after a while.

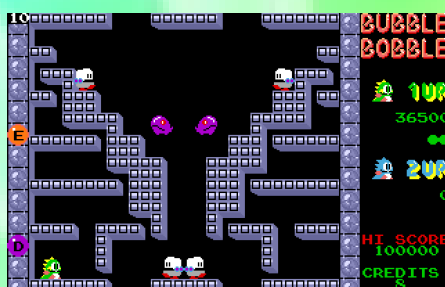
Take too long in a level and an invincible enemy will make an appearance he is immune to bubbling and can move through walls.

Later enemies can fire rocks and projectiles at you and their patterns are more and more erratic. Also each level gets harder to manoeuvre around some you even have to learn the art of bubble hopping which is blowing a bubble then jumping rapidly to get up to certain points.

If a monster or their projectile hits you then you will lose one of your lives. This then gives you a temporary invincibility but it is a few seconds normally enough to get you clear but not always.

Each level is very well designed and later ones really do get challenging.

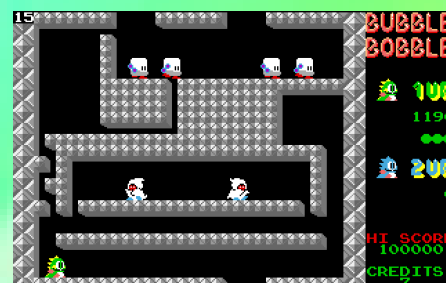
Every time you pop a bubble with an enemy in it, it will bounce around the screen and reveal a fruit. However there is also certain bubbles that appear in later levels that cascade water down the level or cast lightning bolts about the level which you can use to aid you in your monster killing quest.



You will also see bubbles with letters in them collect them and spell out the word EXTEND and you will gain an extra life and moved automatically to the next stage.

Sometimes when you kill a monster certain items will appear such as shoes which make you run faster, sweets which allow you to fire bubbles quicker, make you spit fireballs and more. There is also umbrellas that spawn and depending on which colour it is determines how far you move. One will move you either 1 level, 5 levels or 10 levels depending upon the one you collect.

If you manage to get to level 100 then you must defeat Baron von Blubba himself and he is not easy. Admittedly I have never got there but I have seen it done.



This is a very simple game to get into but one that is definitely not the easiest to master. You will get quite a few levels in before you really get a challenge but once that happens it just keeps turning the screw.

Monsters move faster, they can get out of bubbles easier, levels become not so easy to negotiate their way around sometimes getting you stuck in corners which are difficult to get out of.

The graphics are brightly coloured, if a little simple in design and the control is simple. The Amiga version is as accurate to the arcade as I think it is possible to be.

A game that the whole family can play, even if after a while it does get a little bit tough. Really can not fault this its a good conversion. OK the music will drive you batty eventually but you will probably be having that much fun you will probably not even notice it. Good time guaranteed.

Graphics : 85%
Sound : 50%
Playability : 95%

Overall : 92%



Released 1989 - OCS -Published by Ocean Software



Following the major success of Bubble Bobble. Taito decided to make a second game. This time you were not dragons but the actual princes of the game.

To quote their storyline from Taito themselves

Following the events of Bubble Bobble, Bubby and Bobby set out to defeat the "Dark Shadow" and rescuing the Rainbow Islands. The Dark Shadow is the entity responsible for the events in Bubble Bobble

This time instead of using bubbles to catch enemies you

cast rainbows which can either trap monsters or kill them outright if they are hit by them.

This in the arcade was not as much of a success but I know I played it more than I did Bubble Bobble. This had multiple endings too and to get the complete ending you had to find 7 gems on each of the 7 worlds then unlock the 3 bonus worlds and beat them only then would you get the best ending.

In the home versions however the game only had the 7 worlds and if you managed to get all of the gems you got a bonus level with a bonus life in it.

Now the Amiga version is an absolutely amazing conversion by Graftgold. It is graphically virtually identical and plays exactly the same as the



arcade.

As mentioned the game is broken up into seven worlds. Each world has 4 stages and finally a boss to defeat. Starting off at Insect Island you start at the bottom of a level. You can cast one rainbow at a time and you can use them either to kill things with by hitting monsters with them or if you jump on them while on top they crash down killing monsters below them.

This makes for an interesting mechanic because you can jump up the levels on certain platforms but you will eventually get to a point where

the only way to get there is by walking on rainbows.

Once again there is various fruit appears if you kill monsters with your rainbows, but sometimes you get shoes which make you run faster.



Red potions which will add another rainbow to your cast extending your range, making it easier also to get places. This will max out at 3 rainbows. Yellow potions will allow you to cast your rainbows quicker these will last until you lose a life then you will reset to 1 rainbow and no speed.

Around levels you will have stars about hit them and an eight way burst will kill any enemies it collides with turning them into gems which as we said earlier if you can collect all seven colours in a world you will get a bonus level. However gems disappear quickly and you don't get to choose the colour so you sometimes have one colour that is hard to find.

Each level has 3 sub level areas you have to climb up to, and they are points you will appear at if you lose a life, before the final push to the goal. Once there you will have a chest appear and spill out bonus fruit contents.

When you get to the top of the last level in a world, a boss

will appear and a life gauge will appear at the top of the screen. You then have to move around the screen attacking it with rainbows either directly or dropping them on them until their life is gone.

Normally then a chest will appear and a large fruit will appear which gives you an extra 1up if collected in time, as well as the scattered fruit around the platforms as normal.



Bad guys in each world are tailored to their individual worlds so in Insect Island there is caterpillars, bees, spiders and flies. In Toy Island there is tanks, planes etc. Monster Island has springy monsters, vampires and such. I think you get the idea.

The game is incredibly bright and colourful and plays exceptionally well. The only thing that can be frustrating is sometimes your rainbows fade or you crash through them and you end up falling half way back down the level. Which can be a tad annoying.

If you keep falling down eventually you will get a Hurry Up message flash on screen then water starts to fill the level and if you fall in that you lose a life and have to start that stage from the bottom.

The music will definitely drive

you around the bend, it's a constantly looping bouncy version of Somewhere Over the Rainbow which only disappears when you reach a boss battle. It really does get on your nerves eventually.

Out of the whole series this really is my favourite, it is fun but also challenging, sometimes frustrating but over all a lot of fun.

One of the slightly annoying things but as well as you being able to walk along your rainbows, if you have cast them and a monster is on a platform, not hit by the rainbow, they can use it as a bridge to get to you. Also sometimes you want to walk on a rainbow but end up jumping and crashing it down causing you to fall back down the level.

Also in later stages the monster fire projectiles that actually can destroy your rainbows so you cast three and the middle one gets removed so you have to cast again to get across.

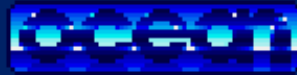
This is an amazing conversion of one of my favourite arcades. I still have never got beyond Monster Island (World 3) but it is one of those games that you will come back to regularly.

Graphics : 95%
Sound : 65%
Playability : 95%

Overall : 93%



THE STORY OF RAINBOW ISLANDS II



PRESS FIRE

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Released 1992 - ECS/OCS - Published by Ocean Software

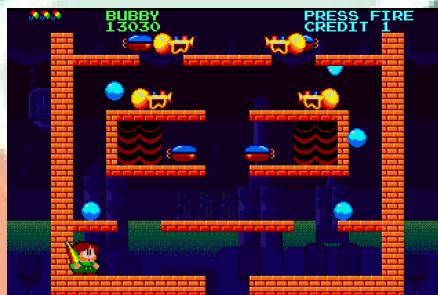


And so we complete the trilogy of the Bubble Bobble series with Parasol Stars - The Story of Rainbow Islands Part 2 to give its full title.

This also was by Taito but was never officially released in the arcades. It was released first on the PC Engine and some versions had the subtitle of the Story of Bubble Bobble III.

I am sure I played an arcade version but it may have just been a PC Engine Jamma

board some guy in a local arcade had made as I don't believe it was in an official cabinet but a more generic one.



This seems to be one everyone seems to forget about. Which is a shame as it's quite a fun game.

Once again you take control of Bubby and Bobby but this time the game seems to be very similar in style of the original

Bubble Bobble.

You move your character around various platform levels, but your only defence is an umbrella and you must jump around and hit creatures with your umbrella, once they are stunned, hit them again to kill them.

Just like in Bubble Bobble if a stunned enemy recovers they get angry and run around the screen. However there is also now large objects that can



spawn smaller ones meaning it is more difficult to clear areas.



This game seems to take elements of both games you have a world structure with various stages and a boss battle, but the gameplay has the water and lightning bubbles from the original which you can use. If you collect five on top of your umbrella you will get a large one that can cast water, or lightning about.

The game is reasonably fast paced and fun. It is once again incredibly colourful but this time the enemies can vary from small ones to quite large ones.

Once again the enemies are themed to their appropriate world from Musical instruments in the first world. Cars, animals and toys in the second world etc.

This has only got 2 credits so if both players play you get one set of four lives each. However if you are playing solo you have one chance to continue if you die.

Not everybody approved of the mix of styles for the game, but personally I think it works quite well.

Parasol Stars runs smoothly and quickly considering that the sprites on screen are quite

large. In fact it has the more complex backgrounds than either of the two previous games so it is actually quite an achievement the speed it has.

Music once again is a bit annoying but that is quite usual during a platform game, the only time it changes is when a boss is on screen



It seems that all the Bubble Bobble series conversions were absolutely top notch and really serve as an example. If you are looking as to how to convert a game from the arcades then these versions are really some the best of how to do it.

If this has multiple endings to be honest I have no clue after all it was not designed to be used as an arcade board. It probably has as that did seem the way Taito liked to write their games

Of course Bubble Bobble did continue in games with games such as Bubble Bobble Symphony and Bubble Bobble Memories which were just variants on the original Bubble Bobble game.

Bubble Bobble Symphony just had 2 new girl dragons characters making it a 4 player game and Bubble Bobble Memories was just a graphically updated version of the original with a few doors to

looking levels.

Then there was the Puzzle Bobble games. None of them got an Amiga release sadly, but it just proves for all the game was complete Bub and Bob went on to have more fun.

Who knows one day we may get them. Given what power the new Amigas have I am sure a PPC could do justice to the remaining games.

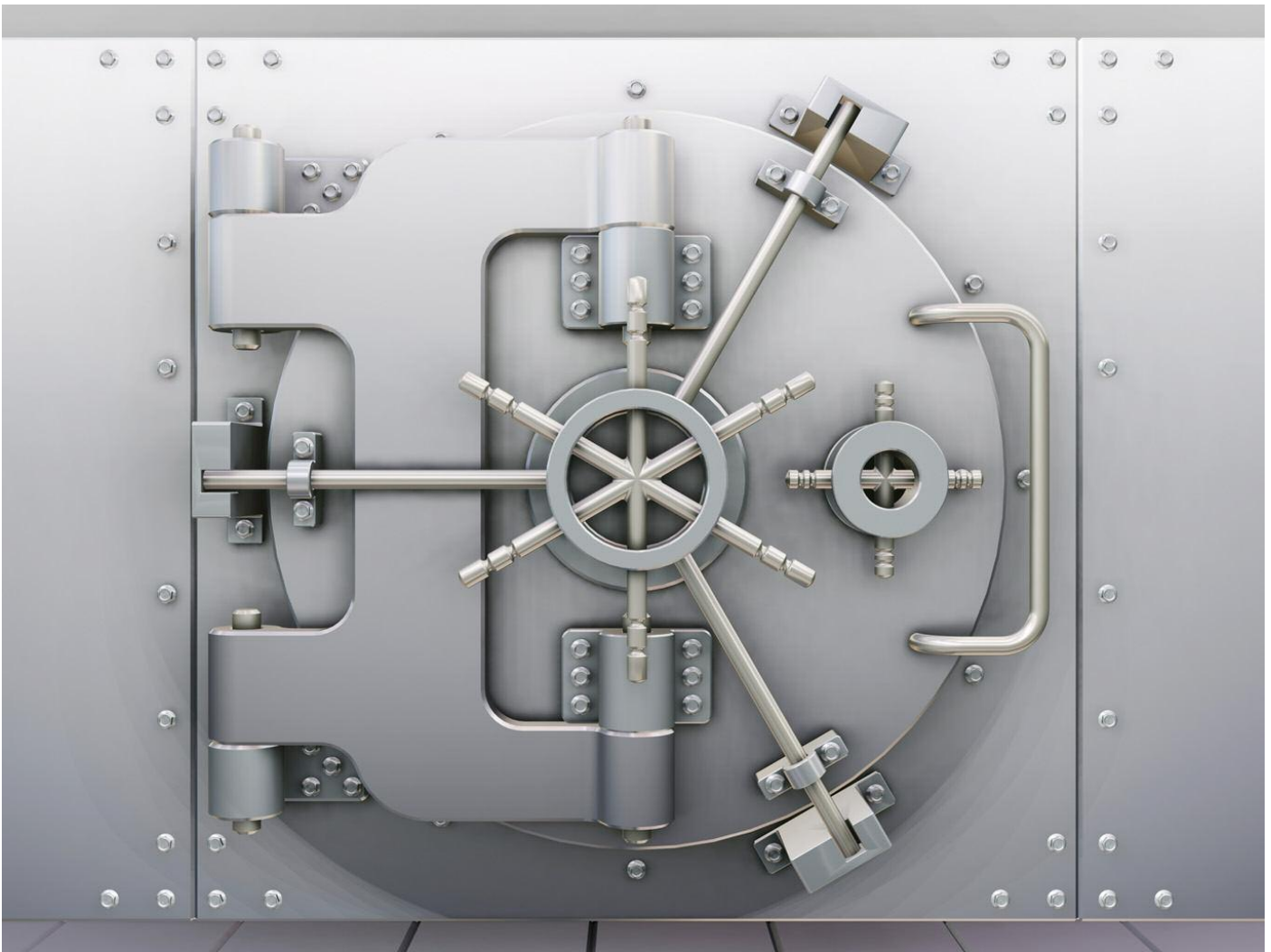
Parasol Stars was far more interesting than I remember, if anything I was not particularly looking forward to playing it when I knew it was in the list but I admit that I thoroughly enjoyed it and came back to it several times even after the review which is unusual for me.

Which was your favourite in the series? Do you have a particular series of games you would like seen reviewed? Do you like the idea of the review in a set or would you rather it was just random like it has been in the past few issues.

Feel like writing an review yourself then why not give it a go, Can you tell that I'm trying to fill up space as I ran out of things to discuss yet... Help me out show me how it's done. All feedback appreciated.

Graphics : 90%
Music : 60%
Playability : 85%

Overall : 90%



DIGITAL ARCHIVING AND THE DARK SIDE OF ABANDONWARE

OK people this is an issue that has been pressing in the world of computing we will all eventually hit. Archiving...

As our precious disks slowly perish with age and the finding of floppy drives that can read the media is becoming a smaller and smaller niche of the market, we really need to look at preserving our software.

Thankfully things like the Kryoflux and their likes are making this job a lot easier but it is still a time consuming process.

Now sure there is still working copies out there and as long



as someone has one they can stick on Ebay or whatever auction site then there may be copies in circulation.

However programs probably go missing everyday. Disks which have gathered dust and are not unreadable without major disk tools or just damaged beyond repair.

Even the world of the internet has not got complete archives. If Vint Cerf is to be believed then this isn't the best way of

archiving either as things just get buried in the clutter of the internet, never to see the light of day then are probably deleted.

So what is the answer? There are many archives out there such as the TOSEC sets, World of Spectrum etc... However they come with their own problems...

Now don't get me wrong I think it great we have such archives but many worry about the ownership of said disks and whether such things are legal. This is where we hit a bit of a grey area...

Now most old software

companies consider their software not worth the legal chase to uphold as it would cost too much money and they accept its probably only a small number of computer users who actually want to use it so they are willing to let it slide.

However there is many old computer games and programs that are still denied distribution rights. The first that come to mind is Ultimate Games on the Spectrum (which were owned by RARE and now Microsoft as that's what Ultimate became).



Then there was Tim Langdell's fight with various people on the Internet regarding games in The Edge, Odin and Thor ranges of games. Look it up on the internet if you are not aware of it, it's a long story which started with hassling remake developers and World of Spectrum owner Martijn van der Heide and ultimately ended with Langdell taking on EA because he vehemently claimed he owned a copyright to the word EDGE.

After trying to sue EA regarding Mirrors Edge. He lost and EA pursued it further to make sure that his copyright was exempted worldwide in 2013. They won...

Now I can understand people wanting to use old properties especially in the world of mobile to hit the nostalgia market that is out there, but hitting people using software that is nearly 20 years old or more on emulators seems a bit below the waist.

Even if you are buying the originals on Ebay, it's not as if the author of the original title is going to see any money back, they are not going to get a royalty payment due to the sale and most authors know and accept that.

Unless you are buying from the likes of Chronosoft or the author direct then the author will get paid. However you buying a copy of Manic Miner from someone in deepest darkest Peru. Then trust me Matthew Smith or Jester Entertainment (who I think were last guys to own the rights to MM for mobile) will not see a penny of that sale.

I doubt Matthew Smith will lose much sleep over it either.

However what happens when these tapes or discs are worn out, nth generation C90 copies which are slowly fading or floppy disks that are now like hens teeth. Now by law you can keep an archive copy for yourself if you have the original.

However what if the original can no longer be found on the open market. This is where the digital archives are a godsend. We are finding people out there who have these obscure versions or missing elements. So surely

Well you see that's the rub. As the saying goes some believe it is better to have loved and lost then to have never loved at all as Tennyson once wrote. They believe that these archives mean that we can remember the good stuff that was created but also stuff that was bad also won't die.

However I think that sometimes seeing the bad games and programs out there just remind us just how far we have actually progressed in the world of computing. Some even celebrate it.

The internet regularly has Crap Game Contests and many enjoy sitting programming such atrocities to be intentionally awful.

I remember sitting playing a game from one such venture on the Retro Remakes site. It was called Spin the Cat, it was a simple game, it was silly but it was fun. Dreamcodex made it.



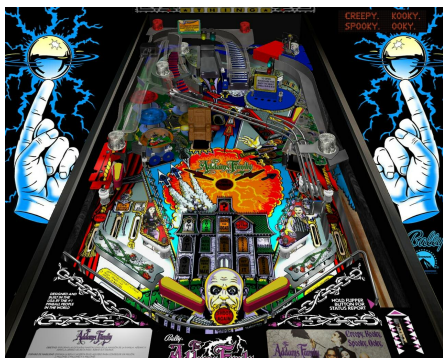
It was also why when RR had a reboot I advised we re-ran the Cassette 50 type game idea. Together with Gordon King who ran with it and Rob Fearon's support (the man who owns the site) thankfully it went well and helped get a few more new members on board.

So some of the games and programs out there were not solid gold. I am sure you can think of at least half a dozen games or more off the top of your head, you wish you had never bought or played.

But that's the same for any form of Media. How many times have you bought albums in the past only to realise you only like one or two tracks off the whole album and they were your favourite artist at the time.

To be honest we need to acknowledge mistakes were made, that's how we learn and progress.

I encourage the digital archives, including those of such things as Arcade ROMS, a lot of those board ended up on scrap heaps and some games would never have ever seen the light of day again.



Even Midway who made pinball machines before they went bankrupt realised that they should make an archive of their machine roms and they indeed did. Stern who still make tables to this day have made their older versions of their main software available to download.

This started such things as PinMAME and Visual Pinball so that people could have

virtual simulations of old pinball machines. Now of course I agree its not quite the same as an old fashioned pinball table but it does mean that a generation that will never see such tables can have some sort of experience.

Now in the Amiga world we are quite lucky that most of the publishers out there, have quite willingly allowed us to have a considerable archive with very little complaint.

Team 17 even made sure that their software was freely available from their website in certain formats for emulators to use.



However archives are only good if they can remain available. This is what I think Vint Cerf was getting at. Domains expire, people close sites for various reasons and certain archives will just vanish.

Stairway to Hell is a one that comes to mind. It was a comprehensive archive of software for the BBC Micro, now it had a few wrangles I believe with the likes of Superior Software (the people behind Repton) and a few others regarding distribution and in the end the site thought it was easier to remove the archive than to fight it.

Closer to home in the Amiga world was our good friends Back To The Roots now everything they had was checked and allowed regarding permissions but even it has finally gone. Even the mirror by the guys at EAB has finally gone.

So an archive on the internet is only good if it remains live.

Thankfully there is still people out there who are archiving software and making sure that most of the software of this world is available in one format or another. Meaning that we can relive our glory days or a younger generation can see just what software used to be like.

Now to move on to the elephant in the room. Yes time to discuss Abandonware. Now the original version of what this meant and what it has become is two different things...

The original idea of Abandonware was when a company no longer existed and such software was no longer available to buy in shops then the only way anyone could have access to said software was via these sites.

It seemed a harmless enough idea and it meant that although the original companies may be long gone. This archive meant that people could still play certain games or run certain programs.

Then people started to list games that were over a certain age regardless of whether the company was still going or not,

that's when the industry started to complain.

Once again in the world most companies were quite willing to forgo their DOS games and applications after all with the advent of Windows very few people still used DOS applications.

Early Windows games started to creep onto the sites or other software that was a several versions back from the current line. This is where the problems started.

Now some companies were quite willing to accept certain programs going to public domain.

When I bought my Apple Powerbook 1400 off someone on Ebay I had the basic Operating System of Mac OS 8.1 but no software. Now I had no interest in use such an old machine as a gaming machine however I did intend to use it as writing machine.

Something that could not be connected to the internet, and games were never doing to be a huge factor making it a great machine to use as a dedicated machine for writing articles and at the time I aspired to be an author. Sadly the novels I planned never appeared, many were started and never finished. Only a few short stories which I read to my kids

were ever finished but such is life.

Anyway I was looking for a Word Processor and set about looking for something to use. Now many may remember WordPerfect I think the last version was many moons ago version X3 or something like that.

Now WP had changed hands several times over the last few decades the original owners sold the properties to Novell who kept it going for a few years, then it was sold to Corel who still own it but don't really push it hard.

A bit of a search around the internet and I discovered that WordPerfect 3.5 for Mac had been put in the public domain by Corel after discussion with a few people on the net. It was the perfect piece of software I was looking for and I still use it on that machine to this day.

In fact I prefer it's grammar checking program Grammatik 3.0, it is far better than many of the ones in programs such as Microsoft Word or even later versions of WordPerfect. It seemed to follow the rules better and had good examples to explain itself. Yes I am aware, it was a program written by a German company and licensed to the WordPerfect Corporation but I liked this version.

The whole point was someone had made an old version available to the public for no charge. It was fully functional, not crippled in any way. Just don't ask for support.

A few companies have adopted this idea. Embarcadero as they are now know. Borland as most used to remember them as. On their website they have the early versions of Turbo Pascal and Turbo C++ for DOS on their website, free to download but don't ask for support how to run it. It's for archive and educational purpose only.

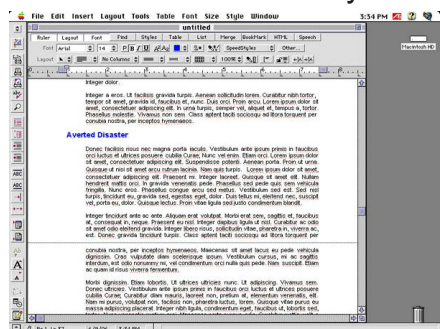
Even the all encompassing, welcome to our garden, you are now ours to own forever corporation, Apple have put a lot of the early Mac software such as Mac OS 7 up for public domain.

We quite happily will live with this. However the likes of Microsoft have always had issues with such practices. They are of the belief that those who originally paid for the old software will object of people getting this software now for free.

Now fair enough if you bought the license a year ago and now it's free some may find it a bit annoying. Most times we are talking about software that is well over ten years or more old. However they are adamant they should hold on to it.

Now sure a few companies have fallen foul of such things. Adobe when they admitted they were closing the servers for Creative Suite 2 and they put archives for existing users to download.

The problem was they originally did not state this when it was put up so many people downloaded the entire



CS2 suite believing it to have been abandoned by Adobe. This was not at all true but as the archives included the serial numbers most went ahead and downloaded it. Adobe finally realised their error and now although the page exists you have to agree that you own the license to the software before you can download it.

I am sure many say they do and they don't but Adobe wanted to be seen that they had rectified it, but in truth I think they realised they screwed up with that one.

Also companies believe that if they give away their old software for free then people will never upgrade and keep the old software. This is however not true. If anything if you try the software and find you like it, you will try and see if it's got a new better, faster version and probably buy it.

Thankfully Satya Nadella, the new guy in charge of Microsoft seems to understand this principle. When he released Windows 10 and it was free for the first year. He knew that a lot of people would pick it up. Including many who had pirate editions.

If they liked it enough several would actually pay for it. Meaning even many pirates would eventually become genuine customers of Microsoft. Now this is great in theory but whether true in practice we will see.

I digress... Abandonware got abused and several companies were not happy about certain properties getting on to sites.

Then the advent of such sites as Good Old Games (GOG.com) came up and using the emulators such as DOSBox and finding the original authors they started fixing bugs and getting certain old Windows games to run on modern systems. Also charging a small fee of a few pounds/euros meant they could pay for the authors and fixes etc.

Suddenly old games that had not seen the light of day for many moons were finding there way back onto people's desktops. The Deus Ex franchise was revived due to things like this and Human Revolution came into being.

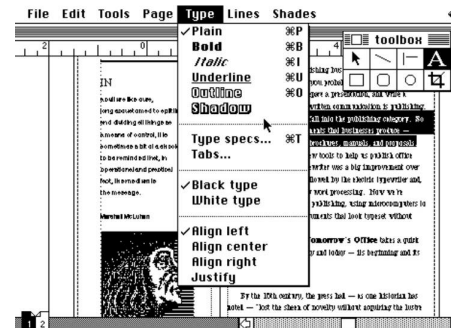


So several previously listed as abandonware games were now back available.

Going back to the Mac I was talking about earlier. Now I used both Macs and PCs when I was at college until my entire project documentation was killed by a Mac virus. It corrupted all five disks with backups. However it was the first time I really got to grips with a DTP.

Sure I had used MicroDesign 2 on an Amstrad 8256 word processor but not for hours at a time. However on a Mac I was using Aldus Pagemaker 3.0 and I used it to completely design my manual for my computer project software.

Aldus was bought by Adobe many years ago and Pagemaker continued as Adobe Pagemaker for many years. I think eventually it was phased out with the introduction of InDesign.



Now I have seen a copy of Aldus Pagemaker 3 on a Mac Abandonware site but I know for a fact Adobe have never ever agreed to release it as public domain. I would like to try it as it was my first foray into designing a book/magazine.

Prior to that I had used the basic text editor supplied with the Mac OS of SimpleText and started a small magazine distributed on the Mac network called Mac Attack

The skills I learned from that program I eventually adopted into Quark when I got it. It had got me to understand the fundamentals of how a layout worked.

It would be fun to use it and it would probably work fine on the old Powerbook. Sure I will probably find it was not as great as I thought it was but it holds a special memory to me.

Sure I could download it and use it without repercussion probably. I doubt Adobe are particularly worried about

PageMaker 3 for the Mac users still existing but it's the principle of the matter.

Have it archived on their site, allow it for free in the public domain. Make people feel they are not a criminal if they get it. Provided that you admit it's not supported and you use at your own risk then most would be happy.

Why are we made to scramble about finding disks to archive, when such companies probably have them sitting about in warehouses or on old machines.

Charities and the likes of non-profit organizations tend to be using very old machines that are far from the cutting edge, unless they find support from someone in tech. They would benefit from old versions being made free as several still have machines that are able to run these programs.

Is there people out there still running Dbase III databases on a DOS box in the corner of the office? I don't really think so and even if you did, I doubt Embarcadero would lose much sleep if you did. Yep Borland bought Ashton Tate in 1991

Ultimately I think the archiving of our software media is something to be encouraged, rather than what a lot of companies are moaning about it being a liberty.

I have had many arguments with people over the years about IP protectionism and the damage it has done to the software industry as a whole. Now lets get this straight I

have no problem with people protecting what is their code. However I do believe there should be limits as to how long that lasts.

Also a direct copy of a game just slightly rebranded is still a ripoff and should be reprimanded.

However when a small team of independent coders made Chrono Trigger Resurrection which was a sort of HD remake as they call them now available for the PC.

The game was going to be free and had never ever been on that platform. At 98% complete Square Enix completely closed the project and demanded a Ceast and Desist notice be served. Many were looking forward to this. Even an Internet petition of over 50,000 signatures to save the project was sent. The US executive of Square Enix believed it should be bought and released by the parent Japanese corporation but sadly it was not to be. This is when I get annoyed by things like that.



There are videos on Youtube of what it was looking like if you really want to see what it looked like. Square Enix to make sure that no-one could do this intentionally made a direct port of Chrono Trigger to

the DS with no major improvement or real update. I believe they shoved a few cut-scenes in there but it was just to protect their IP.

Rare even made a DS game called Sabre Wulf which had nothing to do with the original game, but stuck the Sabreman character in a picture frame in the background of one of the scenes to protect the original game from being released on 8 bit as public domain. Now that's just petty.

That however is a complete discussion on it's own, which we may come back to another time.

I doubt this is something that will happen soon, and I doubt the software industry will change its attitudes. You never know but I think we are a long way off...

I will say however that given now that a lot of mobile software and even a lot of games written by independent authors out there are now given away for free. Maybe in time attitudes will change in the industry and we will see more of the archives being released publically.

It would be a nice thing to believe. Can a leopard change its spots? or is it just a case of thinking yeah that's better if we do it that way.

Maybe Roy Batty (Rutger Hauer) in Blade Runner was right after all...

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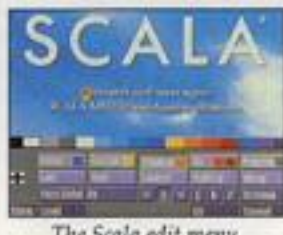
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```

public class TcpClientSample
{
    public static void Main()
    {
        byte[] data = new byte[1024]; string input, stringData;
        TcpClient server;
        try{
            server = new TcpClient(" . . . . ", port);
        }catch (SocketException){
            Console.WriteLine("Unable to connect to server");
            return;
        }
        NetworkStream ns = server.GetStream();
        int recv = ns.Read(data, 0, data.Length);
        stringData = Encoding.ASCII.GetString(data, 0, recv);
        Console.WriteLine(stringData);
        while (true) {
            input = Console.ReadLine();
            if (input == "exit") break;
            newchild.Properties["ou"].Add(
                "Auditing Department");
            newchild.CommitChanges();
            newchild.Close();
        }
    }
}

```

PROGRAMMING.. THE DYING ART?

Some may say that that statement is a bit harsh but to be honest I do believe that many see programs out there, but very few understand the works behind the fancy stuff on screen.

Many remember the days of the old 8-bit machines and BASIC. The only way you could actually get the machine to do anything besides load games was to learn some degree of BASIC coding or Assembly if you really wanted things to fly.

The 8-bit scene seems to have games and stuff coming out for it left, right and centre, however the 16 bit world is suffering.

Sure there is a lot of WIP

projects out in the Amiga wilderness but the completion of them is few and far between. Why is that?

Games have become more complicated from our 8-bit brethren, while they are happy to accept a block with a face on it wandering along a bar to beeps. It seems that every 16-bit game has to have multi colour sprites, wandering on a background with multiple levels of parallax scrolling and some form of multichannel music in there too.

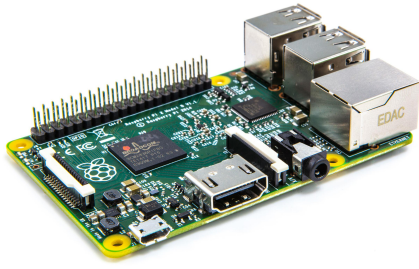
With the event of the PPC Amigas now we have to go 3D and everything has to have CD quality sound, shading and other complex lighting effects. Meaning that games can no longer be simple.

Ironically phone games have gone the other way and are as simple as they get. Now it's press screen once to do everything.

Both areas have merit from simple games with basic graphics and gameplay to complex strategic games with complicated AI and impressive visuals. Now here comes the rub...

In these days of everything having a fancy GUI, websites and the likes very few people now get their hands dirty and write major chunks of code. Sure there is a small number of them but they are forever declining.

Now many may start on about the Raspberry PI, designed by



Ebon Upton and David Braben among the many listed. Well once again lets be truthful here it was aimed at children to get them to learn to code using a cheap ARM processor, a Linux kernel and a few coding tools. However it was mostly bought by geeks and spends most of its life on a shelf gathering dust. If I had a pound for every time I hear I will find a project for it I would be rich now.

Once again a few kids have been introduced to the world of coding due to the Pi but I doubt it is as many as they hoped it would be.

The thing is code got immensely complicated when you had to move into an environment with windows and stuff. You had to learn how various APIs worked and everything became entrenched in vast chunks of redundant code and libraries.

No longer could you write a four line code block for to display something on screen. It now required OOP, Constructors and other ridiculous amounts of things just to do the simplest of tasks.

Things became visual ... With the advent of Visual Basic, Delphi, Unity and much more. Coding became more about placing item A on design board, attach piece B then write small block of object code

to tell item A what to do with piece B. The meaning was lost. Many people did not understand how to code Item A anymore. Why someone has already designed it.

Then people started to complain that programs were getting bigger and bigger. Well due to having large chunks of coding libraries that you will never use or even understand was that reason.

Now I know people are screaming I was moaning about people not being able to code and now you are giving them tools which make the coding easier I am still whining. Fair play.

The Linux guys in the background will now start to get more vocal. After all their whole system is code based and FREE. Well while this is technically true. It is in actual fact a complete mess.



This is due to a simple principle known as working by committee. Now don't get me wrong working as a large group you will get many ideas thrown into the mix. However you will equally get many people having many different ways to apply said ideas and many arguments of which is the best and most efficient way of getting the job done.

Have you ever seen how many

variants of Linux there is out there it's ridiculous. They can't seem to agree on what packaging they want to use, which kernel they are using, it's beyond belief.

This is why for all business is adapting to Linux for servers, it is far from mainstream. You may as well pull out a card from a shuffled deck and decide that's the one you want.

Now I am going to put it straight people will think I am against Linux I am not. I just wish they would have some form of standardisation they would all agree on. Then it might get somewhere.

I have already started digging my own grave so what's a bit more shovelling going to hurt. Lets also admit that coding is not for everyone. Just like I admit some people can draw amazing things and I can't. Coding is not for everyone, not everyone thinks the same way or has the logic required to do so.

They say that those on the higher end of the autism spectrum seem very much inclined to ways of coding. In fact many coders are seen as rather anti-social for this reason alone. I am not saying all coders are autistic before people start.

Coders think differently to the average man in the street. It's nothing personal, it's just the way they are.

Classic example here is Steve Jobs. Jobs was always seen as quite a hard man to get on with, he was readily eager to

criticise ideas, quite opinionated, however seen by many as a genius. He saw the world differently to most and felt that people did not see his ideology of the world. So he avoided those who he believed did not see his vision, and praised those who did.

There is a few old school coders out there and most are now over the age of 40 more than likely. They can remember what interrupt you need to clear the screen in DOS. They remember where the stack pointer has to put to access the copper or the blitter or whatever. It will be some obscure value in HEX like #FF0000 or something like that.

Now credit to them for remembering such stuff, and this is why the visual programming world came along so that you did not have to know this stuff.

Surely there has to be a middle ground. Learning enough that you can modify stuff without having to know where the ins and outs of a chip design or sticking chunks of code together with a bit of programming glue to make a massive amalgamation of redundant code to do the slightest thing.

Some will now point me to the likes of Scratch, and to be honest it is sort of in the right direction. It combines coding elements with a visual style so maybe there is hope.

I guess that's why I kind of liked Actionscript, however Flash is now a dirty word in the

computing industry so I should go and wash my mouth out. Flash allowed you to do things with a visual angle and create things but could equally be coded to do the same results.

People who are advocates of Python and their ilk are now up to the oche. Scripting has always been a funny one... While useful they have never been what you would call friendly.

Yes they are functional and many things can be done with them. Once again there is a plethora of options and none of them can seem to agree which is best.

```
30 FOR A=0 TO 5
40 PLOT 29+A,80
50 DRAWTO 29+A,1+A
60 DRAWTO 130-A,1+A
70 DRAWTO 130-A,30
80 NEXT A
90 FOR A=0 TO 1
100 COLOR A*21
110 FOR B=0 TO 10
120 PLOT 36,15*A+15+B
130 DRAWTO 124,15*A+15+B
140 NEXT B
150 NEXT A
160 COLOR 0
170 FOR A=35 TO 124 STEP 10
180 FOR B=0 TO 1
190 PLOT A,15*B+15
200 DRAWTO A,27*B+27
210 NEXT B
220 NEXT A
230 FOR A=14 TO 25 STEP 3
240 FOR B=0 TO 1
250 PLOT 35,A+B*15
260 DRAWTO 124,A*B*15
```

Maybe it's me ... I admit I can't program for toffee any more the last language I programmed in any anger with was Turbo Pascal 5.5 for DOS. Sure over the years I have worked in HTML using Flash and a small amount of PHP but mostly even I pull pre-made stuff off the shelf rather than write something from scratch.

What is the answer... Code repositories, actual classes in schools regarding programming. I honestly could not say. This is why I say programming is a dying art.

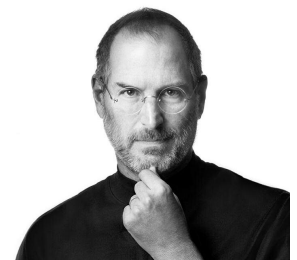
Until we can come up with a comprehensive way to get people interested or to make it so that it is workable and

adaptable without bloat. We sit at a crossroads.

This does not even get in to the legality of code. Who owns code X, have you paid or credited the appropriate people for code Y. Have you the rights to do this, it's a mine field of mass proportions there. Some argue as the language is the public domain it's now free so the ownership is irrelevant. Many major companies would disagree. Cans of worms can be opened regarding monetization.

Will this issue ever be resolved, very unlikely. Which is equally a bit sad. What is your thoughts and opinions on the world of coding, how important it is, how we solve said issues.

Or is it a case of well most stuff works so why don't we just accept what we have and stop moaning about things. I don't know it's far too complicated for me to say.



Maybe Steve Jobs was right, if it takes more than three actions it's too complicated. Who knows...

As I admitted earlier I can't really code to save my life. So what does that say about me as an individual?. Not a programmer I guess..which would be true I'm technically not a writer / designer either but hey ho...Such is life.



Well here we are 2016... So what absolute nonsense await us this year.

Two games is more than enough

It is not a bad rule. The thing is most games are spawning off silly amounts of sequels all just layer another paint of glossy graphics and minor twiddles, but the original game is not really improving. Recent discussions brought up issues such as Activision and Capcom. Both companies are responsible for the milking ideas to death and they are not the only ones by a long chalk. Many companies include EA, Square Enix, Konami, Nintendo and many more I will think of later.

Don't get me wrong it's not new this principle but very few

CONTACT INFORMATION

If you would like to contribute in anyway be it news, reviews, submissions, even constructive criticism then I can be contacted either by PM at eab.abime.net (zerohour1974) or alternatively you can email me direct at contact@amigaville.com, complain at me on Twitter at [@Amigaville](https://twitter.com/Amigaville) or join our Facebook group.

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games have been any good beyond its second incarnation. Write a game and a sequel/prequel then leave the hell alone any more than that and you end up deviating miles away from the original story.

Even old games very few games were good beyond two games. Super Cars on the Amiga/ST only had two games and was fine. Shadow of the Beast was three games and the third game was drivel.

Games have always outstayed their welcome but some franchises take the piss. Going back to the original two on this list. Activision has the Call of Duty franchise which has gone on for ten years and needs to drop dead. Not forgetting its Guitar Hero which has about five incarnations for what its nothing more than a Fisher Price gimmick with better music.

Capcom are equally good at slaying the sacred cows. They have milked the Resident Evil world to death and are even planning to reboot to start all over again. No! just no stop it now. Also in their franchise list

is Street Fighter which has more silly incarnations than I care to list including the many Marvel vs Capcom shit which is Street Fighter dressed up.

EA deserve shooting for their vast milking ability. EA Sports lets recycle the same shit tarted up every year and hope someone buys it. Then there is the Sims which you can buy everything bar the Anne Summers Party Dildo Pack.

Square Enix will you stop releasing Final Fantasy games at 16 its not exactly Final is it. The first one was bad enough on the original NES and any amount of polishing up by adding better graphics and cinematics isn't making the turd any brighter.

As for Nintendo the list is virtually endless for rehashing stuff. Mario, Kirby, Megaman, Zelda and Metroid are just the tip of a very shaky iceberg. The thing is that these companies are probably more than capable of creating or finding original games.

It seems that the imagination has died in games. As I said earlier this isn't a new thing it has happened for years.

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